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# THE FORTUNATE SUCCESSION

THE LUNAR LIST OF THE EMPERORS  
OF DARA HAPPA



BY GREG STAFFORD  
AND FRIENDS

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Publishers

# THE FORTUNATE SUCCESSION



TRANSLATED FROM THE GLORANTHAN BY GREG STAFFORD

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## INTRODUCTION

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**WELCOME**

This is a copy of my current notes of a Work In Progress. This is not a final publication, nor is it intended to provide information which is fascinating to the general reader. It is, in fact, documentary Gloranthan material which I have compiled as deep background for one or more Gloranthan projects.

I would like to give special thanks to three individuals who have contributed directly to this work under the very difficult circumstances of working with me. First, to Nick

Brooke, who compiled the bones of the Carmanian material given here (and more). Secondly, to Oliver Dickinson, who corrected some Latinish errors (remaining errors are mine). And finally to Dan Barker, for the art.

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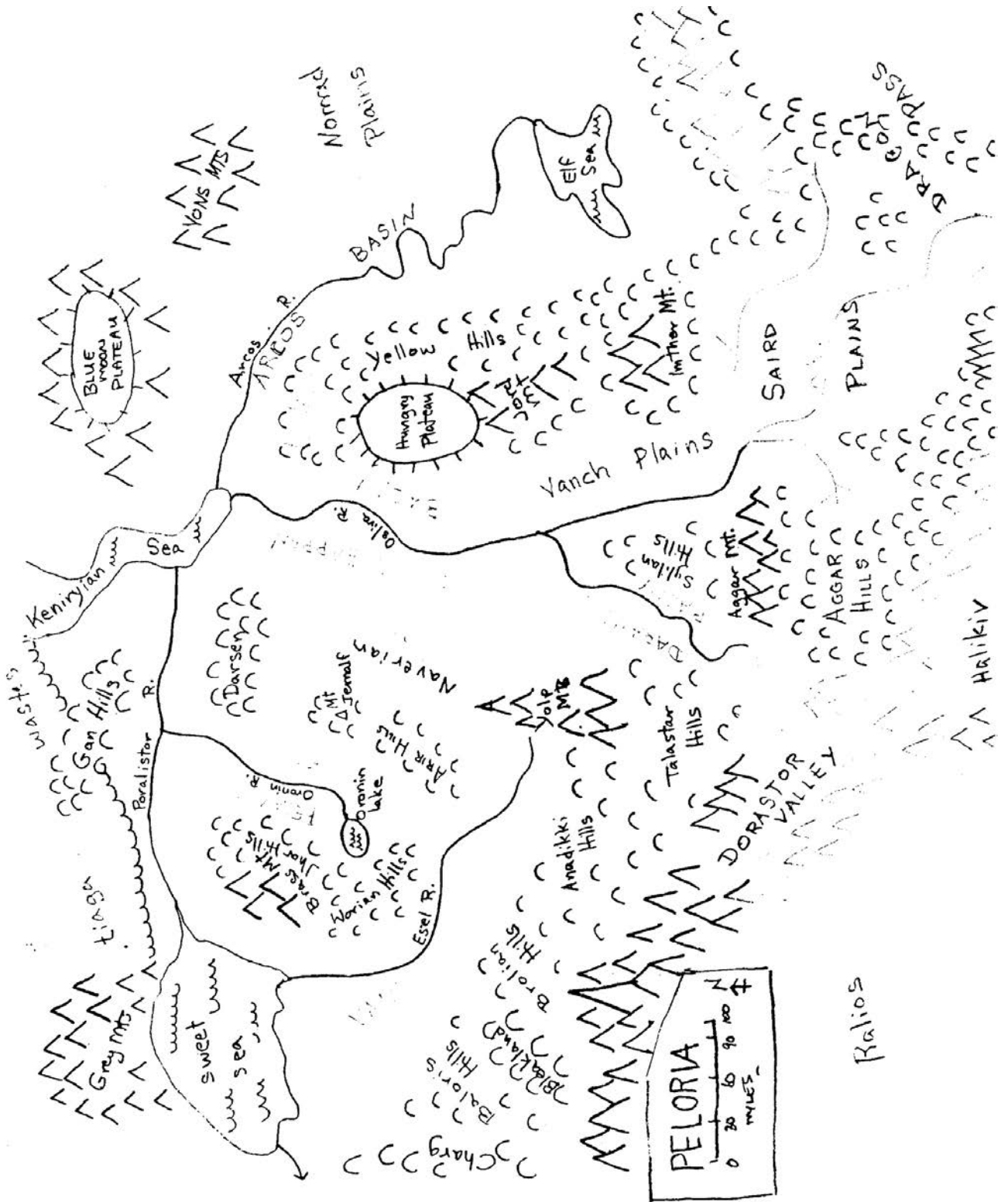
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MAP 1: PELORIA  
GEOGRAPHIC FEATURES



# THE FORTUNATE SUCCESSION

## THE LUNAR LIST OF THE EMPERORS OF DARA HAPPA

December 25,1994 Revision

**Greg Sez:** This is also often incorrectly called *Yelmgatha's List*. In fact, the real *Yelmgatha's List* was made shortly before *The Fortunate Succession*, and was named after the emperor who ordered it to be made during the Lunar Zero Wane (c. 112,450 YS)

In addition to *Yelmgatha's List*, *The Fortunate Succession* includes parts of several other earlier lists of emperors. The tradition of Emperor Lists was ancient, having begun with *The Glorious ReAscent of Yelm* in 111260 YS. It was also widespread, as witnessed by the Carmanian *Book of Kings*<sup>1</sup> and extensive barbarian imitations.

These various sources often conflicted with each other. In fact, *Yelmgatha's List* was written specifically to cleanse Dara Happa of the earlier corrupt lists. Emperor Yelmgatha was eager to purge his newly liberated land of all Carmanian traces and re-establish his traditional Solar way<sup>2</sup>. He convinced the priests of the Temple of Yelm in Alkoth to reveal their original copy of *Glorious ReAscent of Yelm*. Alkoth had never been plundered, and thus contained many very ancient works which could not be disputed. So armed, Yelmgatha's scholars created the work which bears his name.

Yelmgatha was the last Solar Emperor. He died without male heirs, and subsequent attempts by rebellious subjects<sup>3</sup> to elect one of their own to the Imperial Throne all failed, proving their fraudulence. The true heir, of course, was Takenegi, who passed all tests and has remained secure since then as the Emperor. The Emperor then decreed *The Fortunate Succession* to be the official list.

Later, in the Fifth Wane, *The Fortunate Succession* was used as part of a longer book, *She Blesses Who Reads This*. This era saw a new wave of literacy as part of the post-Sheng Seleris recovery. Many new writings were made and old ones copied to educate and entertain the public. *She Blesses Who Reads This* is one compilation which has survived, though most of it is not included in this manuscript.

This document also does not include the original's Introduction, nor attempt to replicate the whole of the Dara Happan document, nor to seriously reproduce the language of the era. I have also left out information on the earliest emperors, who are covered adequately in *The Glorious ReAscent of Yelm*.

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## THE DYNASTIES

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*The Fortunate Succession* is the Complete and Official List of the Dara Happan Emperors, as decreed by the Lord Takenegi, the seventy-seventh living god to sit upon the immortal throne, in the seventh year of his reign<sup>4</sup>.

Since the beginning of existence, 77 emperors have ruled the land of Dara Happa. The rulers are grouped together by dynasties as follows:

- Yelm Dynasty (3)
- Ovosto Dynasty (3)
- Anaxial Dynasty (7)
- Jenarong Dynasty (12)
- Khordavu Dynasty (9)
- Erzanestyu Dynasty (11)
- Denesiod Dynasty (10)
- Karvanyar Dynasty (16)
- Carmanian Dynasty (3)
- Solar Dynasty (2)
- Red Emperor (1)

There are some years in which there was no active, acknowledged Emperor of Dara Happa.

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<sup>1</sup> Carmanian "Book of Kings" is called, in its language, *ShabNama*

<sup>2</sup> newly rediscovered by his adventures upon the Mythic Planes

<sup>3</sup> See page XX

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<sup>4</sup> seventh year of his reign. Specifically 112,257 YS (Plentonic); or 1/7 LT; or 1257 ST (barbaric)

## THE YELM DYNASTY

No gods lived before Yelm. There was only the immortal Thoughts of God, which formed themselves from Themselves. These sacred thoughts are so powerful that they would burn any mortal who touched upon them. Thus they are associated with fire, and called Aether Primolt. When Aether Primolt had formed, there was created Yelm, the Ruler of All.

### 1. YELM

From Zero to 100,000

Yelm is Emperor, and he was the Ruler of the whole universe. All divinities obeyed him. Life thrived, and happiness was in everyone's eyes. Because he is Just and True, Life exists. By following his example and Law, we can

enter into Union with Him. He is immortal and has always existed, Pure and Great. But as Life devolved into Existence, inferior mortals corrupted the world until we can no longer see the true Yelm Allfather, but instead only the burning orb of his lowest essence. When humans had taken over the world Yelm appointed his son to be Emperor after him.

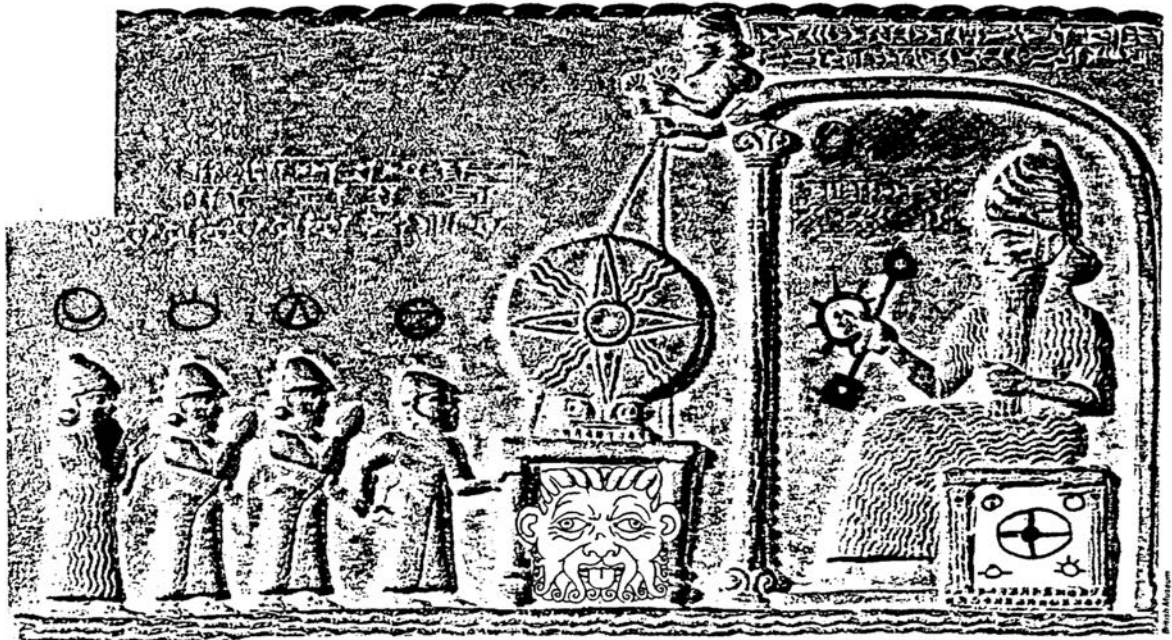
Unity, harmony, Good, etc.

There was trouble, and it began close to Yelm so it was settled quickly. Yelm made a spokesman, called God Looks Down, who spoke to the lesser creatures. He claimed to be Lord of All, but was defeated when Yelm proved he was only Lord of All-He-Knew.

### YELM ENTERTAINS THE LORDS OF FOUR QUARTERS

Emperor Yelm receives his four sons of the East, South, West, and North. The Sun Disk, Yelm's visible form on earth, stands upon the block of Earth, shown as Lodril's head. Overhead the Sky Dome stretches, with Dayzatar atop the World Pillar.

Note how the World Pillar actually appears three times. First is the apparent one atop which Dayzatar sits; second is the Lodril-Disk-Sky-Rays sequence; and third is the Staff which Yelm holds, round at the top and square at the bottom. This sculpture is dated c. 65,000 YS from the time of Murharzarm era. It is near Hargoth, in Kostaddi, about twenty miles from Raibanth. Others, generally much less preserved, are found around Vonlath and Henjarl.





**2. MURHARZARM**

60,000 to 100,000

Murharzarm was appointed to be the first Emperor of Dara Happa by his father, the almighty Godfather, Yelm, Emperor of the Universe and Protector of the World, and Keeper and Source of all Justice.

Murharzarm established the Ten Cities, and all of the imperial customs of Dara Happa. He ruled from the moment of his appointment until the moment of his murder at the hands of the Rebel Gods.

Murharzarm was raised upon the Sacred Mountain, and learned all of the Lords' Arts at the court of his grandfather. He often went among the people and shared his knowledge and power with them.

**3. KHORVENTOS**

100,001 to 100,110

Khorventos was overthrown in civil war by his cousins, Ovosto and Orogoros. They stole his accoutrements, and led many people into corruption and shameless behavior. Without Yelm the world was pitched into despair and darkness, and the gods determined to cleanse it and start anew. The Sons of Yelm loosed the demon mother of Oslira, called out of the poison Salt Sea, and then created rain to make sure mankind was destroyed. All the wicked were drowned.

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**THE OVOSTO DYNASTY**


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**4. OVOSTO**

100,111 to 100,141

Ovosto ruled a large land. He corrupted the people and scorned the divinities.

**5. OROGOROS**

Ovosto.

100,141 to 100,148

Orogoros ruled a small land.

**6. ORAVINOS**

100,149 to 100,172

Called Earth Father, father of Tueros (and Jernotia?). incest creates western races?

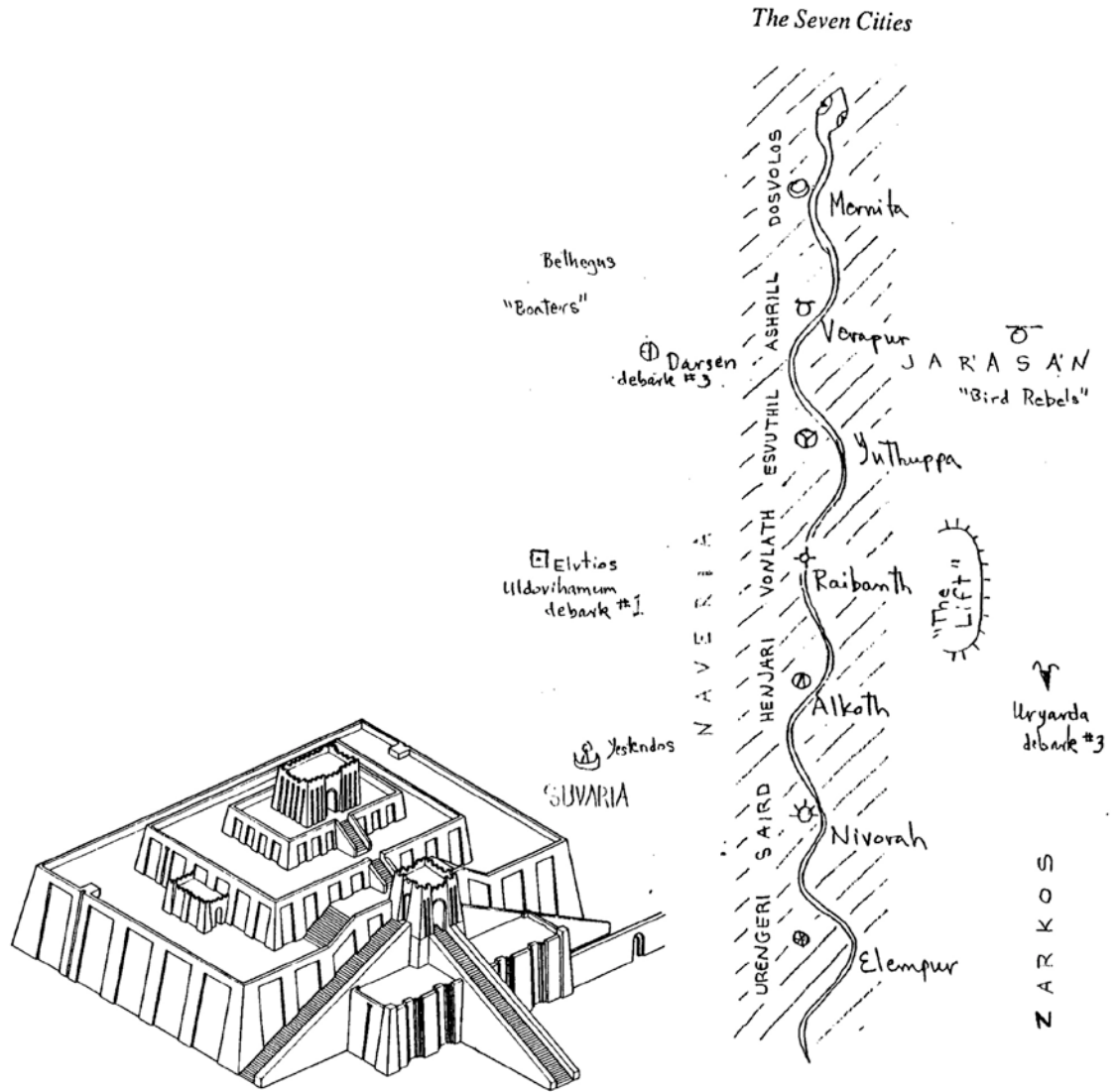
**OVOSTO**

Statue from Kostaddi, probably made during the Lyndalic period. The Ovosto rites invariably included a great bout of howling, and this pose is typical of the god.



MAP 2 DARA HAPPA CA. 100,201 TO 103,215

REIGN OF ANAXIAL





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## THE ANAXIAL DYNASTY

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### 7. ANAXIAL THE SAILOR

100,201 to 103,215

When Yelm and Murharzarm were so foully murdered the world went mad. The earth rocked, and terrible rains came. When Ovosto and Orogoros defiled the good world with their travesty of rule, the Oslira River screamed in protest and rose from her banks.

Only Anaxial, of all humankind, was prepared for this disaster. He had built a huge ship, and taken into it all the things of the world which should be saved.

When the flood subsided, he distributed the survivors into the four corners of the earth, with himself and his family at the center. The 700 Families resettled in their lands, and lived without sorrow or problems for thousands of years.

### 8. LUKARIUS THE LAWMAKER

103,216 to 105,682

Lukarius was a great Lawmaker. He subdued dissent with a great law, the *Antirius Precepts*. The strength of his Law was so great, that by the virtue of his pronouncements the moon fell from the sky, and crushed beneath it the rebellious city of Mernita.

### 9. URVAIRINUS THE CONQUEROR

105,683 to 107,592

Urvairinus was the inventor of the Army after the rebels had invented War. The vicious Southfolk came to ravage, and they destroyed the whole of Elempur city. The Emperor was not paralyzed with shock, but instead organized his strongest followers, and gave them spears and shields. They marched in step. When the barbarians came they could not match the sober soldiers, and they were slaughtered. Since then Urvairinus has been invoked before every battle where victory is desired.

### 10. KESTINOROS THE BIRD-LOVER

107,593 to 108,676

Kestinoros was the son of the bird goddess. His aunt was the great verk [a large, running bird of Zarkos] who had laid eggs from which some tribes had come during the reign of Yelm. He was selected to be emperor because he ruled the furthest northern city, and everyone wanted the most wisdom from their ruler.

Kestinoros was not content with the Empire of his ancestors, but wanted to change everything to combat his foe, the northern digijelm. People from the other cities resisted his orders after Kestinoros insulted their leaders. When the Lord of the Ice pushed forward, no one would aid the Emperor and his people. So the glacier crushed the city walls, and the people were all eaten.

### 11. MANARLAVUS THE ROOFER

108,677 to 109,399

Manarlavus produced the plans of his great-grandfather and said they must be used again to save the world from the coming danger. They built Anaxial's ship, but upside-down, so it was a dome overhead. Then they painted the inside with the signs of the immortal sky. On the outside they took the giant iron Ram which could break anything, and mounted it upon the front of the dome, like the figurehead on a ship. When the sheet of ice pushed against it, the ice was cracked, and when it kept moving southward it parted around the dome. The men sealed themselves inside, and were safe.

Within this dome, the gods and men were not separated. Nor were the women and goddesses, for there was no room for them to ignore each other. No one knew or cared what went on outside. During this time the many people often married deities and demigods, and their bloodlines were strengthened. Among them, some were more blessed and they were distinguished as the 700 Families.

The reign of Manarlavus was long and peaceful. When he died, his body was burned, and a light wisp of smoke rose upward, and collected on the dome, and made a black mark there.

### 12. VANYORAMET

109,400 to 109,760

Vanyoramet was the emperor when the protection of the dome was shattered. He had been warned by oracles of this, and was prepared for the impossible. He had gathered together criminals and misfits who were unable to live within the closed colony, and also some fanatics and some visionaries, and he worked patiently with them for a century until they had been trained to work together. They were impossible to work with, said the Emperor, and so were beyond perfection. So he called them the Elevens.

The Elevens preserved the dome from invasion for many years, and would have done so longer except they died and were replaced too slowly. Slowly, the invaders brought down the dome, and then overwhelmed the land and it fell to darkness and cold.

When Yuthuppa was overwhelmed, Emperor Vanyoramet went outside of the dome to seek victory for his people. He went shoulder to shoulder with Antirius, and for that reason he is called "Walks with God." Alas, the god was nearly slain, except that the Emperor saved his existence from the Cruel One. But the Emperor was fatally wounded too, and died.

### 13. MANIMAT THE LAST

109,761 to 110,112

Manimat had commanded the army of Dara Happa when Vanyoramet was gone. He was appointed by the dying emperor. He trained everyone to use spears and rocks, and to listen silently when he said to. While he ruled, after Antirius died, the last Elevens betrayed the Empire and seized Raibanth, slaying many of the people and forcing the rest to flee.

Manimat led his people into the wilderness, away from the last outposts of civilization which had attracted armies of monsters. He summoned the last of the Aetheric Gods to be his protector, and his own family settled in Darjiin. Manimat was the one who discarded the ancient toga in favor of trousers, like the Eferventes people<sup>1</sup> wore, at this time.

When he died, Manimat's essence was placed inside the imperial brooch, which was secreted away among the Vurturnus family. Before he died Manimat cut the Cloak of Antirius into strips and distributed it among the 70 Families. They swore to return to their homelands when they could. Then they dispersed, and lived in the hilltop cities of Darjiin, Gerendethlia and other regions.




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#### BIJIIF, TWO SCULPTURES

Left. Jenarong Era statue (circa 11 1,000), a small carved bone idol to which sacrifice was made for protection at night. Right. Late Lunar Era statue (circa 112,600), in the Temple of Yelm, at Raibanth.

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<sup>1</sup> a name for the reindeer-herding people of the north

## KAZKURTUM, THE EMPTY EMPEROR

110,112 to 110,665

When Antirius was dismembered, and Manimat had died, no sun shone in the sky, and the few stars which were there were chased around the sky by w monsters. The last cities of Dara Happa were overtaken by the Unpeople, which ruled things that had no sense of order or nature. They perverted everything which they touched, and sterilized the lands where they stayed.

These beings found their greatest delight in distorting the acts of life and goodness. They placed their own empty leader upon the throne of Dara Happa and claimed it was an emperor. It had many names: Etchango, Lord Beast, Pervert God, or Slime Standing. But we call it Kazkurtum, the Empty Emperor, for it had none of the things needed to qualify as Emperor, and none of the accoutrements to prove his imperial status, and knew none of the litany which would bring others to his level of knowledge and experience. This proved that one is not Emperor by merely by saying so.

While the Empty Emperor lived he hunted down the 70 Families, for they were the most powerful and delicious of all beings alive. Many of the sacred families died out or joined with others, and everyone was miserable. In this time Famine and Drought stalked the lands as well, and Greatfire and Earthshake brushed their arms across the realms. Sorrow, Fear, and Despair were rulers and provoked the only feelings which people had. The world was covered with ashes belching out from deep underground.

During this time all the gods died, and only humans were left alive. For them to survive, they were forced do unnatural things just to live. Thus some ate mushrooms, some burned prayer smokes, some had pleasurable sex, some liked being artistic, some enjoyed nudity, some hated children, some scorned leaders, some sought cruelty, some killed relatives, some loathed gods, some went naked and shameless, and even worse things. Thus the human race was polluted by all these things so that today all ordinary people have those thoughts or feelings. We are fortunate today that the light of the gods guides us, so we do not fall into such evils as a way of life. But in those days human were without such guidance, and they all suffered doing these things.

They had only tiny sparks of light, each of them held in secret and nurtured with desperation and hope. Thus the human race survived the destruction of the world, but was tainted forever.

Only people who held a shred of Antirius Cloak of Light survived their life without significant harm. And only the bearer of Manimat's Brooch was truly pure.

The Power of the Empty Emperor is that there is No Center. The forces which exist there support digijelm, who devour the rot which was once at the heart of decrepitude. It returns to the world even now, and many emperors found themselves invoking these useless powers rather than the true Rule of Wisdom which Worship of Yelm would have given them.

It is easy for Men of Authority to misuse their status and responsibilities. Our history of the Empire has many bad emperors who let this power slip into their lives, or— even worse— invited it.

Indeed, it is a task for every Emperor to decide what they must do with this force, which has never truly left our world.




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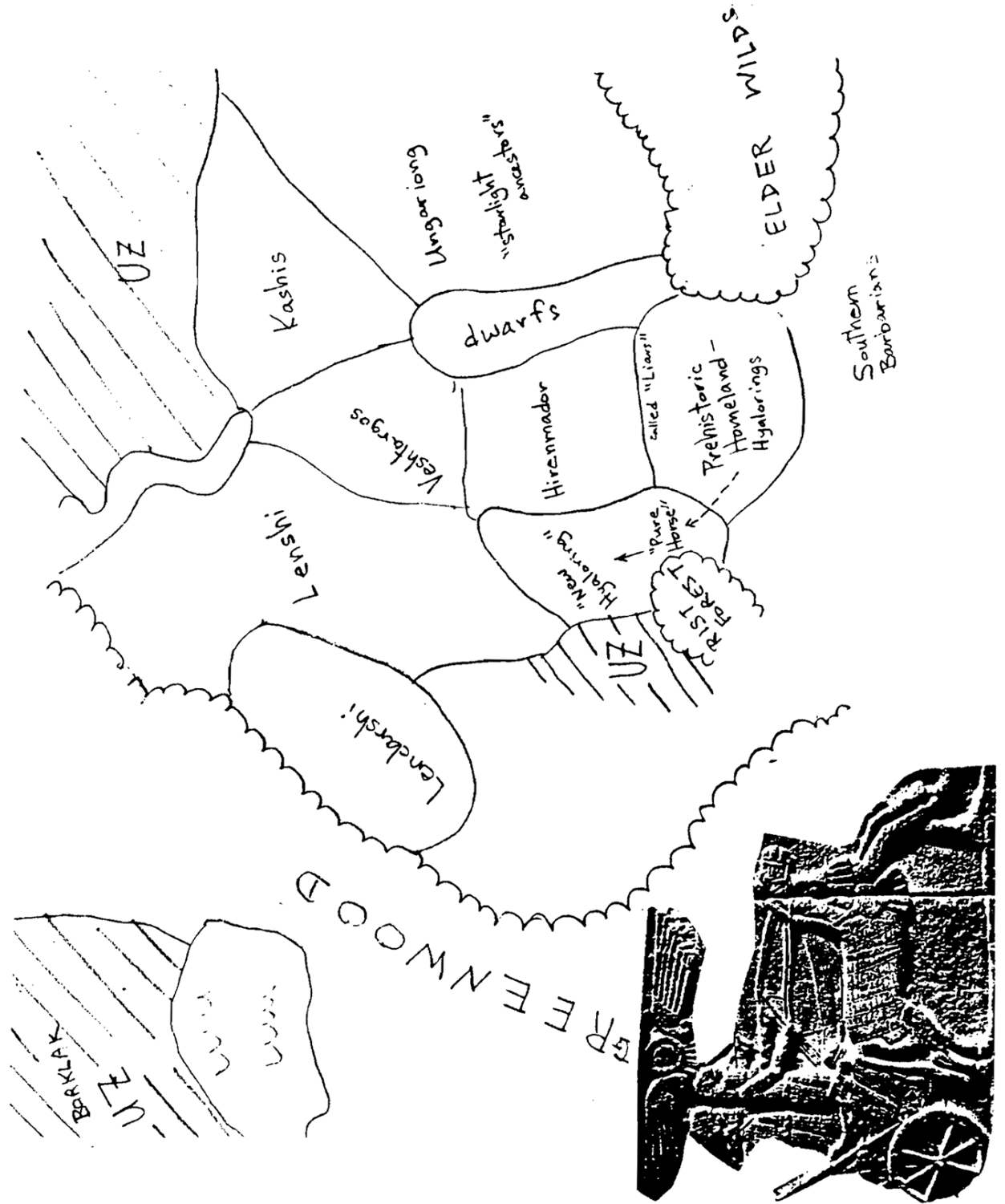
## KAZKURTUM

From a rock painting a few miles up river from Darleep. Jenarong killed all the evil people who worshipped here, but whomever tried to paint over or deface the image was killed. At last Vuranostum split the rock and pushed its face upon the ground.

But the evil spirit would not be defeated, for over the next century the image soaked through the rock, and is now visible again.

MAP 3 PELORIA, RULING PEOPLES CA. 111,000 TO 111,050

THE REIGN OF JENARONG



## JENARONG DYNASTY

During the term of this dynasty there were many years without any emperor. Yet by today's standards, these evil people could not have been Emperors, even though they sat upon the throne and called themselves by that name. They continued only the tradition of the Empty Emperor, and brought harm to the people and land of Dara Happa when they lived.

Yet, they were necessary in order to crystallize the mobs and bring them to awareness of their miserable conditions. That way some of them fought back, or worked harder, or found the uses for ancient things. In this way the distillation process could begin, which blessed all humanity.

### 14. JENARONG

110,800 to 110,900

Jenarong was the lord of his own people who woke upon a star light field with horses and weapons. They drove their chariots about the shattered earth, and wherever they went they brought it to life again. They brought people together to the city of Raibanth, and there Jenarong was blessed by the city god and inspired to become Emperor. In this way the Good Land was distilled from the rest of the world by the blessing brought by Jenarong. Under the Emperor the people thrived.

One day a horde of strangers came to Raibanth. The citizens were afraid and begged Jenarong to slay them. But the wise emperor consulted with his god, who advised him to go forth and speak first. Because Jenarong was pious, he did as he was told, taking only his household bodyguards.

He met with the leader of the strangers. His name was Urstenus, and he was nearly naked, and covered with wounds from the life he led outside of Dara Happa. But though poor, Urstenus was eloquent, and he begged for the help and protection of the Emperor. Naturally Jenarong would not betray his peasants, who annually selected one of their number to be Ordannus, and sit at the emperor's table. He asked Urstenus what solutions he could offer for his own survival. At the end of his speech, Jenarong was convinced. He brought the strangers back to Raibanth, and introduced them as the nation of the urstenni, and explained their rights and obligations to Ordannus, who was satisfied. Thus we received the people of the Half-citizens.

#### JENARONG

Jenarong is always shown riding in a chariot, though many of his dynasty are shown upon horses (always without stirrups). This is a frieze from the late Jenarong dynasty, probably Kargzant Era, circa. 111,000.



### 15. GERRUSKOGER

aka: Horse on the Table

110,993 to 111,018

Gerruskoger was the most successful son of Jenarong. The old emperor had many sons who competed for the throne, leaving it empty for 92 years. Gerruskoger killed his brothers for the honor of mounting the Footstool.

One time the two Sons of Yelm began to fight in the sky. Each summoned their followers to help. Gerruskoger brought his best warriors and singers to the top of the Footstool, and with great sacrifices rode into the sky to help Kargzant. Because of this extraordinary help, Kargzant overcame his brother and bound the Red God to his path and cycle in the sky. he helped to set the heavens right.

At that time Lerustum the Killer, a son of the conquered sky god, found refuge on the world and conquered the city of Alkoth. The people were happy to see him, and he started the Temple of Shargash there.

### 16. VURANOSTUM

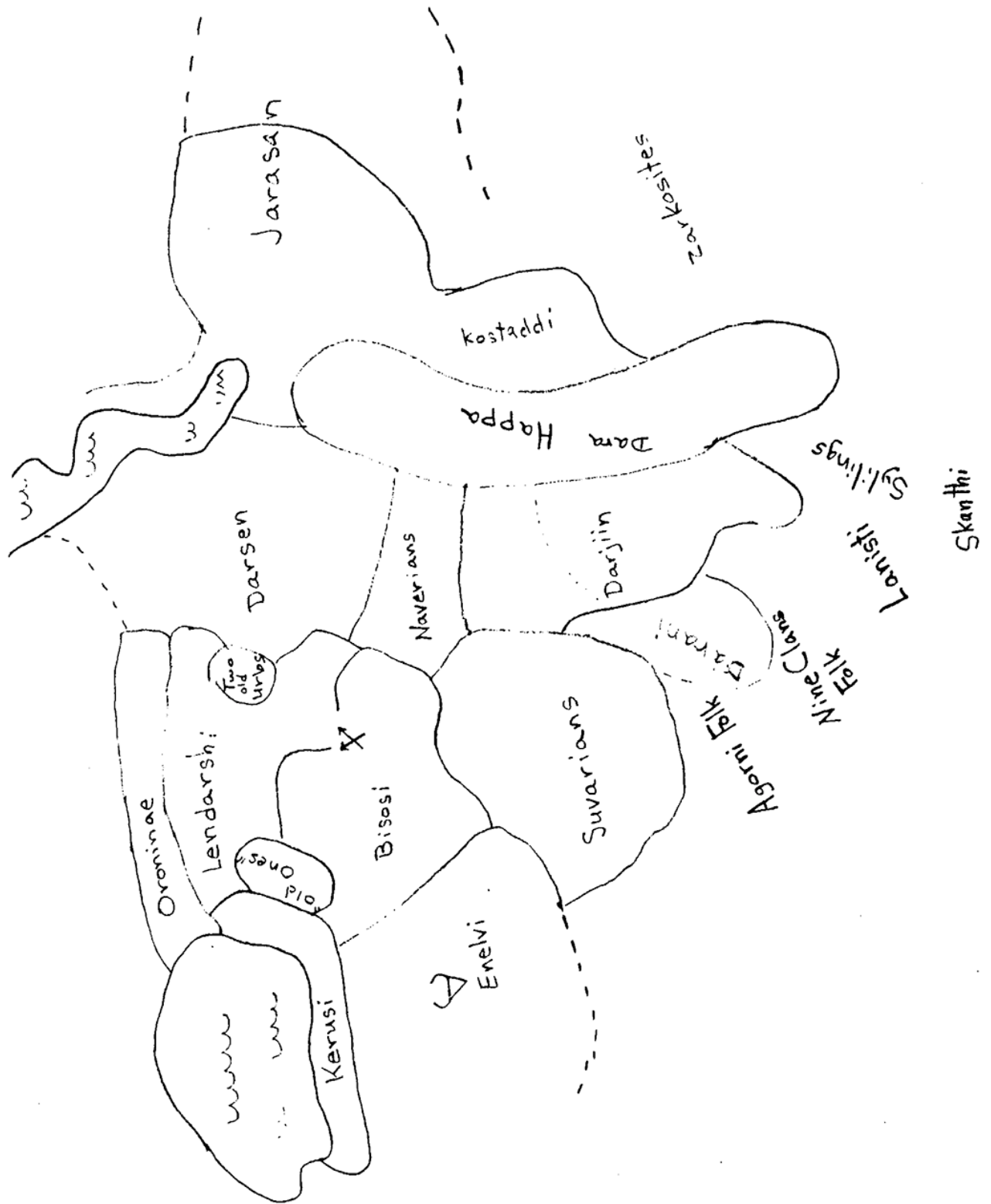
111,035 to 111,072

Vuranostum was a handsome and much-loved emperor. He protected his people from the enemy god, Argoom the Shadow Rider, when it came to steal their unborn children. Vuranostum sent lightning from his eyes and destroyed the evil.

Vuranostum also started the distillation of the Good People from the ordinary people, simply by the strength of living his virtuous life. The Emperor rewarded the best of each of the four classes<sup>1</sup> of people.

He also enlarged the land when enemies attacked him. The Veshtargos tribe were cannibals who lived to the north. Their magicians summoned great herds of beasts and men to help them, and they tried to attack Raibanth. Vuranostum trampled them into the mud. He was content with that, until he heard that a great god was being held prisoner in Yuthuppa. Therefore he took his friends and conquered the enemy lands.

<sup>1</sup> four classes: Noble, citizens, half-citizens, newcomers





He went through Yuthuppa, where sad people huddled in fear. At the center of the city he found a great tower, still unbroken, but he could not enter. He set up an altar to his favorite god, Oropum, and asked for advice. Under the wisdom of the star light he entered, and with his wise men went ascended. At the top, waiting calmly, were astrologers who called themselves the Star Seers. They pointed to the places where their sleeping god was, and spoke with the wise men of Vuranostum. The Seers explained the Copper Tablets. Vuranostum was convinced, and endorsed the opening of the Temple of Dayzatar. Tomastus was the first High Priest, because he was able to sing a song which brought all the priests to Dayzatar.

Vuranostum was encouraged to find Alkoth and Yuthuppa thriving. He sent explorers east and west to seek other ancient cities, but they returned with tales of barbarians and ruins, but no wonders.

## 17. HURADABBA

aka Son of Evil

111,096 to 111,111

Huradabba was an evil emperor. He fought against the Right Order, and tried to place Kargzant in power again.

Huradabba was under the terrible influence of Vettebbe, a star god who had escaped the conquering of his lord, Kargzant, by Orlanatus. The star swooped low towards the world, and blinded those who loved it. As a result, Huradabba conspired to take every pleasure and good thing and pervert it.

He provoked great enmity from everyone who was righteous and sought peace and pleasure. The gods themselves revolted against him and his hated overlord. But the Rebel Gods, led by Orlanatus, were unable to conquer him. They prayed for help, and begged Yelm to help them, as he had promised. Thus he sent out Antirius.

Antirius was the Bridge to Heaven, and he appeared at the summoning of Great Avivath. He came with a great flash of light which slew the evil emperor. The burning beam then detensified and grew to become the shining Tower of Yelm, visible for miles from all about Raibanth.

Orlanatus bore Antirius as a Weapon, and bore Justice into heaven so that Lightfore overcame Vettebbe. This way the evil was ended

## 18. DARDAGGUS THE CANNIBAL

aka Eater of Flesh

111,112 to 111,121

Antirius rose to the crown of Heaven, and there pronounced the start of the New Day, under the reign of the Sun. Antirius declared that all other heavenly bodies would fall away from him, invisible during his passage, and day would no longer be confused with night.

Antirius then appointed the most virtuous man to be the next emperor. This was noble Gestornus, a great and intelligent man who was descended from the great Esventheus, who had discovered writing. Gestornus was learned and militant, gentle towards love and hard towards

hate. At the base of the Footstool he undertook the Ten Tests, and ascended to be Emperor.

Then Antirius was satisfied, and with stately steps he descended from mid sky to the western gates, and the New Age began.

When he was in the underworld the Rebel Gods conspired against him, for they still hoped to rule the world. And in the dark of the first night, they struck. Philekka, priestess of Dendara, opened the gates of her temple, allowing the rebels to enter into the city. They were led by Dardaggus the Cannibal, who stole into the city and slew the Emperor at his feast. Thus Gestornus never completed his enthronement, and is not counted as an emperor.

Instead, Dardaggus underwent the Ten Tests and ascended to the throne after a year of utter anarchy had passed. He ruled for 9 years, until he confronted Avivath the Great, who slew him with the Sunspear as he had slain the Son of Evil.

## 19. KERUNEBBE

aka Breaker of Walls

111,125 to 111,136

Kerunebbe was a relative of Gestornus who was much beloved by the people of Alkoth. He united the Tripolis and encouraged the peasants to return to their homes and work by reducing the taxes they paid to their lords. When the warlords complained, Kerunebbe imprisoned them.

Kerunebbe tried to join the cult of Antirius, but Avivath would not allow it because Kerunebbe enthusiastically worshipped Deseeti. This enraged the Emperor, who had intended to belong to all cults. He tried to kill Avivath, and tried to suppress the worship of Antirius.

Avivath hid and took refuge with friends in Rinkliddi. There he undertook the distillation of the Good People, and he marked them all with the Second Birth Rites.

Bright Eagle Lord story

## 20. DAGGUNERI

aka Eats Women

111,137 to 111,145

Ervuthan Lava Beds

## 21. KESTINENDOS

aka Lies With Truth

111,155 to 111,172

Avivath Starts distillation of Nobles

Kestinendos [from the city of Kesium] was heir of the previous Lord. He was of the lineage of Emperor Jenarong, and the grandson of Kerunebbe. Thus he was of imperial blood, and could qualify to be Emperor by being within three generations of one. Nonetheless, this did not prevent him from leading an exemplary life of imperial demeanor, for he was tutored in the Palace of the Paradisal Aviator. He married the daughter of lord, and he proved himself through tests to be worthy of rule. He was titled Lord Bright Eagle, and he wore the bright blue, red, and yellow feathers of the Paradisal Aviator during ceremonies.

Kestinendos had been Champion for the previous Lord, and had done great good for the land. He was widely loved, and had proved himself to be in touch with the spirit. Thus, even though his was both hot and cold, he proved himself both capable and honorable.

Kestinendos was widely acclaimed as the new Emperor, and because of his great reputation as a general revolts broke out everywhere to try to overthrow the nomad overlords. As always, rebels were savagely repressed, but now there was a center of resistance and refugees flooded to Vonlath, Kostaddi, and Rinliddi. The Emperor made as many into soldiers as he could, and sent them back to fight for their homelands. But many stayed, unwilling or unable to fight, but still requiring sustenance and protection.

The nomads were desperate for help, and so they lied and made false oaths to their other enemies. They were called the Monster People, because none of them were humans. The nomads promised the Monsters that they could rule all of Saird and Sylila if Kestinendos was overthrown. A great army of monsters came, both day and night, above and below ground, and helped the nomads in every way.

Kestinendos was unable to halt the invaders. He asked Avivath, the Prophet, what to do, and was advised that the enemy did not seek the Emperor, but only Avivath. The Emperor had a choice of whether to turn him over to the foes, or to either abdicate or be killed fighting.

Kestinendos said that he could not bear to rule in a world which did not make sacrifices for the likes of Avivath. He spent great effort to hide the prophet, and to make sure that no unjust person could ever again capture him. Thus Avivath disappeared among the common folk, and can never again be recognized or identified by any lord.

The nomad lords came then, and with the Monster Army laid siege to the city of Yemes, here the Emperor waited. The imperial army sallied out, and there was a terrible battle upon the plain. But Antirius had spoken, and the Emperor was slain along with all of his army. The Monster Army rushed to the city, eager to sack and pillage, but they found it was entirely empty. They destroyed it, stone for stone, out of frustration, hate and malice, so it does not exist anymore.

Emperor Kestinendos was a soldier to the end, and was among the last people slain. The enemy all wished to seize his body for torture and desecrate it, and fell upon each other for the right to make the killing blow. When it was clear that the enemy were never going to find peace again, Kestinendos , prayed to his gods and his prayers were answered when he burst into flame, clear and pure. His eagle circled the field of battle below, and then flew to the sky.

**22. ILLADAGA**

aka Child of Wrath  
111,175 to 111,185

**23. VIRAMAKRADDA**

aka Dispenser of Horses  
111,186 to 111,193  
Good Nobles are Distilled from the Good People.

**24. EUSIBUS**

aka Upon Hilltops  
111,194 to 111,215  
Son of Shargash. abdicates, but reserves right of Alkoth to make Emperors.

**25. HARKAZTEM**

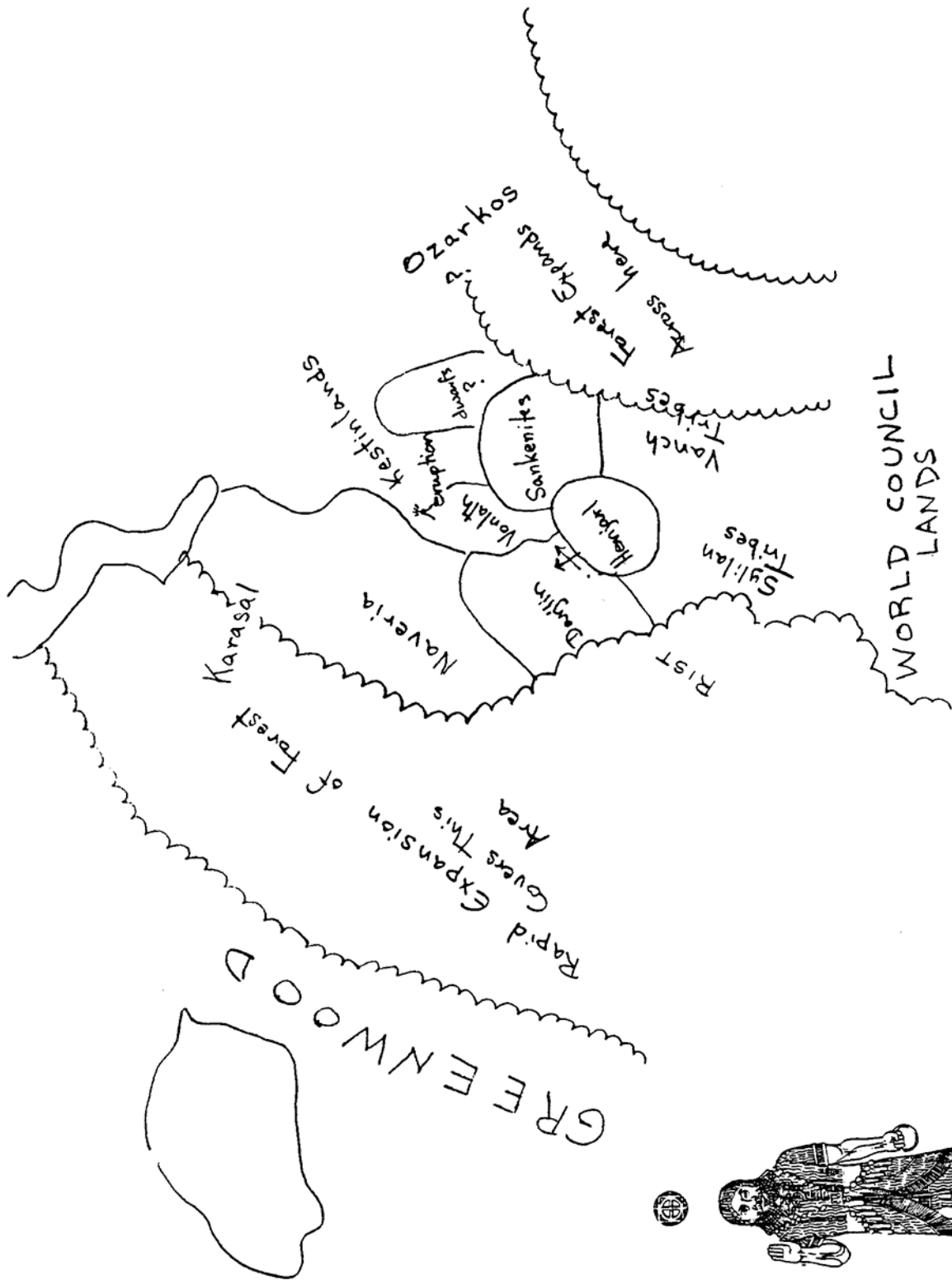
aka Kills for Life  
111,216 to 111,221



**ARTIFACTS FROM JENARONG'S DYNASTY**

Upper: Cylinder seal impression of the Emperor performing the annual Water Refreshment Sacrifice.

Lower: Pot containing tribute given to Emperor Viramakradda by Senebakus, earliest of the Good Nobles.



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## KHORDAVU DYNASTY

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The dynasty lasted for 23 emperors, from 111,221 to 111,700, total of 479 years.

### 26. KHORDAVU

111,221 to 111,247

Khordavu was the first emperor since Manimat to wear the Mantle of Sovereignty. His grandfather had begun to assemble it when he was in Ulifas, and many evil emperors pursued this garment unsuccessfully. At last it came to the hands of Khordavu, who was the first person to put it on. Then he clasped it with the Brooch of Manimat, and this completed the Imperial Regalia.

c. 111,221: Khordavu is crowned Emperor of Dara Happa, at (a) Temple of the Emperor; by Yuthuppan Priests, guarded by Alkoth Soldiers, and waited upon by the Seven Servants (i.e., Sagittus and others of missing Decapolis).

And Antirius descends, and places the Mantle of Solemn Majestic Glory upon him. When Kills for Life shows up to protest, Khordavu points at him, and he is struck dead by a ray from the Sun.

Emperor Khordavu summoned his enemies to him, and both the Bad Gods and the Evil Gods came. Khordavu then set them upon each other. The Monster Army destroyed the Flesheaters, a tribe of demigods who had come from the farthest side of the world to destroy Khordavu. Instead, they were all exterminated, and not even one of them was enslaved.

After the battle the Monster Army came to Khordavu and surrendered. They said they had been sent by their own Gods, who at the moment were making peace with Antirius. The people explained that their gods had been released from the dead land, on the condition that they must prepare the way for the arrival of Yelm, the Master of the Universe. The gods had held their word, to honor the glory of Yelm, and the army had followed their gods.

Then Khordavu stood upon his throne, and he divided the monsters of the army to go into separate quarters. He sent the night men, the uz, into the north. He sent the underground men, the mostali, to the east. He sent the wood men, the aldryami, to the west. And to the south he sent the dragonmen.

Emperor Khordavu then granted the army and their leaders the honorable title of World Council of Friends. They left, and went to their homes. Many of them did stay, for they loved the beautiful land of Dara Happa, and agreed to live by the laws of Khordavu.

Social Order: the Emperor, and the Overlords; Assistants & Witnesses; 10 Sons and Servants, including Foreman and Soldiers; 17 Families; half-citizens.

### 27. ANIRMESHA

111,248 to 111,268

This son of Khordavu had intended to be a priest, but was put forward by other nobles and was then recommended to the post of Emperor.

He completed the magnificent Bridge of Angels which linked portions of the city again, which had been separated from each other by Oslira when she was untamed.

He established the first Priests, separate from the rest of the Servants and Witnesses. They were servants of Dayzatar, and they said they needed to have only the single duty of conveying prayers and sacrifices to their god, for Dayzatar was far from everyone and needed the most work to be reached. The Emperor approved of this, and then blessed them with additional responsibilities which were necessary for them to maintain the dignity of their office.

### \*WANTHANELM THE CURSED

111,269 to 111,278

The failure of the third emperor of the dynasty, Wanthanelm, to maintain his full moral dignity resulted in his abdication. The Tribunal cautioned, then censured, then condemned him for three acts. He was driven out of office by the weight of his injustices.

Later it was proved that he had cheated on the Ten Tests, and his recognition as Emperor was revoked.

### 28. ANIRDAVU THE HUMBLE

111,279 to 111,306

His wife attempted to shame him, but was turned into a night wren, while her lover became an owl. After this he took no wives or lovers.

During his reign many great men clamored for recognition of their holiness. They said that the corruption of the previous emperor would not have occurred if they had been rightly empowered by being named by him.

Anirdavu responded. He stood upon his throne, and he named those who came to be honored. In this way the other nine of the Ten Priesthoods were made:

1. Dayzatar, 2. Antirius, 3. Lodril, 4. Dendara, 5. Shargash, Polaris, 6. Naveria, 7. Oslira, 8. Buserian, 9. Lokarnos, 10. Ourania.

### 29. ERRAIBDAVU THE CONQUEROR

111,307 to 111,333

Erraibdav was a man of great learning. After he had exhausted the philosophers of Yuthuppa and the Loremasters of the commoners, he still desired to know more. He heard of wise men who lived in the land of Pelanda, and asked them to come. A few did, but they still spoke highly of some others who remained in other cities. The Emperor ordered them to come, and a few did, but those who did so mostly spoke badly of those who remained behind. So the Emperor called his army, and he went to the cities where the wicked philosophers lived and asked for the surrender of the bad men. Some did this, but others protected the metaphysicians. Determined to support

his friendly teachers, the Emperor assaulted the wicked cities and took their populations prisoner. Other cities protested against this, and they together raised an army which marched against the Emperor. It was handily shattered by the Dara Happan army, and the lands surrendered.

### 30. MAHZANELM

111,332 to 111,345

Mahzanelm was a cousin of Anirdavu, and had been one of his chief generals. He led the city of Yuthuppa to rebellion and slew the previous emperor in unjust battle, then seized the Regalia and underwent the Ten Tests. He succeeded, even though the Cloak was short, and he received a small hawk instead of an eagle.

Mahzanelm continued his predecessor's aggression against foreigners, but he did it without the philosophical cause which had made his predecessor's action honorable. Thus when he conquered both Rinliddi and Vanch he greatly expanded the realm but cursed those who participated in the conquest.

The gods of Rinliddi received power from outrage and injustice. They shielded their warriors in battle, which thereby slew our good armies which had conquered their cities.

### 31. ERZANELM

111,346 to 111,367

Erzanelm inherited a vast and powerful empire, yet he was plagued by the inconsistencies of his own religion. He knew that he sat upon the pinnacle of success, and indeed deserved to have his path lit by Yelm. Yet he knew that the Sacred One could never again rise from among the Many, and he was sad that Yelm was still confined to the Underworld.

From certain philosophers who regularly visited his city to study the stars, Erzanelm learned of the God Project. Erzanelm invited many of them to come and speak to him and his advisors of this thing. When invited to participate, the Dayzatar Wise One refused to do so but departed instead. At first the Emperor was offended, but others pointed out that the Dayzatar ones were confined to supporting the old truth, and were opposed to change, and so their protest and desertion was taken as proof that the new philosophies were the truth. After many weeks of debate, magical proofs, and arcane theory, the assembled Wise Ones agreed among themselves that they were approaching the incarnation of the One Among the Many, and they all stopped arguing among themselves.

The Emperor then enthusiastically supported many people who were part of the Upward Growing Free Spirit philosophy. This gave great promises to the people of the

streets, who had become unruly at this time. Once exposed to the ideas and promises, they became quiet again.

This initiated talks among men of the highest levels of government. Soon folks all along the southern borders had lain down their arms and were willing to speak to each other. Many good omens were seen, and prophecies of good nature were fulfilled.

Erzanelm's last days were occupied with crushing a rebellion in Arir. He expired during a ceremony intended to bum down a portion of stone wall. Many of his household were cremated with him in the hastily effected funeral rites.

### 32. KHORZANELM THE MAGNIFICENT

111,368 to 111,405

Khorzanelm was a Complete Emperor, for he ruled the entire of the ancient land of Murharzarm. But he also had much more than mere corporal rule, for the great dream of mankind came true when Yelm returned with Divine Justice to this world. Khorzanelm was the emperor who supported, blessed, sanctioned, and oversaw the incorporation of the World Council of Friends within Dara Happa. With imperial support, the project was prepared with the best of everything. It was located in the south, because everyone wished to heal that direction first because it harmed everyone the most and was itself the most damaged.

In 111,375 Khorzanelm assembled all the best people of the Empire, and they spoke the Prayer to Yelm, and this time were answered by the appearance of the One God Himself. It was not just Antirius, the ever-reliable bright Disk, but instead this time was truly Yelm Overlord who rose.

Yelm wished to honor and praise the mighty Emperor who had tamed the world and provided the security for him to rise. Thus Yelm stood motionless in the sky and the Heavenly Choir rained praise upon all the faithful whose lives were enriched until their deaths as wise elders.

Such a unique opportunity was possible only because Nysalor had been born, the incarnation of the Many, born among mortals to bring the divine light to us.

As Khorzanelm had promised, Nysalor the new god brought peace and plenty to everyone, whether nobles, priests or the commoners throughout all of his realm.

Thus Khorzanelm the Overlord united the internal social conflicts, foreign politics, and religious problems with the adoption of the new religions of Yelm Imperator and Nysalor Fireheart.

Khorzanelm led a long peaceful reign, and died in bed, amid a brilliant fire. His entire household was so distraught to be confronted with living without his perfection that they despaired and all cast themselves into his bonfire rather than live without him.





### 33. RADAIDAVU

111,406 to 111,422

Radaidavu was the son of Khorzanelm and ascended the throne of Dara Happa with the Rites of Khordavu when he was twenty-eight. The first act which Radaidavu made was to outlaw wife-burning, or of servants, or others beloved of the emperor.

Radaidavu had, as a young man before his reign, fought in person against the evil Westerners in Ralios. From actions he witnessed in that time he acquired a deep revulsion for war. This was considered his greatest strength, and the main reason that he was selected over his brothers and cousins.

For the 16 years of his reign, Dara Happa grew strong. He built many new highways [The roads now called Nysey's Highways were almost all made by him] and sent many colonies of people to outlying districts where foreigners or nonhumans dwelled. Cities grew larger than their enclosures, and neighborhoods sprawled outside of them.

Many commoners were blessed by the insight of Nysalor at this time, and the Emperor was always delighted to entertain them personally. Many of them found positions of opportunity upon the Emperor's staff. He did not contest with any established priesthoods for these position, for they undertook jobs which no noble or priest would ever take, and the Emperor created them anew.

Radaidavu loathed war, but recognized that most of his people had been tainted by it when they worshipped Shargash during their Trial of Night. To manage those people who had to fight, Radaidavu maintained the army. But he in no way supported or encouraged these, and preferred to pay money and prayers to help distant lands rather than sending the best young men of Dara Happa. He trusted in the ancient might of the Rockwood Mountains to protect his people, and the skill of his priests to protect Justice.

He was proved right. His generals lost many battles and lives, but when the enemy army came to the mountains they could not cross. And later, when the Evil One came to confront Nysalor in a Sacred Time ritual, the shadow was captured into a jar and given to the priests of the Warden of the Fourth Hell.

Radaidavu died in bed after a fall from his horse. He made his appointments and died without pain, under the tender ministrations of his wife and doctors. He was burnt upon a bier of aromatic wood, and even after the wood was burnt to grey ash the flames continued for a week, and there was not a wisp of smoke or cloud in the sky for the whole time.

### 34. ANIRESTYU. LORD OF THE WAR

111,423 to 111,431

Anirestyuu was the son of Radaidavu and ascended to the throne of Dara Happa with the Rites of Khordavu

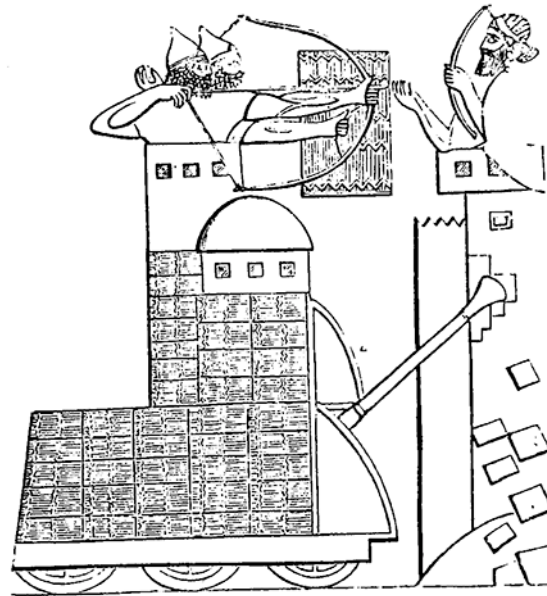
Anirestyuu continued to encourage peace, but also prepared war after many years of ill omens and doom prophecies from priests and priestesses of many cults. First

the dark came alive with nightmares when the digijelm revealed that they were not extinct, and made it impossible to go out at night. Then barbarian armies came from the south again. They brought the Powers of the South, and every new Advisor died of a burst heart. To prove their powers, the thousands of dragonewts which lived throughout the Empire rose in armed revolt and slew every human they saw. The winds grew colder too, and many harvests failed for successive years. The demons of the Monster Man stalked the land.

Throughout this discontent, the Emperor remained a close friend with Lord God Nysalor. Even after the Lord God ordered the complete slaughter of the Pure Peace Movement he was visited by the Bright One, our Emperor.

Anirestyuu was not a warrior king who rode in the front of battle, but was a good practical strategist. His armies, which were only as good as his generals, fought in a distant foreign land. They were never hungry. Nonetheless, the enemy armies drew closer. People in the cities grew restless, and volunteered to rebuild walls and offer sacrifices.

#### ANIRESTYU ATTACKS KASDA



The Battle of Hangalium [near Eneal] was decisive. All the tribes of Saird surrendered. After that the enemy divided his forces into two portions. One went west, towards Dorastor to destroy Nysalor's holdings, and the second came north to destroy Dara Happa.

Lord God Nysalor, Light of Life, sent a plea for help to Emperor Anirestyuu, asking for help against the approaching army. Many men volunteered to go, if released to do so, and so an army of men were prepared. But the Emperor could not decide whether to send his *best* troops and heroes.

Emperor Anirestyuu summoned all this councilors and advisors to help him to decide what to do. He listened to all, both friendly and angry, high and low. At last he decided that he would send all the best men, "the whole of the

Elevens and an army of Officers" to help Nysalor. The army alone would defend Dara Happa. "If we die, we go to Gods' Dust. If the New Light is extinguished, then the world *is* a dust heap."

Alas, the invading army kept their heroes, who carved their way through our undefended troops. Their warriors, savages from the hill lands, were unbridled by compassion and unrestrained by the rules of civilized warfare. Many of them followed the Son of Evil. They were barbarians, and they poured upon our land. Even their women fought. They quickly conquered everyone who dared to oppose them, and many peoples agreed to be their slaves.

These enemy hated an enemy called Chaos. They said our Nysalor was Chaos. They were relentless in their pursuit of everyone who worshipped, supported, or believed in the Bright One. Furthermore, anything which had the slightest hint of Nysalor about it was destroyed. In this way many ancient and sacred things were destroyed by those ignorant

outsiders, even though they really had nothing to do with Nysalor. If anyone opposed them, the barbarians murdered the dissenters.

Thousands of people were killed in many cities. When people tried to flee to the countryside, the hunters went there after them, and imposed terror upon the folk there.

Emperor Anirestyru received the enemy upon his throne in Raibanth. The warlord demanded surrender, and threatened destruction and evil to everyone who opposed. As he spoke a cloud formed overhead, blocking out the rays of Yelm. Emperor Anirestyru thereupon accepted the shameful terms which were imposed upon us by the invading army. He was determined to preserve the Empire even at his personal expense. And he paid dearly, for his own possessions were occupied by foes, and he was forced to live in the home of one of his subretainers for the rest of his life. He died at age 70, and with his last words worried about the fate of his people.

## NYSALOR

**Greg Sez:** Short Intermission from the main text here, to mention some things about this entity.

Precise events surrounding Nysalor's life and birth are murky. Severe persecution and suppression destroyed most original records of the era. Hindsight, even boosted by barbaric 'truth spells' has only given us a fragmented point of view of that prehistory. The violence wrought by Gbaji shattered the dream world.

Nonetheless, we can discern some general trends of agreement among the many accounts of the life of Nysalor. When combined we get an idea of the complexity of the original person.

I will cite here only the oldest documents. I agree with the Uliverus Analysis: 1. anything witnessed is real, but subject to limited perception; 2. anything reported is secondhand, and subject to more error; 3. anything which is beyond the lifetime of the teller is hearsay. (Whether or not everything else is propaganda or not, and whether or not hearsay and rumor can be false, we do not speak). As customary since *The Dark Age Collection*, the names of the authors are used as references.

It is also important to understand the atmosphere which prevailed when these accounts were written and assembled. Eyewitnesses all lived during the rapid decline of a vast, rich, and peaceful empire which had begun only during their grandfather's time. When Polydavu, Eusibea, and Harkastos write of "The Old Days" they mean the peaceful time before the death of Nysalor. (Estokestos: The Old Days were over. Not since my Grandfather's time had war been in the daily lives of normal folk.)

### SOURCES

Distilled from The Dark Age Collection

**1. Eusibea.** A commoner who achieved social success and political power, she was an idealist who lived during the central part of Nysalor's reign. Uninterested in religion, she participates only in the new Sacred time rituals for their novelty. She never met Osentalka, but told much about him that she had seen and heard.

**2. Olikastos.** He was a practical and ruthless conqueror, eager to prove the superiority of Nysalor's Way to the dim barbarians of Dragon Pass. Though gruesomely

wounded with an incurable wound, he finds satisfaction in his Nysaloran insight to let him live happily as a clerk. His life overlaps the last part of Eusibea's, and gives a different point of view for some of the same events.

**3. Bervina.** A visionary, whose text gives mostly symbolic descriptions of many personages, including a couple which are undoubtedly Nysalor. Without the exegesis provided by her student, much of this would be far less intelligible.

**4. Estokestos.** Another soldier, full of bravado and bad legendary style. He is first comforted by his Osentalka Point, then gets some powerful killing magic from it as he learns the god's Secret of Life and Death. He hoped to get (but apparently did not) the Killing Hand of Doctor Bad. He lived at the end of Nysalor's life, and fought from Slontos to Rist.

**5. Dunzarakus.** New God cultist, old in the letters which survive, who had served as a palace servant and often been in the same (very crowded) room with Nysalor, who he briefly describes disparagingly. He never got any spells, magic, insight, or especially good wages. He probably lived towards end of the reign.

### NYSALOR SCULPTURE C. 112,600



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## ORDANESTYU, THE GREAT ADVISOR

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Ordanestyu was a petty lord of the Fernedus Family. A young son of a minor house, he had joined the army and survived many battles. He was also a relative of the Emperor. \*(traced with detail to Emperor Wanthanelm later). Ordanestyu also distinguished himself at negotiations after Anirestyu had surrendered.

After the Emperor died there were many riots and troubles among the commoners. Ordanestyu negotiated peace several times, and finally he was ordered by Vastolf, son of Quivin, to undertake the Ten Tests. Ordanestyu did not care, at that time, for the integrity of the Empire. He was installed with the Rites of Ovosto.

This pacified many, and soon they began to hold meetings where the commoners began to worship Nysalor even without their teachers. The occupiers were outraged by this spontaneous growth, and they paid some unscrupulous men among the hungry Dara Happan nobles to go and destroy these meetings, and to kill all the worshippers. In these troubles the whole city of Borunus was destroyed.

The years were lean and everyone hungered, so these class disputes within the cities were easily encouraged by the foreigners. Also, many outer provinces broke away from Ordanestyu's ineffective rule and gained independence. Then they raided their neighbors, and so there were incessant frontier wars.

Events climaxed in 111,459. That year, commoners led by Naxus the Clothier killed the traitorous nobles and foreign army of Melsorkoth and incited a widespread uprising. Thousands of chanting people closed in upon Raibanth. Harangot, Vastolf's successor, used powerful magic to make Ordanestyu remain in his makeshift palace while the barbarians withdrew to the citadel. Raibanth, the City of Emperors, was left to the mob.

The voice of Naxus boomed out across the whole city, and he claimed that their way (mob rule) had been sanctioned by the dead god and that the Empire was to be run by Nysalor's Mob from then on. The noise of the cheering was nearly as loud as Naxus' voice, although the people had no divine blessing or priestly artifacts to help them. Naxus continued and said "the nobility are guilty of getting the peoples' god killed, and they owe retribution to all commoners." They cheered again, and the tiles roof fell in where the Patriarch of Raibanth and his family hid, but they did nothing. Naxus continued and said, "The Emperor and his god are no better than dead things, and deserve to be replaced."

At that the Emperor got upon his white horse, and without armor but bearing only the sacred weapons of his office burst through the gateway of his own humble palace and rode out among the screaming crowd. His own voice was heroic, and he challenged these new beliefs to prove themselves by action, now or in the past, which was more than empty promises. He said he would defend his office

with any action which was needed right now, and reminded them of his deeds defending their city and their lives. He stood upon his stirrups, and men far in the back of the crowd could see him clearly, and he reminded everyone that it was all men working together that had made Nysalor so bright and accessible. No part of humanity alone could achieve this, and unless unity was regained only his god, "who is not dead," would retain purity and Life. Cooperation would maintain the Open Way for all.

Harangot was a very powerful man, and when heard these words he sent powerful spirits to kill Ordanestyu. However, the veteran of many battles was guided and protected by Antirius, who burnt the ghosts before they could harm the Emperor. The Patriarch and his family came out then, and promised to obey the Emperor if he would lead them. So did the council of priests, and even the stork people agreed. They stormed the citadel, and although the defenders fought with fanatical fury they were overwhelmed. Only their leaders escaped, away in their fashion. Then Ordanestyu went about the land and lit the flames of freedom that he went- soon a great army followed him wherever he went.

It required many years of hard fighting, but the foreigners did not like the land and did not plan to settle here. They were content to steal whatever they could and ride away, leaving behind ruins, broken homes, and bastards. This was the Dara Happa which Ordanestyu freed. Ordanestyu was beset by many problems. He gave a few orders, and these were good for everyone. He ordered the Temple of Yelm built, and the commoners in that quarter volunteered to have their houses razed to make space for it within the city walls. But in the city mobs brawled on holy days, and the merchants demanded a tax for certain colors of cloth and clay.

Ordanestyu chose his own wife, a common woman from Kostaddi, and she had bad advice for the Empire whenever she spoke.

One day the Emperor complained aloud about his old wounds aching, even after the songs and philters from the doctors, Prayers and spells from the priests, professional massage and treatment by masseurs, and gentle ministrations from his wife. A foe of the Emperor from the Enestool Family said this seemed to be a grave imperfection, and the Emperor, who always wished to do the right thing, agreed after only a few moments of thought. He remembered, aloud, the tale of Emperor Wanthanelm, who was imperfect and was ordered from office. "I, less troublesome than he, will instead Abdicate quickly and completely," he said. Then he summoned his Council and made his appointments, and with gentle rites undressed upon the throne, and with weeping backed down from the Tower, and with a smile became a man again.

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## ERZANESTYU DYNASTY

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The Erzanestyu Dynasty had 12 emperors who ruled from 11,484 to 111,677 (193 years).

### 35. ERZANESTYU

111,484 to 111,492

Erzanestyu was the son of Fesunus, the son of Erzandavu, the son of Erzanlavus, son of Khorzanelm. He was recommended by Ordanestyu, and with stiff competition underwent the Ten Tests. His five rivals were all killed in the test, which shocked everyone, and only one was resurrected. The mother of one of the dead princes looked up from his corpse in the square, and confronting the Emperor asked, "Why?"

Emperor Erzanestyu then spoke his first words as Ruler. "This is the Law of Yelm now," he said. "This is the New World which our ancestors were promised. God is Alive. We all have new standards to live by, and nothing must be treated lightly."

At this time many of the citizens of the cities were still discontent with their lot in life. They were unwilling to accept the poverty and squalor which was their birthright, but had no method or means of achieving success. Thus they rioted and destroyed instead.

Upon the advice of his chief counselor, the Emperor summoned leaders from among the 17 families, and from leaders of other cities, and from some outer provinces, and others who were selected by the Emperor for his own reasons. He then proposed that there should be an advisory body for him, made up of members from among themselves. This was greeted with joy, and there was much debate and discussion. In the end, the new body called the Senate was created, with many powers like those of the Patricians, but without their ancient nobility, history, and priestly responsibilities.

These Toga-men came from all of the great cities of Dara Happa, the hereditary nobles were also content to keep their traditional priestly and ancestral leadership roles, both of which were largely unchanged by this new organization. The High Priests of the three city gods agreed that this was acceptable, and angels took the word to the other gods and goddesses of the land.

Emperor Erzanestyu then called the priestess of Dendara to him, and asked her to create clothing as it was worn in the older and better days. She created togas and other ancient wear out of the finest stuff. Erzanestyu and his staff wore these new fashions, and encouraged the Senators by giving them all new clothes. This way all the people who agreed with the new ways wore these ancient

fashions. After a few years all noble and loyal Dara Happans wore togas rather than pants.

Throughout the reign of Erzanestyu, Ordanestyu was a wise counselor for the Emperor. He organized defenses for the frontiers, where he enclosed the towns in timber stockades. That way he cheaply brought peace to them at last.

### 36. ANIRINELM

111,493 to 111,514

Anirinelm was a son of Estenus, the son of Erzandavu, the son of Erzanlavus, son of Emperor Khorzanelm. He was recommended by the Emperor, and underwent the Ten Tests without rivalry.

At this time the Emperor's old advisor, Ordanestyu, was asked by his lord which god was the greatest in the universe.

"Yelm," of course, "For he is Source and Resource, and Light upon All."

"And which of Yelm's council is best, then?" asked the Emperor.

"Best for what? Your own Antirius, my Lord, is the best god for emperors. The Flowering Son of the farmers is the best for them."

"Which god, then, is closest to Yelm?"

"Why, the Advisors of Yelm of course," said Ordanestyu, "For each of them are pure in their own essence, even though they must shine best when basking in the full light of their Lord." The other three Corner Lords all agreed.

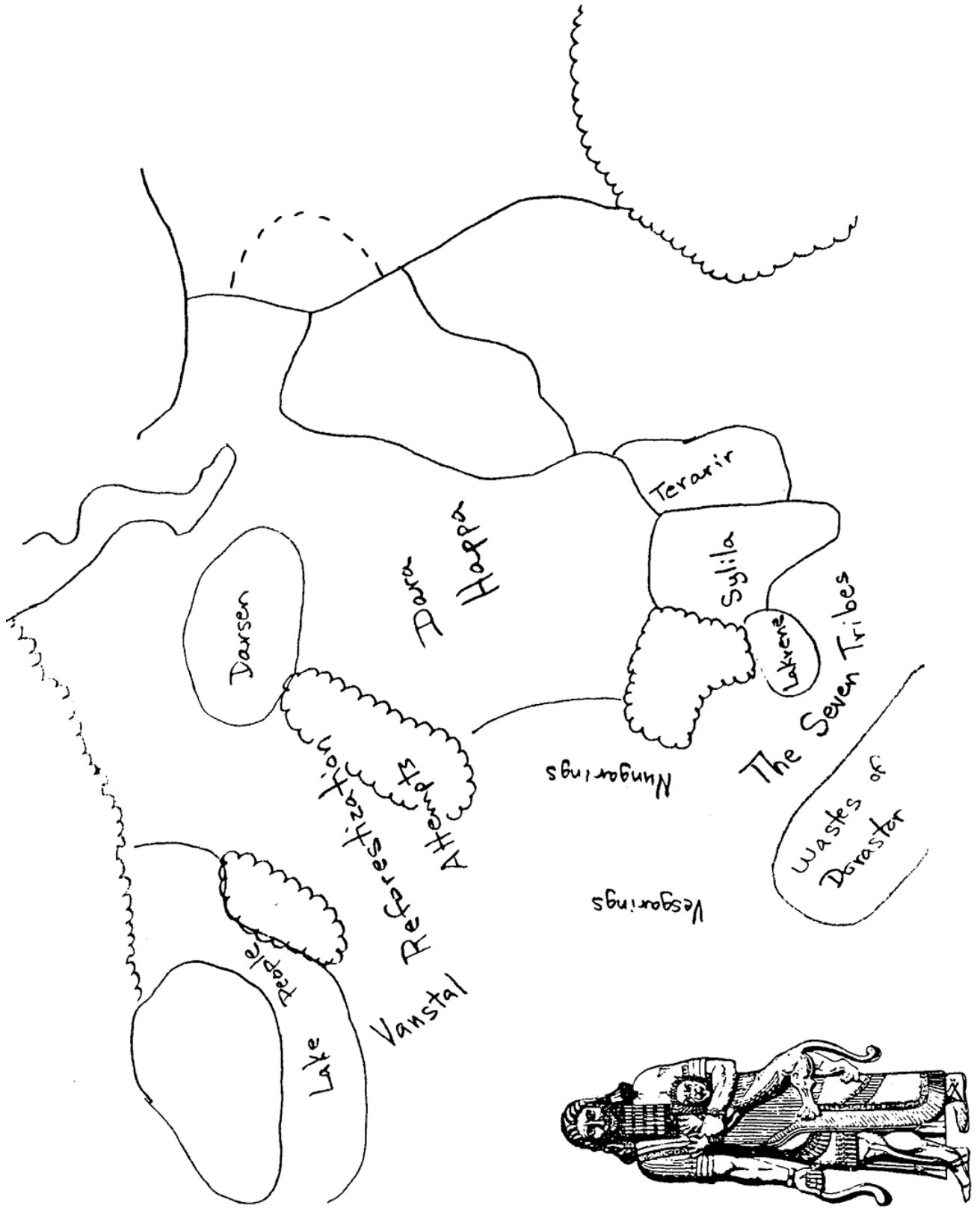
"This is indeed sage advice," said the Emperor. After that he raised a statue to Yelm Advisor in the temple, and he offered sacrifices to it, and prayed in public that he and his successors would always be well advised.

Anirinelm died etc.

During this time the Enestool Family was found guilty of treason against the Emperor, for they had conspired to bring about a Mythic Trial of Antirius. They had hoped to wound the ancient god, as Kestinoros had done in ancient times. Their effort failed, and the Emperor heard of the atrocities committed. He sent his army to execute his Justice, and the entire clan was wiped out. Their lands were given, as a gift, to the Temple to Lord White Advisor, overseen by High Priest Ordanestyu

MAP 7 PELORIA CA. 111,500

REIGN OF ANIRNELM, FIFTY YEARS AFTER NYSALOR





**37. RAIBMESHA**

111,515 to 111,522

Raibmesha was the son of

Raibmesha had a wife from Alkoth, and he enjoyed taking her into the field with the army. There were many raiders in those days because the outer lands had gotten hungry. The outer lands rebelled, and as a result their crops did not rise and the wild forests closed in upon their farms. They were reduced to be like animals, but were afraid of the forest. Unable to feed themselves, they raided Dara Happa.

Emperor Raibmesha and his wife stopped this pillaging with their army. Then he appointed commanders to collect tribute and organize local defenses. This way brought the outer regions under his administration to co-ordinate events and to counter reactions. He built many walls around villages in the outer lands.

One time, while Raibmesha was away at war, a council of nobles sought to direct the imperial policy their way. They wanted a new tax, and the right to bring practitioners of outlawed magic to court. The Emperor resisted them, and they grew angry and cited ancient reasons why they could depart his company. Raibmesha then invited them to remain and to examining the evidence for this claim. Their ancient claims were examined, and for the most part discarded as being from the time of the Empty Emperor, and thus useless. To retain their privileges many nobles agreed to support the Emperor. Thus, without war, using only negotiation and his word, Raibmesha disorganized them.

For 7 years Raibmesha ruled a gentle and peaceful land.

**38. ELMHARSNIK**

111,523 to 111,538

Two great events occurred in the reign of Elmharsnik. Both were concerned with the Elder Races.

First, in the years of X\* a great army of woodmen came out of the woods, burning down all human habitations and killing domestic beasts. People had been warned, and either obeyed the warning and fled or were killed. Behind them marched trees, which moved slowly and eventually settled upon the earth where they rooted. Afterwards many trees sprang up overnight and grew to full size in a few years. Many thousands of square miles were reclaimed by the people of the woods.

Throughout this reclamation some human places were untouched. Those ancient cities and sites had been left to be refuges for human beings. Elmharsnik had negotiated this with the leader of the forests, who was a wood nymph. Her folk were called the aldryami.

Many years later a dark shadow was felt, moving across the land at night to not be seen. Yet it was detected, dark inside dark, and sniffed out by trackers and hunters. Thus it was that the Emperor discovered that a great army of

digijelm was trying to secretly traverse the Empire. Elmharsnik assembled his army, and sent them to destroy the digijelm in Naveria, which they did. At first the natives resisted the foreigners, but once the monsters revealed themselves the creatures were rooted out and destroyed.

**39. SOTHENIK**

111,539 to 111,561

During Sothenik's reign the people were usually happy, but many of them wished to have more. There was not way to satisfy this craving. They walked through the streets chanting "We Want More," and were called the Want Mores. After some rioting and some negotiation with their leaders, the Emperor opened up many new offices for them to hold, including some which could qualify their children as nobles.

At the end of his reign an army of 40 Hecolanti traveled westward from Jord. Many folk marveled at them, but they harmed no one, and no one harmed them.

The Emperor claimed that he saw a chance for adventure when he saw them. He called ten companions to himself, each got the blessing of his elders and his temple, and they set off to aid the giants in their quest, whatever it was.

They rode off with the giants, and they were not heard from again. no one knows the manner of their death, though all oracles and seers agreed he and his companions were killed.

**40. HELEMSHAL**

111,562 to 111,577

Helemsshal was a strong emperor, who did not marry too early, and enjoyed the guidance of wise councilors. Under his guidance the great general Casatokum was sent to attack the nomads in their homelands, and led a great army of cavalry from all across the Empire. They plundered enemy herds and captured many slaves for years before they retired to the Empire. [Casatokum was later executed for treason.]

**41. VORANDEVU**

111,578 to 111,613

Vorandevu was a good emperor, who ruled long and with wisdom. In his time everyone was content.

Emperor Vorandevu attempts centralization by reasserting the existence of the One City, and thus he summoned all the leaders and powers to him. However, the many Nobles protested this, and said that their ancient prerogatives would be destroyed if they agreed. The commoners, always fickle, joined their voices with those of the nobles. Vorandevu dared not send his army against the people. As a result, the project was never completed.

**ERZANESTYU RECEIVES THE RING OF ONE**

This contemporary frieze shows Erzanestyu beneath the Triple Spheres of Dara Happa, receiving the Ring from Yelm. Each is followed by advisors, noted by their insignia. Yelm is followed by Dayzatar; Erzanestyu by Arraz (or perhaps Ordanestyu?). Underneath are the princes whom Erzanestyu rules.

**42. FENALDEVU**

111,614 to 111,621

At this time a great conflict broke about between the nobles and the commoners, who did not want another tax put upon them. There were protests and riots which were severely oppressed, until many priests and priestesses joined in. They too were punished when their gods proved weaker than the nobles, gods. Finally, after being asked, the Emperor chose to intervene. He summoned his own bodyguard and arrested the leaders of the nobles, and trials were made and they were executed by men chosen from among the commoners.

During this time there was widespread conflict throughout the western borderlands. There the aldryami, who had not dealt with humans for almost a century, broke into widespread war. They said humans had betrayed their ancient agreements, but the people of Jernalf said they had no ancient pacts. This is when the cult of Yelm the Servant was thrust upon the land. The priests, supported by the Emperor, decreed their new doctrine. It said that the One would never be in this world without something to intervene, and that something served the One. Thus the golden burning disk, which had received all worship before, was really the Servant, worthy of recognition and worship. Thus Yelm was identical with Arraz, and his light and eye never set.

Many people protested this, but the Emperor and Commoners were united.

**43. ASVEKHORDEVU**

111,621 to 111,643

The many people who had been liberated from the aldryami oppression showed their gratitude by rebelling. They selected one of their number to be king. He was called Vesterdu, and he was from the city of Karresh. He embraced the ancient Spolite Doctrine.

**44. DESIKSELM**

111,643 to 111,658

The nations of Pelanda united under their tyrant. They marched against Dara Happa, and were aided by many allies. Darjiin refused to help because they feared a forest outbreak.

Emperor Desikselsm was called to confront the coming shadow. No one could contest his courage in this task, and he asked all of his advisors for help and blessings in this. He spent a week in preparation, and his army cheered so loudly the clouds overhead broke up. He was armed with every weapon and spell and prayer known to Dara Happa when he marched forth. He was as prepared as Yelm had been. Alas! like Yelm before him Desikselsm failed miserably, for he was unable to see what had been prepared for him. In the battle the ground leapt up around him and dragged him down. Antirius brought him back, but he was dead beyond resurrection. The army fled the field, but the tyrant dutifully burnt the Emperor.

The Spolite army continued forward, and many cities opened their gates and welcomed the conquerors. All the farther regions were lost to the invaders or to rebellion.

**45. DESIKANIR**

111,659 to 111,677

Desikanir had difficult opposition to become Emperor, yet he alone completed the Ten Tests. Nonetheless, after the ceremony the lords of the Empire fought upon the very Tower of Enthronement.

The Empire declined quickly. It broke into three parts. Part went to join the Spolite heresy. The north revolted, and with nearby territories formed the land of Althil in order to fight the nomads together. The southern part called Terarir formed its own independent land, allied with Darjiin, to fight against the dragons of Saird. This left only the great city of Raibanth and its territory of Vonlath.

The King of the Spolites attacked Raibanth many times, but each time the city was saved by divine intervention. One time the river flooded. The second time the Sun grew so hot that the men were unable to wear their armor. They came back a third time in 674 with more men and gods, determined to take the city and end the Empire of Light. They were thwarted again, and the Spolite spirits, angry at being denied their plunder, turned upon their own worshippers. First disease broke out in their camp, then they fell upon each other with swords and fire. The Emperor's son led a sally, and the invading enemy army ran away. The imperial heir burned all the possessions of the enemy, so that the city was surrounded by a ring of purifying fire.

**\* VERENDEKELM**

Not an emperor, but ruled 111,677 to 111,689

The constant war had robbed the city of Raibanth of its wealth and peace. Verendekelm underwent the Ten Tests, but lacked the proper Witnesses and Servants to properly make him Emperor. In the ceremony he replaced the priests of Dayzatar and Shargash, who usually came from Yuthuppa and Alkoth, with priests from his own city. Thus he was not an emperor except in form.

Verendekelm sought to come to terms with the enemy by joining them. He invited the chief Spolite philosophers into his city and arranged public debates between scholars. At last he claimed to have acquired true introspection, and he joined the new belief. He renounced the gods of light, and became a Spolite.

The gods themselves turned their backs on him then. The people refused to bring tribute to him, and he was supported only by a few nobles and the mobs.

He was summoned as the Tenth Test to the Tower of Enthronement, and there engaged in combat with the other would-be emperors. He killed two, but the third one was true, and slew him instead.

Because he was a heretic and evil, his body was fed to black dogs.

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## DENESIOD DYNASTY

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10 emperors, 111,690 to 111,878, 188 yrs

### 46. DENESIOD

111,690 to 111,718

#### THE GOD'S LOVER

Once, in the fields of Naveria, there grew up a girl of unlimited indecency. She was called Denesia the Lewd. She was not content with spoiling all of the men in her village, but even traveled to Doblian and spread her problems among the men there too. She was eventually rejected from that city for embarrassing the mayor. She traveled then to Dorkath, but was even unsatisfied with the bestial rites they have there. She decided, then, to satisfy herself with a god.

First she sought to be impregnated by Yelm. She tried to sneak into the temple, into the secrets rites, and even with the Rites of the East. She was unsuccessful though, with Yelm.

She then attempted a similar ritual with Antirius. Again, she failed. Then she attempted it with Raibamuth, divine guardian of the city and grandson of Yelm, and she succeeded. It was a custom of that god to descend among his priests, and for various times inhabit the body of one of them. This ensured that the god would be knowledgeable of his people, and they too would know he was real. Thus the god had all the weaknesses of mortal flesh. With this god she bore a son who became extraordinary in every way and was destined for great things. Yet she had to hide among strangers until he was grown, though she was eventually admitted to the palace at Thukeros.

She had good intentions, but the outrageous actions of this woman tainted her son's blood, and that tainted blood troubled her descendants for many generations.

Denesiod fulfilled some important prophecies in his palatial home. Priests and priestesses often came to test him for various things when he was young. He was always amused by this, and passed each one.

Denesiod was a forward warrior in his youth. He led his local War band and conquered Terarir first. His priests went into the battlefield with him this time, and so they won the day. Then, at the head of a larger confederation, he waged war against the outlaws of Althil. The priestesses of his land cursed the enemy, and helped him win the day. Then, from the South Tower of Raibanth, he chanted great magic which summoned the ancient gods to come to Raibanth and Enthroned him. He did this without arrogance, and with the Empire unified at last, he was Enthroned.

He passed the first Nine Tests, and at the foot of the ziggurat challenged Vindekalm, another candidate who was

the son of the King of Raibanth. Denesiod killed him, and completed the ceremony and was Enthroned, named Emperor Denesiod, "The New Light."

He hated the secret rot of the Empire. He heard of the insanity cults popular among the disaffected poor of the land, and ordered it purged. He cursed its evil, subversive falseness.

### 47. ELMESIOD

111,740

During his reign, rebellion broke out all across Pelanda against their overlords, the Spolites. Sometimes these attacks were successful, and sometimes not, but in either case the disaffected foreigners fell upon their neighbors.

Elmesiod responded, and those ragged armies had no victories. Nonetheless, the disillusionment of the Emperor's validity undermined the gods. In one battle the nobles betrayed their men, who were all killed, yet no one lower than centurion was harmed. Later that year, in Darjiin, the Emperor was ambushed and slain.

Throughout the whole of his reign the people were unhappy.

### 48. DISMESIOD

111,760

Emperor Dismesiod was ruthless in cleansing his nation of its disease. He was single-minded in his pursuit, and he ignored the other events of politics even though many provinces rebelled or were conquered by foreigners. But every city had its gallows in the square, Raghangers they were called. The foes of the Emperor were hung there until the trap was needed for a new hanging.

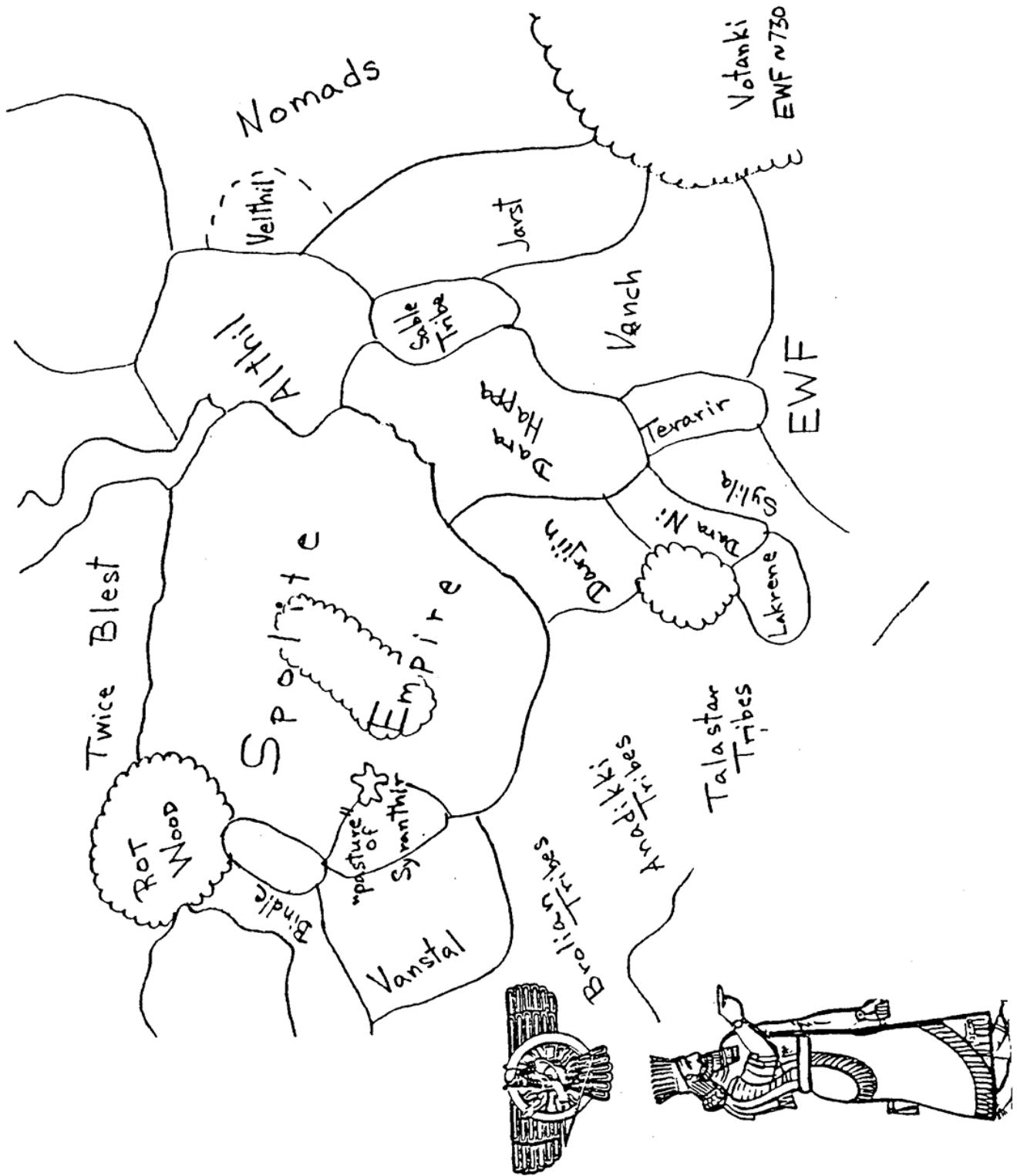
At last there was peace within his empire, and Dismesiod set his mind to other tasks. He began to heal the damaged empire.

The Emperor was not entirely foolish, for in his relentless search he uncovered pestilence even in the ranks of ancient nobles and officers. He removed them all, as was his desire, and placed his own corps of Officers in to the many positions of authority. These new officers were called the New Witnesses, and they took over many mundane tasks.

Dismesiod was not witless towards the gods, either, and he honored the loyal and pure Nobles by allowing them to keep parts of their ancient official duties such as Timekeeping and public sacrifices.

MAP 8 PELORIA C. 111,700

REIGN OF DENESIOD



Yelm shone upon this arrangement. When the people of Alkoth rebelled against their officers, under the shining light of the afternoon sun the imperial troops won the day against a horde of fanatical foes.

Dismesiod avoided external warfare. He did not send help when the kings and goddesses of Naveria came and begged for help against the invading Spolites.

**49. ELMEXDROS  
THE CONQUEROR**

111,760 to 111,780+

Elmexdros was a great soldier, in all respects. He was fast of sword and spear on foot or horse. He could order a century about with precision, or plan the attack on enemy army or city. He was inspired by his ancestor, Yelm, and sought from his youth to reunite Old Dara Happa. He thought this would be done by each selected faction fulfilling its part in manifesting the Body of Yelm. Thus he welcomed the Golden Dragon Society for the first time, and amid great public fanfare, they came forth to claim honor and justice in public forum.

Elmexdros went to Alkoth, then Yuthuppa to be acclaimed, and to reorganize those volunteers who entered into his Body of Yelm. Most did, from pure ancient nobles to frenzied crowds.

So prepared, Elmexdros and his armies marched in every direction and conquered all the neighboring lands.

Elmexdros organized a great court at Raibanth. There he entertained even the Dragon missionaries. The missionaries claim to have entered the land during the reign of Verendekelm.

**50. DISMEXDROS**

111,800

Consolidation

Golden Dragon is popular

**51. KARMEXDROS**

111,820

General encroachment along western borders  
ignored religion

"Old Families" are rediscovered, and given status.

**THE HORSE**

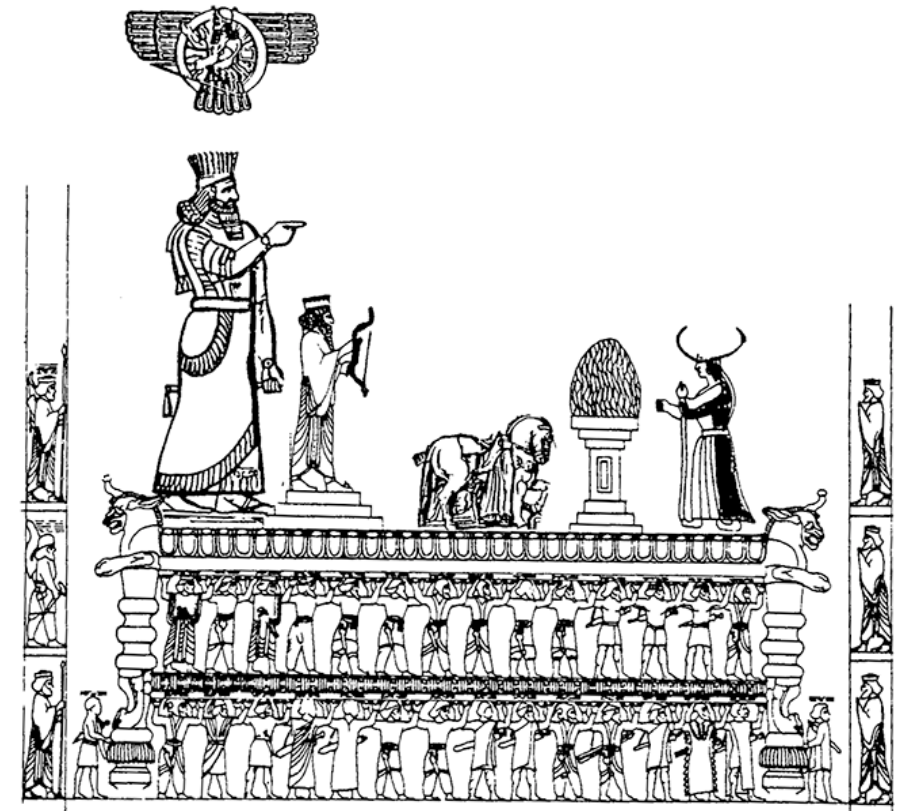
**SACRIFICE OF DISMESIOD**

This is a nearly contemporary memorial frieze. Dismesiod, the new Emperor, is the large figure pointing. Overhead hovers their dynastic protector, Antirius. He wears the feathered Crown of Mernita.

Before him is the Priest officiating at the rite. He holds the Bow of Lukarius as a sign of his office. The royal horse, animals which may be only sacrificed by the Emperor, is before the priest.

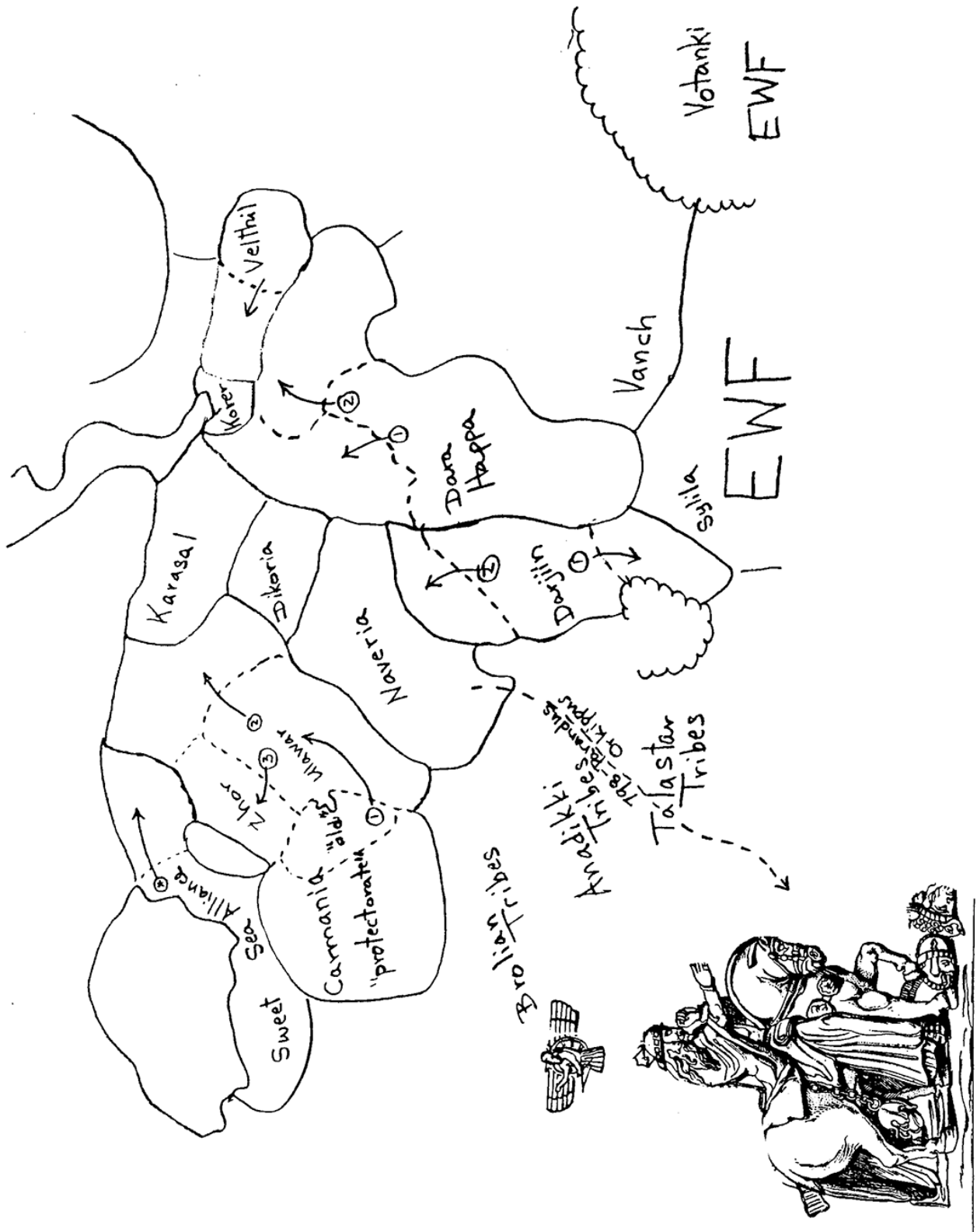
The Flame of Sacrifice, which will transform the mundane form of the horse into divine food, blazes before the horse. Finally, the goddess Natha, who presides over all sacrifices, watches.

Thirty supporters uphold the sacrificial platform. Six others look on from the columns to front and rear.





MAP 9 PELORIA C. 111,750 TO 111,800  
REIGN OF ELMEXDROS THE CONQUEROR



**52. ELMATRYAN**

111,835

Military expansion through Dikoria and Naveria

"The Measurer": discerns Celestial Anomalies in heavens, and these were seen as bad omens at the best, and as seditious heresy at the worst. He is executed, his papers are burned. Golden Dragon is powerful: secret societies, militia-like teams, and popular sacrifices.

**53. DISMATRYAN**

111,850

Reorganization, incorporating new lands into Empire, inc. Sables.

Kostaddi conquered (by Sable Dynasty) Emperor is Murdered by the Golden Dragon.

**54. ULIKARELM THE JUST**

to 111,866

Losing War against EWF

866: "We Hate Darjiin Usurpers." - Alkoth. The attack, mythologically correct but irrational and traitorous, causes the Emperor to abdicate(!).

**55. DISMANTHUYAR**

to 111,878

Dismanthuyar was a good man in a bad time. He was enthroned, and where the blessings of the Sun are summoned, a dozen Sunspears struck instead, destroying the dragons which were trying to interfere. Dismanthuyar later wrote a poem about it.

Armies poured downriver from the south, taking cities and raising up hidden nests of dragonewts where no man had known them to be before.

Dismanthuyar called his generals, and summoned the great warriors. The High Priests blessed them, and the many spirits and gods of war came to defend Dara Happa from these fiends. There were three great battles, and in each of them all foes which the dragons brought forth were cancelled, negated, or neutralized by one of the heroic defenders of the Empire. Dragons died, crashing and burning upon the fields, and many thousands of men were slain. The first fight, at Alornik, cost each side one third of its army. The second, at Zeranos, cost half of that left. Here Urvanyar, the son of the Emperor, slew the Howling Dragon, but was burnt and crushed. The last at Orsium, cost the rest. The courageous imperial army withstood every dragon, wyrm, and assault except the last one. In desperation, the invaders brought forth their most powerful weapon, the Emperor of Dragons. The Emperor was unafraid and came forward to combat it. Alas the strength of fate! The good Emperor was unable to close with the monster by the virtue of his own Justice, which prevented him from death in that manner. The Emperor was plucked from the field by the hand of Yelm. Thus the Dragon, Emperor of its kind, was superior in rank to everyone who could muster upon the field against him, and so the field was left to him alone.

Dismanthuyar was secreted away down river. At Yuthuppa he sought to muster the greater magic available through the priests there. But he was discovered, and died of horror when dragonewts laid their clawed hands upon him.

The Dragon Emperor allowed Dismanthuyar to be burned, according to the sacred funeral rites.





## THE DRAGON SUN

not an emperor, but ruled for 30+ yrs

?111,878 to 111,910

The Dragon Sun was an impossible emperor. It was able to pass all of the tests, even though it had no hands to shape the clay, no genitals to create a child, and no soul to fill the empty room. It received the regalia as if it had hands, and it wore divine clothing which was intended for a creature only one percent of its size.

The Golden Dragon was full of greatness and Solar Power. It proved this when so many people almost instantly converted to its worship, or planned to do so. Although it did not require this, it rewarded whoever did it. Soon these hissing traitors were a vein of weakness in ever part of society.

So great was its power that the Golden Dragon was able to suppress almost every element of revolution against its inhuman presence. None dared, out of fear and loathing, to do anything except what it said.

Thus almost nothing of value or interest occurred during the 30+ years of its inhuman reign.

WoG: EWF experiment to create Dragon, "mind was to be entire populace of DH, divided into 5 cults."

(troll invasion of DH, late 11,800's or early 11,900's, was part of EWF taking over)

(111,907 - 2-year winter in Dragon Pass, aka "Year of No Summer", caused by God Learners)



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## KARVANYAR DYNASTY

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17 emperors, 111,910 to 112,175

### 56. KARVANYAR

111,910 to 111,945

#### THE POOR WOMAN'S SON

In the reign of Dismanthuyar, dragons attacked Dara Happa. Our great warriors, priests, and gods withstood all of them except one, which was the Emperor of Dragons, and therefore equal in rank to everyone who could muster against him. When Urvanyar, the son of the Emperor, armed and went to fight him, he lost and was burnt and crushed. Then the monster took Urvanyar's heart and eyes, and took over the rule of the land.

Urvanyar was reduced to be a beggar, and wandered long and far among the common people, unrecognized. After many years he took a poor, ugly woman who had boundless kindness to be his wife. For many years he lived there, and though at first was vexed, eventually learned to enjoy the simpler things of life, and grew fond of weekly *enzhestu* games with neighbors.

After some time a son, Karvanyar, was born.

Son Karvanyar grows up. Characteristic Adventure: ?.

Karvanyar enters contest and courts the Daughter of the Golden Dragon. He passes the qualification Tests, and hence marriage. At the negotiations, Karvanyar asks for many wonderful things, including Urvanyar's heart and eyes. They (among other listed treasures) are then returned.

Wedding begins, and at the section where anyone can protest, Urvanyar does so. Son Karvanyar protests that this is a breach of hospitality; Urvanyar proves it is an acceptable one, by custom and ceremony. Karvanyar helps his father, and together they battle the dragon. In the fight Urvanyar dies, and Karvanyar triumphs and becomes Emperor.

(He does not finish marrying the Dragon Woman.)

#### LATER

Crowned in Yuthuppa, the ceremony is heavily magical. During the ceremony he is given "Things of the Future," as a method of showing that the god is in error. (and also because they did not have the objects, of course.)

Karvanyar's approach is eclectic and flexible, using resources at hand. His Warlord, for instance, is the Sable General.

Upon the advice of Antirius, Karvanyar negotiates with the Enemies of the West, (i.e.- War Gods) to help him. They do. They are able to defeat the dragons.

With the help of the Western Warlords, Karvanyar drives the EWF back from Dara Happa territory. From 111,910 to 111,913 it is easy, but then there is a dispute over something and the War Gods depart. Nonetheless, they continue onward, fighting the EWF until 11,925.

From 111,925 to 111,945 his armies are busy fighting the nomads, in the north.

Karvanyar also fought against the Golden Wyrms, and used parts of it to adorn his new throne.

### 57. SARENESH

111,946 to 111,960

Emperor Sarenesh renewed the attack upon the EWF. Hostilities had never stopped in the south, but now burst into new flame.

Sarenesh knew that he could not conquer the dragons alone. He determined to get Carmanian aid, and after much negotiation and talk arrived at an agreement. The flaw was that he was required to take a foreigner to wife.

This was a great problem, even though the mother of the bride was of Dara Happa blood. At last a solution was made when Sarenesh agreed to stand down from being Emperor after this illicit act.

This occurred, as he had said, but afterwards he was named Councilor, and called the New Ordanestyu. During this reign and regency, the war against the dragons went well, and the land of Saird was cleared.

The wife of Sarenesh was beloved by the people, and she bore many healthy children. She is called the "Mother of Emperors."

One son was Heredesh, who became Emperor of Dara Happa when he was of age. Another son was Verenmars, the "savage but heroic king" of Saird, who began the dynastic tradition of fighting against the EWF Kewetesh, the third brother, later became Shah of Carmania.

### 58. HEREDESH

111,960 to 111,975

In this reign, to prevent warfare among the three powerful brothers, the priests enacted the Great Division of the world into three parts, each with his own sphere. This way they knew that the lands would have peace for at least one generation.

The High Priest of Dayzatar gave Yelm's Part to Heredesh. This was Dara Happa. The High Priest then gave Lodril's Part to Kewetesh, which was the land of Carmania, where Lodril lived after he got his part in God Time. The High Priest then gave Dayzatar's part to Verenmars, promising peace and plenty. This was as had been planned.

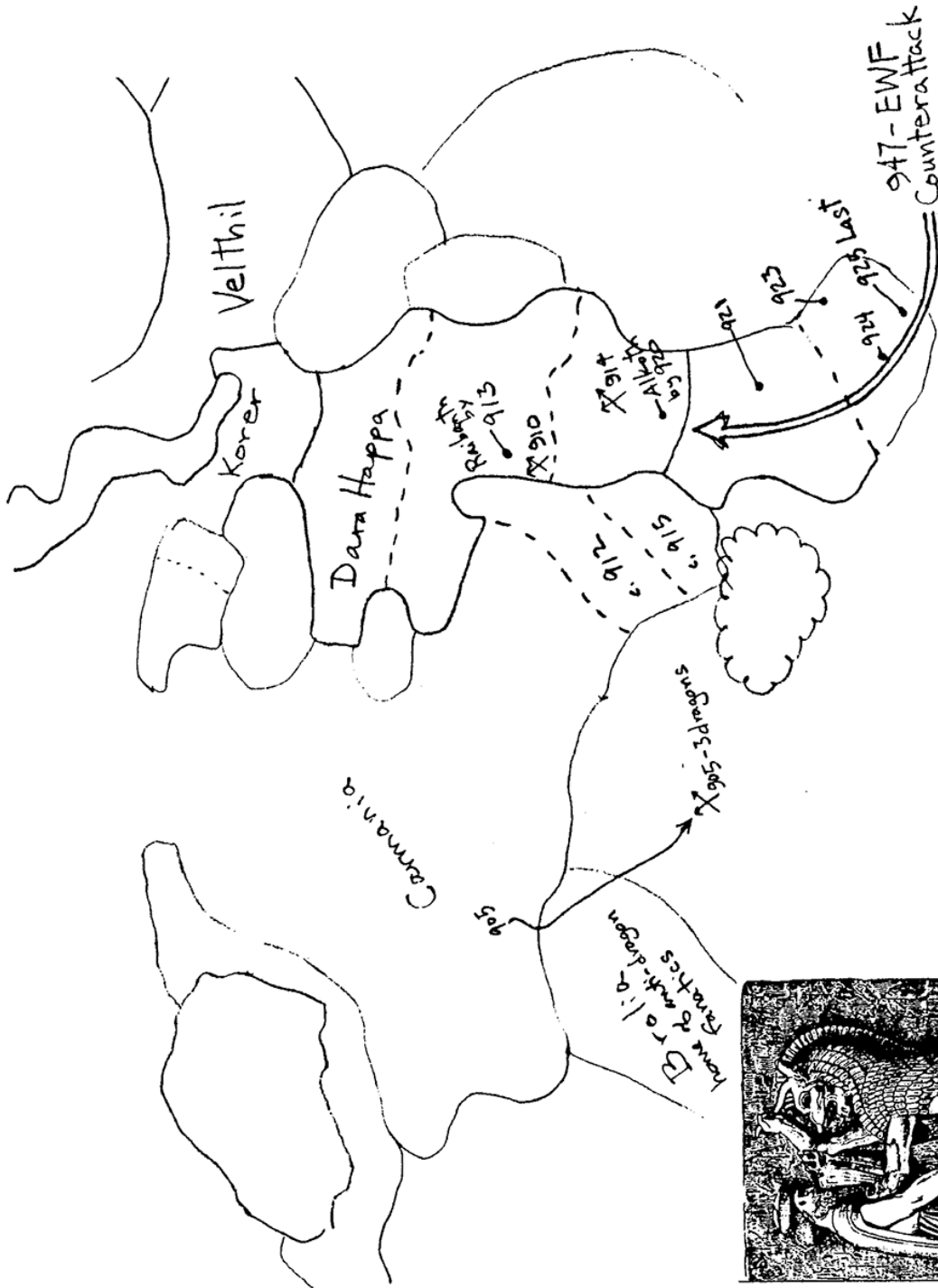
But without warning Verenmars disrupted the ceremony about this division. He wished to have the "Land of Heroes" to help in his war against the dragons. Kewetesh, guiltless in this no doubt, agreed quickly to this change, in order to maintain peace. Heredesh, conciliator, agreed. And so it went, despite the priests' desires.

Towards the end of the reign, Birin freed itself, and liberated Velthil. This proved the inherent strength of the settlers there.



MAP 12 PELORIA C. 111,900 TO 111,950

REIGN OF KARVANYAR



**59. KARSDEVAN**

111,975 to 111,995

Karsdevan's famous statement was "I am not a Carmanian." He led, reluctantly, the expulsion of all presumed Carmanian elements from Dara Happa. His philosophers established the "Yelmus non est hoc" which was used to pare away the accretions which their god had acquired, starting with "Yelm is not Idovanus."

He ruled during the legendary "First Generation of Peace" which came about because all the warriors, fighters, and troublemakers were away elsewhere.

The worst trouble of the realm was when the Pakkos, the Boar of Yolp, ran amok throughout Darjiin.

**60. KARSDEVESUS**

111,995 to 112,038

He ruled during the legendary "Second Generation of Peace," during which he united his land, making new laws to judge fairly among litigants.

Karsdevesus was not reluctant about expelling everything which was not Dara Happan. During his reign the famous clothes-burning occurred, in which great heaps of clothing were ignited in all the great cities of the realm.

The Darsen Procession also occurred at this time. In it the empire committed to ancient pledges which protected the sacred lands of Darsen.

**61. KEWETDESH**

112,038 to 112,065

He ruled during the "Third Generation of Peace," and was responsible for building many new temples and public works, especially the Berdethic Court, which incorporated all the latest new art and building styles.

In 112,042, after generations of war, the Empire of the Wyrms Friends was at last destroyed. The dragonewts turned upon their human supporters and devoured them, giving the final note to the "monsters are good for us" philosophy. The humans surrendered, and paid a great tribute for peace.

In 112,043 was the great Homecoming, in which the victors of the war returned to their homes in the land to be greeted with great parades and joy.

Also in 112,043 the first of the Troubles start. A governor from Esvuthil was denied some of his privileges, and he sacked his own cousin's palace. When the emperor's troops tried to capture the rebel, other soldiers came to his aid. Over 100 men were killed at Avtestus (near Thukeros) before peace was found.

In 1050 was another outburst of "We hate Darjiin Usurpers." from Alkoth. Hundreds died in Darjiin, and the city of Haranshold was sacked, but the event was officially ignored.

**62. KEWETDEVESUS**

112,065 to 112,077

He ruled over the "First Generation of War."

He was killed in battle fighting the Carmanians.

**63. KUMARDESH**

112,077 to 112,080

He ruled over the "Second Generation of War."

He was killed in battle fighting the Carmanians. So many of his kinsmen were also killed in these years that no qualified man could be found who was within the accepted limits of kinship. For some years nobles quarreled, and even fought against each other, to settle this question.

**64. KHORVIRAMAKA**

112,089 to 112,096

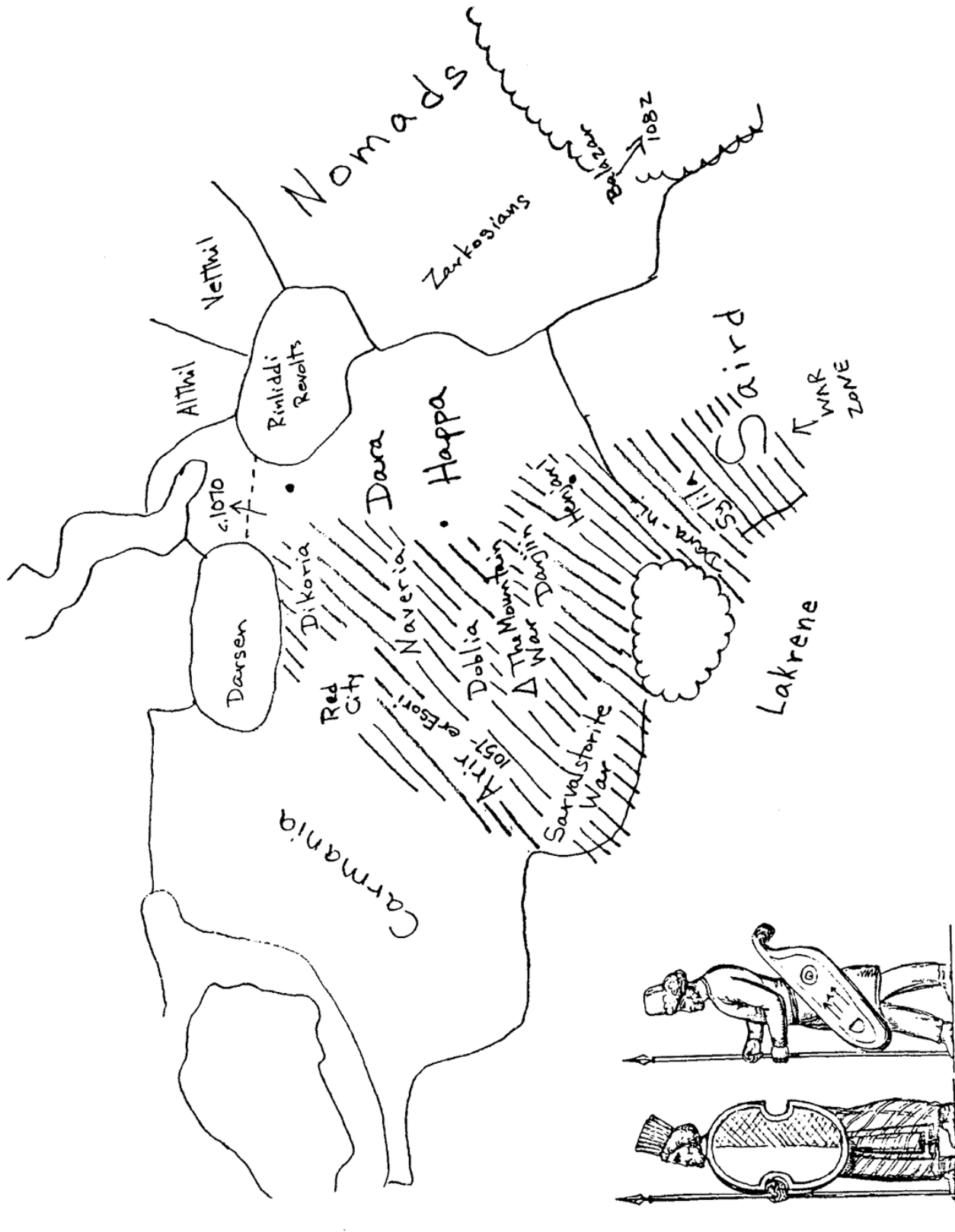
Khorviramaka was the Grand Overlord of Rinliddi before he was invited to settle the empire, which had been in civil war since Kumardesh was slain.

Khorviramaka was convinced by nobles, the Senate, and the priesthood to undertake the Throne because he was the most Virtuous man alive, and also he had blood of the emperors in his veins<sup>1</sup>.

Even though most people wanted him to be emperor, others complained, or else were afraid of the consequences of having a false emperor on the Footstool. Therefore Khorviramaka made the Eleventh Test which would intimately test whether his adoption was accepted by Yelm. His execution of it was flawless.

<sup>1</sup> He was descended from Karsdevan, through the female line

MAP 13 PELORIA C. 112,050 TO 112,100  
REIGN OF HEREDESH TO KHORVIRAMAKA



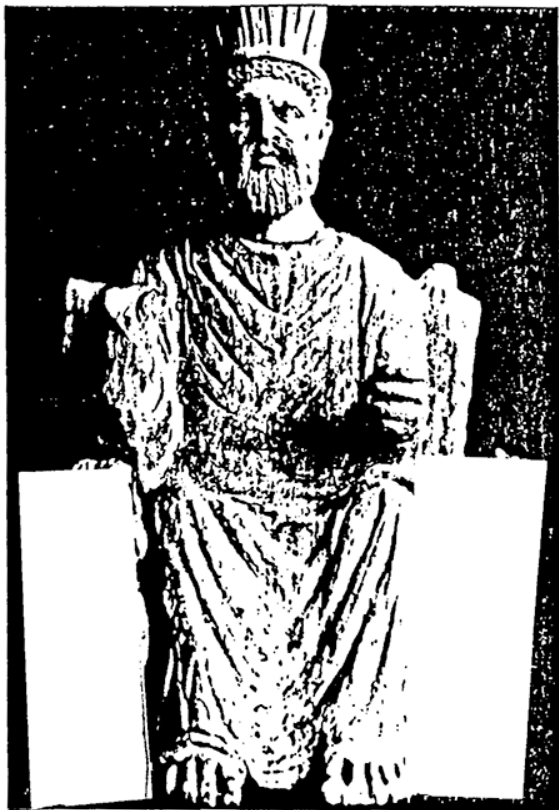
**65. KUMARSTYU**

112,096 to 112,110

He ruled during the "Third Generation of War"

**YELM IMPERATOR**

This statue is from the reign of Emperor Kumarstyu, and shows the simplicity of design which reflects the philosophical clarity of the time.

**66. KUMARDROS**

112,110 to 112,120

He was the emperor who answered the "Call for Heroes".

He accepted peace with the Carmanians, Sairdians, and Rinliddians, and he convinced them to join him against their common enemy, the dragons. The Emperor had heard that a great horde of gold, jewels, and magical crystals had been wrongly hidden from Pagadash the Conqueror in 112,042. Kumardros had also learned that these evil creatures planned to begin raiding across all Peloria again. He wished to destroy them before they could act.

Kumardros was a man of great charisma and power, and he convinced the heroes and leaders from all across Peloria to gather under his banner of the True Golden Horde. After years of preparation this huge army, said to

number one million<sup>1</sup> assembled during their march south, and so went to war against the dragons.

In 112,120 came The Disaster, also called Dragonkill. In this the dragons sprang a great trap which they had made to draw humans into their maw, and of the million men who went to war, only ten<sup>2</sup> returned. Since that time, no one went to their nesting lands again.

**67. ALENVUS**

112,125 to 112, 153

After the slaughter of all the soldiers and warriors of the land there was a great confusion. Once again, the most eligible men for the Throne were all dead. After one of them, called Veleus the Undead, nearly took control of the government. Alenvus was accepted as Emperor. He was from Rinliddi, and he had helped the people of Yuthuppa to prove himself worthy.

He was a leader in the army which fought against the chaos incursions of 112,127 in Darani.

Alenvus proved his worthiness with the Eleven Tests.

Alenvus' success was due to his organizing the extra men of his lands into an army. Small lands tried the same thing, but they had fewer men to begin with. The resources of the empire let Alenvus make a force of war.

At this time men of the Polaris cult were placed in complete command of the army for the first time<sup>3</sup>.

In 112,140 the lands of Terarir were taken. Saird invaded many times, and paid great tribute for their freedom. In 112,145 Alenvus also kept Rinliddi in the empire of Dara Happa. By 112,150 fighting had begun in Arir as Dara Happa began to liberate the disgruntled cities.

A great revolt began in the far western lands where the Bull Shah established a kingdom composed of all which was vile and corrupt. Lions and bulls consorted among the men, and women bore monsters to them. Alenvus learned he would be corrupted by ruling such filth, and so he forced them to swear oaths of friendship, then deserted the land of Carmania to that army of beasts.

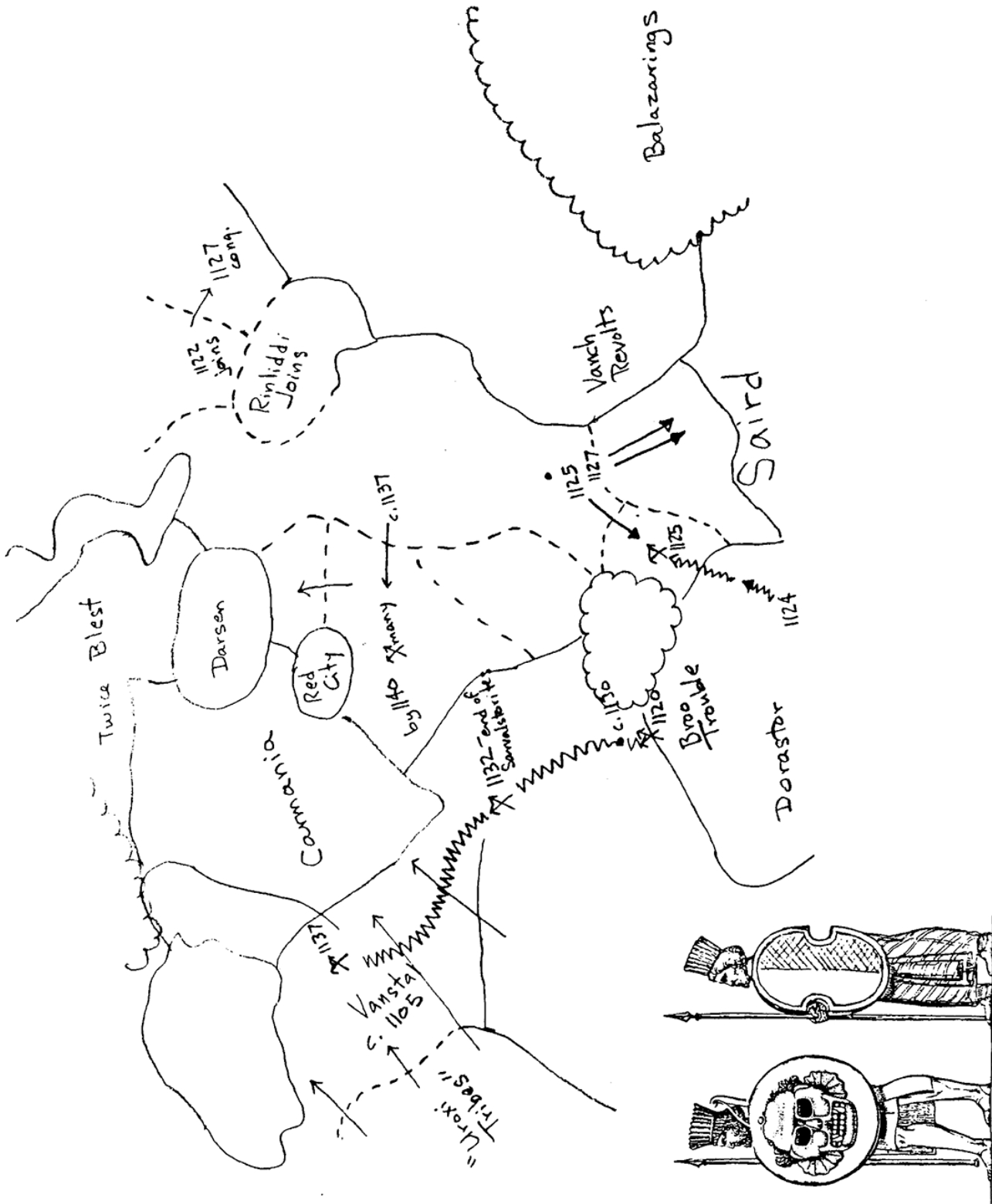
<sup>1</sup> an exaggerated number, for poetic purposes

<sup>2</sup> ten. Another poetic number

<sup>3</sup> instead of being just advisors and administrators

MAP 14 PELORIA C. 112,100 TO 112,150

REIGNS OF KUMARSTYU TO ALENVUS – AFTER THE DRAGONKILL



**68. KHORKESTINUS**

112,153 to 112,156

He inherited the land after his father died. He ruled all the northern lands. When the Carmanians invaded, his armies crushed them, but he died of a poison wound taken in the battle.

**69. KUMARDRONI**

112,156 to 112,161

Kumardroni invaded Carmania with great success, and ruled over much of it. He took back many treasures which had been plundered from Dara Happa.

**70. KEWETDRONI**

112,161 to 112,168

Kewetdroni continued to suppress the evil Carmanians. They regained some freedom when they allied with the governors of Doblin.

**71. VINYARTYU THE VALIANT**

112,168 to 112,173

Vinyartyu fell victim to an ancient magic. Now it is known as the "Carmanian March." The Shah's brother undertook a series of sieges and assaults upon the magical places of Darsen. He worked carefully so that the ancient powers of that land would be cut off from the Empire. However, he made sure his attacks would never threaten Darsen's political sovereignty. Therefore, Dara Happa was forbidden, by the wording and intent of ancient pacts sworn by goddesses and gods, to help its imperial vassal, for imperial troops were forbidden to enter without political cause on risk of the Emperor losing his Justice.

The Carmanian dictator first conquered a small kingdom, then a province, and third a city. Every time, the people of Darsen and the Empire threw up their hands and wept at the news of the fall. Finally the Carmanian army marched to a town, and there met the assembled might of Dara Happa. This was in 1167, and the Carmanian army was utterly crushed. Every Carmanian man and woman was killed in battle or beheaded immediately afterwards. The army remained behind to be purified of this slaughter.

Two years later the Deneron Council appealed to the Shah of Carmania for protection from the ravaging horde of Dara Happa troops. This provided the corrupt Shah with his latest excuse to destroy, and soon his Carmanian armies swept over Darsen and poured into Dara Happa. The great imperial armies fought valiantly, but were overcome by Carmanian sorcery in successive battles.

In 1173 Yuthuppa surrendered to Shah Cartavar, called the Conqueror. Good Emperor Vinyartyu, at the begging of his court, agreed to abdicate, and departed forever from the sacred city with his family and retainers. Then the remaining officers of the Empire, all the wise men and rich men, dressed in rags and put chains about their necks, and met Shah Cartavar upon the road where they begged for mercy and forgiveness for their city and people. They presented sealed documents which surrendered the whole of the

Empire to the Shah, on the condition that the people be spared and that ancient customs of the land be respected.

Shah Cartavar loved these abasements and always encouraged the pleaders to exert themselves to even greater extremes. First he asked that all the older men should kill themselves, which they did. Then Shah Cartavar laughed and said he would honor the surrender documents only if all the men had sex with each other, and then bit off their own thumbs. They did, much to the astonishment of the Shah, and so he spared the city by virtue of these martyrs' sacrifices.

The Shah accepted the terms, so he slew only hundreds of officers and tradesmen<sup>1</sup> He also killed all of the criminals in the prisons, for whatever reasons they were there. The Carmanian armies then occupied the fortresses in all the cities, and some of the houses in the larger ones. Their priests did not defame the sacred places, but instead only set up their own squat dark temples in nearby squares.

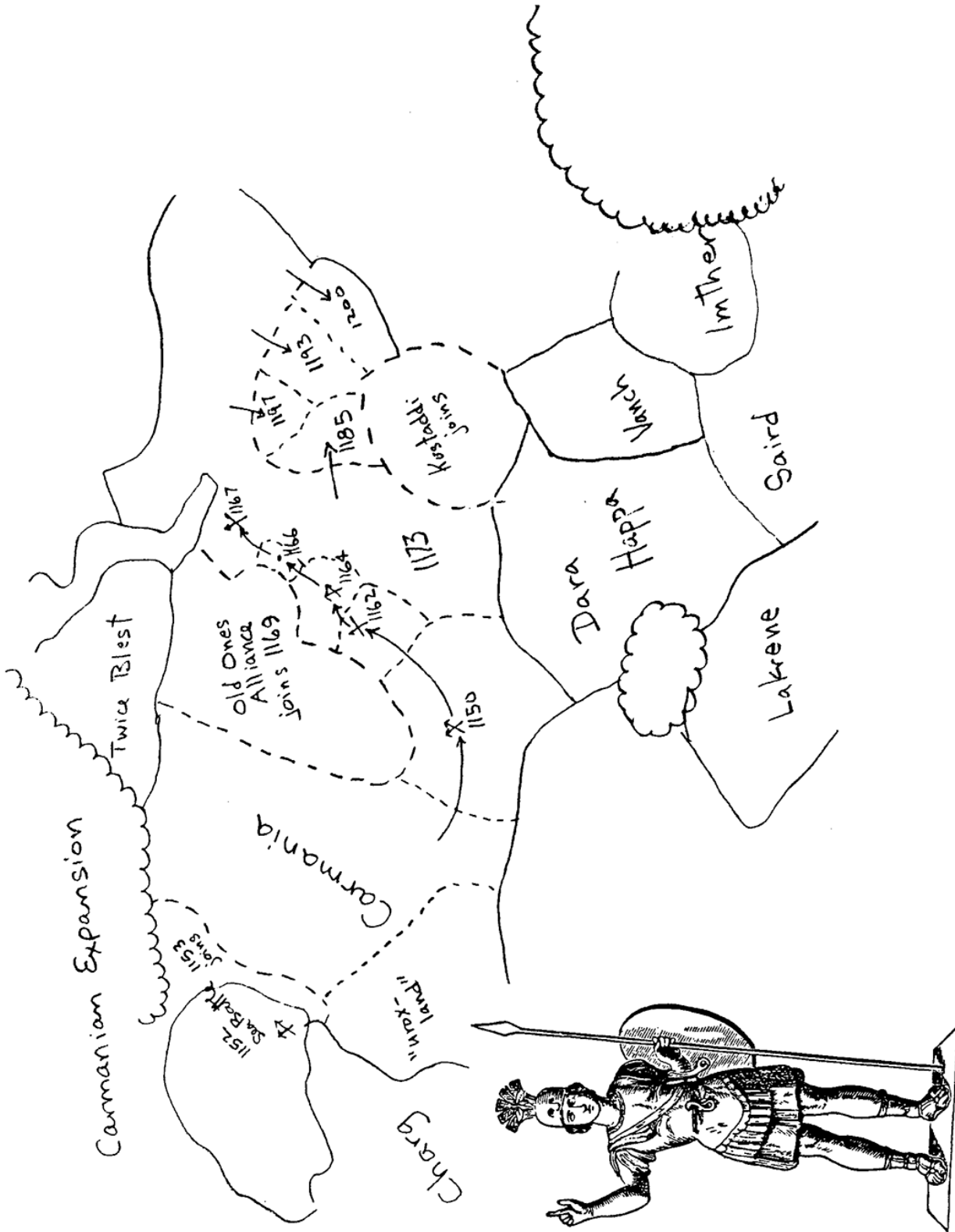
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<sup>1</sup> He also slew 10,000 people from each of seven other cities, entirely depopulating some of them



MAP 15 PELORIA C. 112,150 TO 112,200

REIGN OF KHORKESTINUS TO VINYARTU – CARMANIAN EXPANSION PERIOD



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## CARMANIAN LORDS

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**72. BISOSHAN**

112,185 to 112,207

Bisoshan was one of many sons of the Shah of Carmania who served in the foreign services. Bisoshan sought something special for himself, and after learning about the ancient practices of Dara Happa, he decided to endure the Ten Tests. With a handful of companions, and utterly in defiance of his father's wishes, Bisoshan succeeded at the Tests. At first his father was enraged, but quickly saw the wisdom of accepting this event, and so he welcomed Bisoshan to be Emperor of Dara Happa, as a tributary to Carmania, rather than with Carmanian Governors.

At that time the land of Henjarl broke away from imperial rule, and set up their own tyrant. They called themselves "The last Real Dara Happans" although they made no effort to pretend to be emperors.

When the Shah of Carmania died Bisoshan rightfully ascended to that throne. He thereby united both lands, and was acclaimed to be Great. We know that he was a Great Shah because he had been properly shaped and trained as a Great Emperor.

**73. ENDARKUS BULLSLAYER**

to 112,205

Endarkus was a Carmanian nobleman of great renown. He was trusted enough to be appointed Overseer of Raibanth and Vonlath, and he always obeyed the Shah's every command. But when the old shah died his son ascended to the throne of Carmania, and Endarkus demanded more

rights. The new Shah refused, and punished Endarkus' family.

Endarkus was beset by his kinsmen, fugitives who came to his company in Raibanth. The wise men of Yuthuppa pointed out that the Shah would soon be treating Endarkus' kinsmen in the same manner that he treated Dara Happans. As a result, Endarkus proudly sought to become one of us. He was tutored by wise men, then undertook the Ten Tests, and he was recognized upon that sacred path in every way. From atop the Footstool he mustered the forces of loyal Empire to come and assemble by him, and after they had he defeated the Carmanian army which tried to overthrow him. When Raibanth was purified he raised anew the Temple to Yelm, and he mustered battalions from all three cities of the Tripolis. But at last his foreign blood showed, for during campaign he ordered the daughter of a prominent merchant brought secretly to his room. There he violated her. His virtue left him, and at the next attack he was slain by the enemy Shah who thereupon slew the whole of our army, and then killed 10,000 people from our city, and placed new taxes upon us.

**74. BISODAKAR**

to 112,220

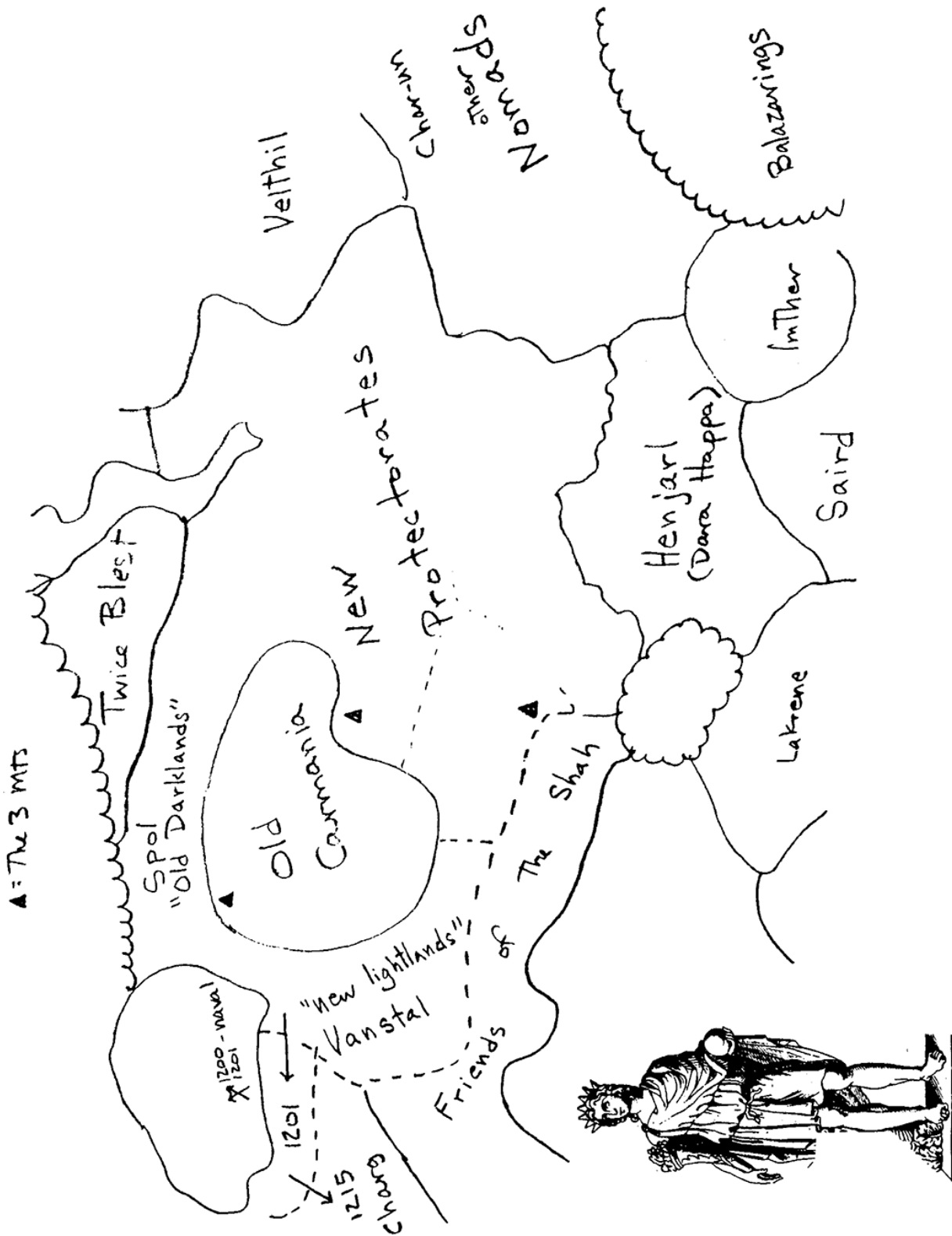
Son of Bisoshan.

First ruler of Dara Happa, later of Carmania as well.

During his reign, before 112,200, occurred the Carmanian Conquest of Rinliddi. He also fought the nomads in Velthil

MAP 16 PELORIA C. 112,200 TO 112,220

REIGN OF ENDARKUS AND BISODAKAR – GREATEST EXTENT OF CARMANIANS



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## NEW SOLAR DYNASTY

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### 75. SPENGATHA

to 112,235

Spengatha was a Dara Happan native. He passed the Ten Tests, but was a puppet of the Carmanians. When he learned of the preparations of his rival he abdicated, in order to prevent civil war and his own horrible death. He was taken prisoner by Carmanians, sent to their land, and then tortured to death by the Shah of Carmania for fun.

### 76. YELMGATHA

to 112,250

This great hero was a loyal Solarite of Orlentos<sup>1</sup>. When he was a young man his heart was troubled by the perversion of Spengatha's rule, and he led a rebellion which drove the Carmanian soldiers out of his lands. They sent General Purdashak, the Half Red, to destroy him.

Yelmgatha wisely went to the newly made land of First Blessed and asked the Living Goddess for help against a common foe. She asked only for his friendship and honesty, and then gave him some troops and gold to help his people. Also, many worshippers of the One Sun who had been hiding in Rinliddi volunteered to join him.

Yelmgatha appreciated the gifts, but even more importantly he was truly inspired by the transformation of the goddess. He saw her as being an avatar of the Bright One. He believed her prophecies. Thus Yelmgatha went to the ancient sacred places and summoned the Ten Questioners, thereby undertaking the Ten Tests of old. Sometimes he went openly, and sometimes in secret.

Spengatha, as perverted as he was, nonetheless was Emperor. When the Ten Guardians were raised he felt the event, and it was like a nightmare forced upon him and his household during their waking hours. His Magi told him this was the approach of a true hero. Spengatha was so terrified that he cast off his robes and Regalia, in utter contempt for ancient tradition. He ran naked from the throne room of Raibanth, and with some companions and money fled for his life.

Priests from Yuthuppa and Alkoth legitimized Yelmgatha's Enthronement. And the Red Goddess provided help with her Knowledge. As the ceremony finished the gates of Raibanth were closed to the Carmanian army which was even then just arriving.

Yelmgatha did not wait, but sent his magical messengers out upon the Ancient Muster. Many of those messengers fell, slain by the enemy spirits who intercepted them. Others found no one to answer their call when their reached the ancient sites. But several found their old homes still vibrant, and with loyal followers who would respond to the call. They raised their soldiery, and marched upon

Raibanth to help their new emperor. The Carmanian army fought, but they failed to stop the flood of men and women responding to the Light. Raibanth was saved.

Emperor Yelmgatha conferred the appropriate honors upon the lords of Alkoth and Yuthuppa, and once gain the Triple Spheres were raised and glowed day and night again. The Red Goddess turned over her properties belonging to the Emperor as her gift to him. Other provinces rebelled, and Emperor Yelmgatha eventually received them too into his rightful fold. And some he conquered, to regain the ancient lands, until at last our mighty Dara Happan Empire was again complete. He united Dara Happa once again, declaring the restoration of Yelm's Rule once again. To mark the event he financed the Dendara Temple anew and so popularized the ancient styles of Ordanesty<sup>2</sup> for his new empire. Along with the clothing, the ancient orders of this wise lord were reinstated to the benefit of the entire Empire.

Emperor Yelmgatha and the Red Goddess worked together to continue the fight against the vile the Carmanians. Each even led armies into the field in person, and they often campaigned together. They played ouranekki, and the Emperor won every game played at dawn, while the goddess won every one played at dusk. They thought this was a good sign, and were both very pleased when it occurred.

Emperor Yelmgatha supported revolts in foreign lands, and he harbored enemies of Carmania at his court.

War brought tragedy for Yelmgatha. His younger son was killed first, in a battle against Carmanian cavalry in Valkenth. He had gone deeper into the enemy lands than any living Dara Happan. Yelmgatha's other son was slain in Doblian, defending that great city from the Carmanian foes. No ransom was even asked, but the prince beheaded before his troops. His last, and eldest son, was killed fighting at Castle Blue, to support the claims of the Red Goddess to remain alive and to be worshipped as she was. His two daughters also died early.

Emperor Yelmgatha was always a loyal ally of the Red Goddess. Neither ever mistrusted the other, and their armies fought with precision and harmony.

In the year 1247 occurred the Lunar Apotheosis. The Red Goddess ascended into the sky, taking her place over our heads. Everyone everywhere marveled at this event, and the Goddess radiated her message and truth out for all to see.

In that same year Emperor Yelmgatha Appointed an heir. It was the leader of the Red Queendom, the son of the Red Goddess who now hovered overhead. Emperor Yelmgatha went further, too, and invited the Red Emperor to sit beside him to learn the secrets of the Empire. The

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<sup>1</sup> Orlentos. In southern Kostaddi

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<sup>2</sup> that is, the toga

young man obliged, and for three years the pair of them ruled jointly. Thus from 112,247 to 112,250 is called the "The time of Two Emperors."

Yelmgatha died during an autumn ceremony. He was standing, singing an old song to support the dying Sun. During the rite the dancer faltered, fell, and broke his head upon the floor. His trainer swooned. His mother and father fell down, weeping. His priest fell over, screaming from the pain in his head. The Overseer of Vonlath leapt up and his head exploded, sending blood and brains everywhere among the celebrants. The Red Emperor shielded his imperial peer, but there was no need The Emperor simply took a final breath, lay down, said farewell to his court, then family, closed his eyes, exhaled softly, and made no more sound.

When Yelmgatha was cremated no torch was put to the wood, but his body burst into flame when the priests sang the mortuary refrain. No smoke rose from the fire. As he burned the statues within the fire burst into song, praising his honor and Justice. A bright beam of light rose from the fire and a pure white phoenix ascended to the Sun.

**YELMGATHA**

He is shown here as he was before his great Heroquest which transformed him into the incarnation of Yelm. His

secret was that he brought himself back to life, and was not regretful or fearful after the resurrection, as was most common. Here he is shown as the Rising Sun.



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## 77. THE RED EMPEROR

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Hail the Man of the Goddess, who is a Staff and Pillar to God

From 1/1 to Now

The Red Emperor is the Son of the Goddess. He is a god. Like Her, he was born a mortal man and discovered the latent powers within himself. The grounds for this were in the magical islands of Castle Blue, and he proved himself there.

The Living Goddess had done nearly all which was possible to come into her consciousness. Her power radiated from her and transformed all which bathed in it. Strange corners were lit up and forgotten treasures exposed, and the powers gained from those were attributed to her. Her followers, humans and nonhumans alike, quested for those unusual entities and when they came back with them, they gave them to her. In return, they joined her household and served her utterly. Thousands of people worshiped her, and strove for her ideals with all of their hearts and souls.

This was enough to make her immortal. She could have transcended her physique at that time and remained alive forever in her crimson palace upon the Other Side, as her azure sister had done. But she was not content, for her illumination had revealed more than the Old Way to her. She still had lessons for humankind.

The Living Goddess planned to reveal, in glory and splendor, the secret of her immortality for all to see. This way she would live, and provide the lessons for humankind to also live.

She required a tanist, a sacrifice which would voluntarily suffer any doom for her sake. She needed a place of great power. She needed opportunity, when the universe was pliant. All else: personal power, friends, foes, and terminal conflict, were already provided.

These came at Castle Blue, a center of power in the Oronin Lake. The Lake was at the edge of the Carmanian and Dara Happan lands. Many gods and goddesses had come from its depths, including the goddess Carman, mother of the Carmanian peoples. I have heard she had two lovers, one white and one black, who together fathered Carmanos, the father of the Carmanian race.

Everything came together at Castle Blue.

Castle Blue was in Oronin Lake. This was a Gateway which appeared at irregular intervals. The *Veth Etbdisi* lived there, an immortal race that worshipped three deities: Mother Carman, Blackness, and Lightness. They were equally comfortable in interacting with both the living people upon the shores of Oronin when they were there, or the dead people on the shores of the Black Lake. The castle was a great squat tower, crowned with many smaller towers, around which were built the dome-shaped houses of the residents. The buildings stood upon many firm earth islands, but the residents could also walk upon the water between the islands as if it were all firm land. Others had to

use boats or swim. They also controlled the sky overhead from two of the towers.

Some of the *Veth Etbdisi*, who were related to the conquered Carmanians, were outraged at the treatment of their relatives. They quarreled with the Lunar residents living upon the lake, and soon fighting broke out. When an army of the dead sailed from the islands and burnt Meglardinth, the gate between worlds was unhinged, and the Red Goddess' opportunity presented itself.

There ensued a great struggle in which many peoples gained immortality or obscurity, and many gods became active. Even foreigners found excuses to become engaged. The barbarian Orlanthi claimed that the Goddess was evil, the Warlord of Charg said it was his duty to fight chaos, and even the blue men worshipping YarGan the Abominable came up from underneath the Sweet Sea to fight. On the second year an army of people made of wood came to fight, then one of stone, then one of metal; and at a Sacred Time, one of fire.

The fighting was fierce, terrible, and glorious. Many good men and women died there, and the gods and goddesses had difficulty keeping their people out of foreigners' hells. The fabric of the world changed in the fighting. One time all the air above the Castle turned to water, and another time all fires on the islands turned to crystal stone and shattered. Lighting was trapped underwater for a year and a day. A color was stripped from the rainbow, and given back as a peace-gift.

At the end, the fight was over, and the Red Goddess would have a greater part in the universe henceforth. And upon the world she would leave behind would be her tanist. Her sacrifice would live upon the world, and would suffer life so that she could be immortal. He was the Red Emperor.

The Red Emperor is usually called Takenegi. Takenegi went to Emperor Yelmgatha and was recognized by that great prophet to be what he was. The Prophet Emperor challenged Takenegi to many tasks, but especially the Ten Tests of Emperor. The prophet also presented the evidence to prove Takenegi's special qualification: that he was within four generations of an Emperor or a god.

Takenegi still protested, for if he failed the Ten Tests he would be cursed to his measure. If he passed, then sacred Yelmgatha would be destroyed. But the Emperor stated that he saw through the Eye of God, and knew Takenegi was required to undertake this, and that he felt through the Sandals of God that neither of them would be harmed, and so he commanded with the Rod of God that Takenegi begin.





Yelmgatha said, "This is not the world of Old. Look overhead, new planets herald the wonder of a new Heaven. We need not fear Change. Is it wise to cling to Old Ways now?" Then the goddesses Oslira and Dendara, and many others, came to the Prophet Yelmgatha and reminded him that there was great value to some of the Old Ways, for some things would never change, even in New Times.

Yelmgatha then agreed. "Many of the old customs and traditions must still be followed, for even I was not Appointed, as have been all the other good emperors before me, and so as am I, you are different too."

Takenegi said, "I will listen to the Prophet." Thus encouraged, Takenegi undertook the Ten Tests and confronted the demons which test everyone upon that sacred examination. He bested them all with color and glory. To the great relief of everyone present the Prophet's words proved true, and both men bathed the crowd with their golden lights. Bad men looking on were blinded by that glare. Good men watching saw the goodness in themselves and each other. Everyone agreed that Raibanth was the most pleasant place to be for the next year.

The new Emperor was nicknamed the Red Emperor at that time, because the intensity of his radiance was ruddy when compared to the golden Yelmgatha. Takenegi accepted his inferiority of color as a point of humility and always gave seniority and respect to Yelmgatha.

Yelmgatha then ordered his servants to create a new throne, and had it placed next to his own. Every morning spirit servants switched the two, so that each was on the right and left alternately. Then the two men ruled jointly, and Yelmgatha passed on his acquired wisdom of emperors' mouth to ear, which gave Takenegi a great store of experience which no other emperor had ever gained.

Yelmgatha died in bed, peacefully. After he died he was burnt and prayers were said until his spirit and shadow had walked away. Afterwards everyone gathered and held a great athletic competition to remember the greatness of Life. Rewards were wreaths of golden flowers<sup>1</sup>.

When Yelmgatha died, all living souls were lifted up instead of cast down, because all good people knew that the Emperor would be awaiting them in the land of the dead, and that it would be a better place for them when they got there.

After the funeral pyre was burnt away the Red Emperor was alone atop the Footstool, and now his own light was as bright and golden as had been Yelmgatha's. This was further encouragement to all people that the light of the Sun, brighter now in hell, would not be taken from this world either. Nonetheless, the popular name of the Red Emperor has remained attached to him. He addressed his subjects.

"The world today is different," he said. "New planets are in the sky. Therefore I say, whatever other flatteries you heap upon me, I am not Murharzarm. No one could live up to his Presence. So though I agree to be Emperor, I will not

agree to be Murharzarm. I will hold his office in faith and power, but I will also designate powers and demand responsibilities from other worthies as well. Only with complete co-operation can we together succeed in maintaining the health and wonder of Murharzarm's Empire."

Takenegi was then enthroned upon Yelm's Footstool in Raibanth and the One Hundred Gods and Goddesses of the land came and made obeisance to him, and honored him with gifts and treasures. Emperor Takenegi, in his turn, distributed the Powers and Obligations. In this way he conferred the priestly powers upon Buserian, and appointed Shargash to be the war god for the land. He gave the priestesses of Dendara and Oslira their High Powers, and distributed honors among the many sons of Lodril. Everyone agreed to these charges.

Emperor Takenegi then departed from Raibanth to travel upon his regal chariots in an imperial procession. He traveled with his followers in order to bless and reclaim the cleansed land. Emperor Takenegi walked the borders, and he walked the interiors, and he gave names to all the provinces, cities, and regions.

These are the cities, regions, and gods which Takenegi named first:

Torang, ruling First Blessed, which used to be Rinliddi. It was blessed by Jernedeus, and nurtured by Lesilla<sup>2</sup>. They brought the High Crown to the enthronement.

Dinzizzi, ruling Velthil, blessed by Zatkuranits<sup>3</sup> nurtured by Avarnia<sup>4</sup>. They brought the Imperial Eagle to the enthronement.

Yuthuppa, ruling Esvuthil, blessed by Buserian, nurtured by Thilla<sup>5</sup>. They brought the Staff of Heaven to the enthronement.

Raibanth, ruling Vonlath, blessed by Antirius and Yelmgatha, nurtured by Dendara. They brought the Cloak of Justice to the enthronement, and the goddess made the new Vestments.

Alkoth, ruling Henjarl, blessed by Shargash, nurtured by Oslira. They brought the Girdle of Strength to the enthronement.

Jillaro, ruling Saird, blessed by Vuranostum, nurtured by Reladiva. They brought the Sandals of Innocence to the enthronement.

Haranshold, ruling Darjün, blessed by Manimat, nurtured by SurEnslib. They brought the Clasp of Manimat to the enthronement.

All of the people came to see him and be blessed. All the officials came and recognized his rightful authority. All generals and soldiers mustered forth and swore loyalty.

Since that time the Red Emperor, our Emperor Takenegi, has ruled with wisdom and justice from the Throne of Dara Happa. Long may his radiance &tc. &tc.

<sup>2</sup> Lesilla. Gods Wall II-4

<sup>3</sup> Zatkuranits. "Child of Kuranits."

<sup>4</sup> Avarnia. Gods Wall I-16

<sup>5</sup> Thilla. Gods Wall III-12

<sup>1</sup> Of old they were leaves. Now they are red and white

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## EARLY "OUTLAW EMPERORS"

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**Greg Sez:** These men are not included in The Fortunate Succession, but were/are often considered to have been emperors in Later popular belief. The first and last two entries are taken from the Elmexdavu List, and are given here to correct hopes and dispel rumors of those who hold false beliefs. The second is known mainly from the Later Draconic School.

### VINYARGATHA

112,250 to 112,270

Distant son of the Emperor "On the Run." His claims to have been enthroned "in the manner of Khordavu" might mean "clandestinely." His magical defenses worked poorly, and he was caught and executed for treason against the Lunar Empire.

### DESDERIUS

111,260?

During this time period this relative of Yelmgatha attempted to perform a variant of the "Poor Wife's Son" ritual, replacing the dragon with the Red Emperor. He was caught, and not found guilty of treason. But for Conspiracy, he had other parts taken by the Hungry Goddess besides his heart and eyes.

### VINYARDAVU

112,270-1 12,285

He was the Great Rebel during the period of Dara Happan rebellion when they were nearly successful. In the war they got help from Jannisor, assaulted Glamour, and were betrayed by the Sable King.

Vinyardavu was always the perfect gentlemen. "Another Ordanestyu." Even his Lunar foes were sad to see him defeated and condemned for treason. He preserved them the shame of executing him in the end when he fell upon his own sword.

### ELMEXDAVU

112,289 or so

Elmexdavu was a scum pretender, a tax sucking opportunist, a predator upon public ways, who brought shame and poverty to all who hung in with him.

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## LATER OUTLAW EMPERORS

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During times of Trial pretenders and rivals have taken over the Pearl Throne and claimed to be Emperor. Naturally, all have proven to be frauds, but many of the ill-informed still insist upon claiming imperial status for them. Here are some of the best-known charlatans.

### SHENG SELERIS

One day a new planet rose into the sky, blocking out the Sun as if were the Age of Kargzant again. There was war in heaven, and the Sun and the Moon were blocked out by the darkness and planets.

Sheng Seleris was not an emperor, but was Kazkurtum come again. Where his star had been is now only a hole, darker than dark, burnt into the dome. Curse him and his memory, and make sacrifice to keep his souls tortured in hell.

### DOSKALOS AND THE RED GODDESS

This frieze, nearly contemporary with the event it depicts, shows the Red Goddess during the Siege of Burntwall. A figure in the background is Doskalos, one of her bodyguards.



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# THE RED EMPEROR

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## The Reign of the Son of the Red Goddess

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**Greg Sez:** These are translations of some Lunar documents which provide an overview of the Red Emperor and his history. All these events and interpretations are within the accepted True Imperial Doctrine. Though this is theoretically translated from a single Lunar source, two documents are internally visible, divided herein by the title "The New Empire."

The Red Emperor is the ruler of the Lunar Empire. He is the head of the political government and the religion of his mother, the Red Goddess.

The Red Emperor alone is capable of leading the many peoples of the Empire. He alone can wield Justice among them all, for he has no territorial origins. Though regions differ in customs and politics, he co-ordinates them all with equality.

Religiously, he alone is capable of many spells and events, for he alone is of pure Lunar origin, without taint of any impure terrestrial source. He is the Highest Priest for the cult of the Red Goddess, and holds supreme office in many others as well. As Emperor, he alone can see the greater needs of all, and order the movement of the Empire's gods.

He has no name, only titles. Everyone in public addresses him by appropriate titles. Two titles have become so widespread that many outsiders mistakenly consider them to be his names. First is *Rufus* (and its variants, *Woofers* and *Roofers*) whose origins are obvious. This is widely believed among the farmers of Dara Happa to be his personal name rather than a description of his complexion. The other is *Takenegi*, which means "Leader of the Egi." Southern barbarians often believe this to be his name, but it is actually only the first title given to him by the Red Goddess. [The Egi (sing. Egus) are those chosen by the Goddess to contribute to the Emperor.] Some intimates have created personal names, although these are invariably personal and unworthy of repetition here.

### ORIGIN

The Red Emperor came into being during the Battle of Castle Blue. This conflict transformed many things and entities in the realm of myth, though none of them are as well known as the Emperor.

Before the battle many people, both male and female, had powerful dreams of things which had not yet occurred. In the fight, they used these ideas and visions to their advantage, and thus either surprisingly succeeded in dismal circumstances, or else failed so miserably that they are forgotten forever.

One year into the battle a variety of the survivors learned that they had been chosen to contribute to the being of the future Red Emperor. The names, precise number, and types of these contributors (the Egi are not exactly known. Nor do we know the which creation myth was used. But we know that the remaining Egi afterwards retired to the Moon, and never returned to the world of mortality. Some of them still have palaces in the lunar realm. When we visit them they will never speak of this subject, except to

proudly admit that they participated, and to say, "No one person could truly encompass the being of the Red Emperor, although he does.")

Afterwards the individual called Takenegi was always seen at the side of the Goddess, and shortly afterwards at the forefront of creation when she stepped back. He was Hero of combat and rule, and struck down ancient heroes and living gods as easily as mortal men. No one could defend against him.

After two years the mystic fog cleared and the world was changed, for the Red Goddess had entered into the fabric of the universal mythology.

Upon the surface world the Red Emperor was left behind to fill the void left by the Goddess' departure. He set to work to create the world anew.

At that time (1/1) Emperor Yelmgatha was the rightful ruler in Dara Happa, the rich land of justice. He had always supported the Red Goddess, and Takenegi never acted without getting the Emperor's advice and blessings. After the Red Goddess departed from the world the Emperor knew that his passing would come too. He invited Takenegi to undertake the Ten Tests. The son of the Red Moon protested, saying that he was not the son, grandson, or great-grandson of an Emperor, and would not dare to presume otherwise. Then Emperor Yelmgatha then revealed a secret which his stargazers had seen in the sky: that Takenegi did indeed qualify by virtue of his lineage. Emperor Yelmgatha then revealed that the Red Goddess was a granddaughter of Dayzatar, the Emperor of Heaven. Thus he could qualify.

At the insistence of Emperor Yelmgatha, Takenegi undertook the Ten Tests. He passed them all. Then the Emperor invited Takenegi to rule with him, as Assistant Emperor. This had been done before, and no one objected to two having demigods ruling together. The coronation was performed, and all of the coffers of food and goods were miraculously doubled for the celebration. At that time the Son of the Goddess received his title, the Red Emperor. The Empire flourished during their joint reign.

In 1/2 the Red Emperor summoned the first of his Inspirations. He led the other High Initiates in the Dance of the Returns, and they traced upon the face of the world all of the plans and the dreams of where they could live in peace and plenty. They gave their own strength and comfort to those beings who had made the dance the first time, and in doing so made secret doors to reach the Goddess in her own Lunar realm. From the side of the Crater grew a city. This is the capital of the Lunar Empire, called Glamour, which is also called the First Inspiration of Moonson. From

there the Red Emperor, Son of the Moon, rules over his Empire, while his scarlet mother watches from overhead.

In 1/3 Emperor Yelmgatha, last of the New Solar Dynasty, expired safely in his sleep, surrounded by hymns and prayers. His body was wrapped with unguents and joyful herbs, and burnt with aromatic woods from Jhor. Since that time the Red Emperor has ruled alone, and is Emperor of the Lunar Empire and Dara Happa.

### THE EGI

The masculine half, anyway. The other side of the bowl shows the feminine contributors. The Red Goddess is instructing them. This bowl was nearly contemporary with the events shown.



### LORD OF FOUR QUARTERS

When the Red Emperor exercised command of the Empire, he stood upon the Footstool and divided his divine realm into quarters. He faced the east, and there he named the Quarter of Rule. In the south he named the Quarter of Love. In the west he named the Quarter of War. And in the north, he named the Quarter of Healing.

Then the Red Emperor declared that he would enforce this division of the world by incarnating the powers of each direction, and then filling the world with each essence.

As always, he began in the east. Emperor Yelmgatha had shared his Rule with the Red Emperor, and so he continued upon that venture. He ruled the Empire incarnated as the Living God, who was the center of all leadership and administration. In this he hardly changed the way things had always been done in Dara Happa. Thus this Era of Rule lasted for twenty-five years, from 1/3 (1250) to 1/28 (1275). During the Era of Rule the Red Emperor proved his leadership, wisdom and justice many times. He dissolved the old aristocracy which would not conform to the imperial welfare, and instead created administrators. He created provinces which were fair and equitable for the administrators whom he placed in command. He moved peoples, and mixed many folk, thereby educating each to the ways of life of the other, and instituting tolerance and understanding among folk who had before been foes. He set and reset tariffs, wages, and tributes so no one was shamed or damaged by their obligations. He made the Base Judges, so that even the homeless and nameless received

Justice. He gave rights to all women, even in Dara Happa [where they were no longer forbidden to talk to each other without permission.] He made new coins and coinage, and placed the image of the Red Goddess in everyone's hand and purse. And he did many other wonderful things.

The Emperor took for his Second Manifestation of Lord of the Quarters was the West. Thus the second era was the Era of War which lasted twenty five-years, from 1/29 to 1/53 (1300). During the Era of War, every military challenge was given to the Red Emperor. He won three great battles, where whole armies clash: at I\*, 2\*, and 3\*. He accomplished 25 sieges, and never deserted one before the city or fort fell. He defeated men on horses, men in armor, men in the forests, and even tracked down the savage *Bestol* Raiders in Eol. They first hid anonymously among the landless herdsmen there, then were pursued across the unmapped wastes before being captured.

Yet his greatest military deed was to settle the terrible civil rebellion within his own Empire, where brother fought brother, and sister fought mother. In the end the Emperor brought harmony where feud had lived.

In the south, where the barbarians are always fighting, an army spewed out in \*date. They invaded Henjarl and pillaged the province all the way to the walls of Alkoth. The Red Emperor dispatched the Heartland Army to drive the foe off, but the treacherous among the Dara Happans rose first. They attacked other army units in their sleep, and slaughtered thousands of the finest soldiers in the Empire. Then the people rose up with ancient war cries, and they turned against their own rightful ruler. A false ruler from their ranks was installed as Emperor. Then he led his misguided people to further fights against the Red Emperor.

The outlaw army and the barbarians united their forces and marched northwards, destroying every city which did not open its doors to them. No forces opposed them, and the Red Emperor even commanded that all cities loyal to him should surrender rather than be destroyed. He ordered his own army to remain in Ganbarri and Joy Rest. The invaders reached the walls of Glamour. The vast enemy army surrounded Glamour, settling upon the fields around the city. They made ditches, all around the cities and up to the walls of the Crater.

This was according to the plans of the Red Emperor. The man who had never lost a battle was not losing one here. Through wile and skill he had lured all his foes into a single place. Then, the way an expert Bowman selects the most valuable target from among an enemy company, the Red Emperor drew their most powerful leaders out from the swarming mob, across the silver bridge, and into his lair. There, in the Antechamber of the Moon, they were all converted, killed, or transported elsewhere. Without leaders the rebellion collapsed. With his characteristic mercy, the Red Emperor accepted the surrender of the armies, and even allowed the barbarians to go home alive if they went disarmed, and swore upon their own gods that they would never to attack the Lunar Empire again,

Thus the Red Emperor proved that one of the best ways to win a war is not to fight it with soldiers, but instead to use only a few of the best and keenest and most



dedicated adherents to the cause. His great power to force his enemies to do this, revealed here for the first time, ensured that the Emperor would have many victories of his magic over foreign generalship.

The Emperor's third manifestation as Lord of the Quarters was of the south. Thus, he began the Era of Love which lasted for twenty-five years, from 1/54 (1301) to 2/24 (1325). During the Era of Love the Red Emperor performed many great deeds, and founded many famous families. Among famous mothers and children from this era were Diovena and Undredum, his first son; Ruvallena and Krendathus; Vella and Bindesa and Gordasta; Felkenna and the Triplets; [Black] Ruvallena and Arimtasus; and Brygense and Nesseve, whose children Jarnesus and Horsensus were switched. To prove his universality, the Red Emperor even married the foreign Queen of Vanch, to make peace, and founded their royal family with lunar blood. He also blessed his family's marriages, such as his daughters Hwarin Dalthippa, Kevenna, or Joreva the Priestess, who all had many fine children. He even participated in the Heron Dance six times, and was never eaten.

The Emperor's fourth manifestation was of the North. The Era of Healing lasted twenty-five years, from 2/25 (1325) to 2/50 (1350). During the Era of Healing the Red Emperor cured cities of all illness by living there for 33 days. He cured one of the Seven Plagues on different days of the week, wherever he was, and even the Dripping Drivs did not come back. He cured whole populations, too, such as when he corrected the many errors of Parg Ilisi and thereby blessed the land of Twice Blessed so greatly that its people changed its name to Thrice Blessed.

### TAKENEGI, EMPEROR OF HEALING

The Resurrection of Hularius



### THE FIFTH QUARTER

1308 to 1375

Lord of the Center.

The Red Emperor, having proved himself master of all the outer world, the set to perfect himself as the incarnation of the Lord of the Center. Where all true emperors of Dara Happa had incarnated the power of the center, the Red Emperor revealed what the power was. In this manner the World Pillar became Ascendable again to all who could perceive it, rather than being visible by those few who could already ascend it.

He began in the lowest realm, and with volunteers from the sprawling slums of Raibanth he descended to Hell. Since then, all beggars with the keyhole mark have been protected by the Emperor (whether they wish to or not), and are called "doorways."

He sailed upon the great waters, too, and was devoured by Nestentos. He took along some sailors from his river fleet, and some fishermen with boats. The guide was a Northerner, the last of his race.

Upon the wide and broad earth the Emperor strode, and measured the realm and weighed the Justice of each of his own courts. He named new officials, and he used his divine vision to see where each person would work best. The four corners of the Heartland were adjusted this way, and many deserving people advanced to great heights, while others were cast down to serve before the doorways of their betters.

The Red Emperor measured the sky, and he was the one who showed Korkeros how to measure the other minor and tertiary cycles, and then revealed the true tales of why the erratic planets could never be predicted beforehand. Korkerosian Astronomy explains the deviations, the two planetary paths, and other celestial events which had confounded astronomers for centuries.

Upon the peak of the sky, the Emperor greeted Yelm and his court. The angelic host sang in their Glory, and the perfection of all being within the Empire was met.

After 1370 many people could easily discern a red ladder which rose from the city of Glamour to the Red Moon overhead.

Some said it extended beyond too, but was white.

For this twenty-five years the realm was in perfect harmony, and every difficulty which came up was easily dealt with by the Emperor or his trained assistants.

### THE EMPEROR'S OTHER

112,376 to

As occurred with all Emperors, the Red Emperor was beset by his Other. Like all who came before him, the Red Emperor was ignorant of the form or direction from which the attack would come. It was invisible to him beforehand, although other people claimed to have foreseen it.

The Shadow of the Red Emperor was a madman from the desolate lands of Pent. His name was Sheng Seleris. He was famous first in the far east. There the ruins of an ancient Sky God's empire still thrive in opiated luxury, protected by a ring of mountains and iron forts. Sheng Seleris ruled one tribe at first, and slew all the other kings to become the Khan of Khans and rule over all the nomadic folks of Pent.



Those people were of ancient stock, and had hated Dara Happa since the year 109,122 YS<sup>1</sup> when their city was destroyed, and they were cursed to live instead upon the backs of beasts. They had often, in the past, invaded Dara Happa.

The Red Emperor, thanks to his extraordinary long life and multitude of successful accomplishments, was a very powerful individual. He had accomplished the Ten Tests and been crowned as Emperor of Dara Happa and Carmania; he was High Priest of the Red Goddess, and many other cults; and he had mastered all the philosophies of the Masters. Furthermore, he was son of the Goddess herself, and imbued with unnatural insights and powers. Finally, he had many friends, assistants, and complex organizations which supported his action, word, and intent as well. It was hard to see how he could be hurt or threatened from without.

Sheng Seleris revealed his powers slowly. He first summoned some of the ancient rivals of Dara Happa, and they came to him quickly. Among them were Nestentos, and also the Old Lights of Dara Happa. He acted quickly to seize the moment of magical creation when they came to him. Thus, his warriors rode upon the boats of poor fishermen when they secretly entered Yuthuppa, and they lit the Old Lights with new fire upon the ancient towers.

The Emperor retaliated. The ancient river was the easiest to subdue, and rather than harm the foolish fisherfolk the Emperor subdued the snake which lived on the bottom of the river with ritual and ceremony. The people, spiritual weaklings and pliable, saw that they were being mistreated and deserted their new allies. Thus Dara Happa was restored to order.

However, the outer provinces quickly rebelled. Many provinces sought self protection rather than contribute to the imperial good. Often, the appearance of the treacherous hordes would change the natives' minds, but it would be too late if the Emperor could not help the hapless people. He tried to be at emergency, sometimes having success, sometimes being too late.

The Emperor changed his tactics, and rather than trying to preserve he sought his single foe. At last he found the swift moving barbarian demigod. In 3/34, the Red Emperor came face to face with his Other. They met in a wrestling match, each man naked but for his loincloth, but even thus disarmed the impact of their collisions, punches, and body slams knocked down nearby houses, slew seventeen people accidentally, and forever deafened the priests of Destela. The dirt flew like smoke, fire and water fell from above, and a weeping wind whipped around the challenge circle until even magical vision was blinded.

No one outside of the ring could tell which of the two had won when they both departed abruptly from the wrestling circle. Their assistants and witnesses departed from the site without trouble or treachery.

### SELERIAN PROXY

This statue is one carved in the image of Sheng Seleris and left behind after he plundered the moon. It and its companions resisted fiercely, but were all destroyed except this one, which now houses the spirits of all eleven statue. This is on display in Glamour, in the Court of Conquest.



In the next (3/35) Sacred Time ceremony there blossomed in the dark heavens a new shooting star which roared past so brightly that ordinary people heard it. It rose from the 86th House and hurtled upward to the 19th House<sup>2</sup>. And as it passed over the Moon, the great red body dimmed. At that moment the Red Emperor was in the Ceremony of Choirs, and thus not doing anything strenuous, yet his voice quavered, he fell down, could not control himself, and was gruesomely ill. Nothing except ill omens followed.

The household summoned the White Lady herself, but the Emperor's illness worsened quickly, and although everyone had thought it was impossible, the Emperor died. He had not made any appointments. His body was left for seven days but it did not rise of its own accord. No priest or holy man could find the spirit of the Red Emperor, except to say it was in the Underworld. His name was not on Grakalk's Register.

After another week, the body was rotting, and 33 goddesses came to take away the body. A great bier of unguent woods and aromatic spices was prepared. The bier burst into flame by itself, lit by a red ray of light from the

<sup>1</sup> during the reign of Manarlavus

<sup>2</sup> Which is where the Red Moon is

sun. No beasts or humans or other creatures were burnt, but instead the creatures which had been scheduled for hecatombs were divided and given for free to the poor. Rather than sacrificing living things with him, the Emperor's last wishes had ordered ancient treasures and sacred items from certain temples, which were burned with him at the Funeral. This was done. During this funeral and afterwards the whole city<sup>1</sup>, rich and poor alike, sobbed and prayed for him, and begged the Goddess for help and protection.

All the oracles and prophets declared that no one would succeed at the Ten Tests. Nonetheless, many tried anyway. They all died, failed one way or another.

## THE FIRST RETURN

It was only natural that all candidates for the Ten Tests died, because it is impossible for there to be two rightful Emperors at once. For indeed, the Emperor was not dead.

The Emperor returned to Glamour, walking next to the Red Goddess when she descended, as She always did, into the realm of mortals for her Sacred Time appearance. No one had expected him, any more than they had expected him to die. Once present and acknowledged, he readjusted the participants and liturgy to include himself, and the rites continued.

The Emperor explained afterwards that he had planned the entire drama to occur. It was encouraging to the commoners to see their Emperor come back, as they had been promised. More importantly, he had wanted to go into the worst place of Sheng Seleris' cosmos. The Emperor calculated that dying slowly of illness from a shaman's curse would send his soul to the worst place. So he went to a Pentan Hell. Once there he finished some further business which he had planned, and afterward returned by devious paths to the Red Moon. After visiting with his mother, he was able to return once again to the world of the Living, full and hale, and as before.

Everyone was astonished at this, for no one had returned after they'd been dead for such a long time. Nor had anyone ever returned after their body was destroyed and the sacred rites properly performed, unless they were born as infants. The importance of this extraordinary act was not lost to the masses. As the Emperor's sardonic joke had indicated, many of the commoners were truly inspired by feat. As often occurred, the Emperor went boldly among the loyal populace to prove he was himself. The people loved him, and recognized that the Emperor was human, or had been once, and that they could attain such heroic proportions by following the Lunar Way.

The result of the Emperor's divine mating in hell came to the world in the next winter. A monster terrorized upper Naveria, eating all horses and killing other steeds. It was a multiple limbed thing which stalked like a spider. The Emperor went alone one frosty night, and came back borne upon its shoulders. The Emperor made a hut for it on the river bank, and tamed it, then taught it its name and lineage.

Then it was initiated and went to visit the Red Goddess and returned armed and hungry. She was Yara Aranis. They built a house around the hut.

Yara Aranis remained in the building. In 3/42, amid other imperial victories, the goddess Yarn Aranis took her first nomad spirit slave. It guarded her sleeping spot and freed her to leave the temple. Her hunting soon populated her temple with gruesome servants and her wicked spirits began roaming the countryside hunting down the steeds and followers of Sheng Seleris. Her house was surrounded by a temple, and worship made her a goddess.

As Yara Aranis' circle of operations widened even more, the Emperor opened new houses for her. She was very effective in frightening and destroying the nomads. People loved her, so whenever she called for their help they rushed to her temples to offer sacrifice and prayer to strengthen and encourage her. Largely through her presence the nomads were driven from Vonlath when they raided or tried to collect taxes.

After eight years of constant attrition, Sheng Seleris himself struck against Yara Aranis. He first assembled the warriors who had been wounded or offended by her, treated them with his own magic, and then led them to assault the temple and goddess. His warriors engaged the spirits and guards. The pair of demigods met, and neither was able to harm the other, for no demon from his own underworld could frighten Sheng Seleris. But the goddess terrified all of Sheng Seleris' people, and after little fight they all ran away and were afraid of her forever. After another four years, her thirteenth in all, Yara Aranis accomplished full Apotheosis and received a throne in the court of the Red Goddess. (3/54 [112,409 YS, 1409 ST])

Sheng Seleris was not pleased by this, and he sent away all the tribes who had been panicked by Yara Aranis. Instead, he called for their cousins, and other peoples who wanted his good favor and the chances to plunder the Empire. He spent part of the year in the sky, tempting new spirits to come to aid him.

During these preparations Sheng Seleris and the Emperor each hunted for the other. Before their gathered attendants and witnesses, in 4/6 (112,415) they met once again, body to body. This time they were dressed and armed, and neither ever touched the other. Neither of them disappeared from the circle this time, and for anyone with magical vision the sight was visible. All who were present this time clearly witnessed the murder of the Red Emperor. Sheng Seleris tricked his noble opponent with a dirty barbarian trick, and cut him many times, then slew him from behind. He did not release the body, but instead cut it up within the ring, and then weighted one part with stones to sink under water, burnt another part, gave some to the lionbirds to eat, and kept others as magic items. Without concern for convention or oath, the attendants then fell upon the Lunar officials and slew them mercilessly.

Sheng Seleris and his hordes then went upon a rampage, crossing and invading all of Peloria, first taking all which was not hidden inside the cities, and then besieging and storming cities which did not pay their protection tax.

<sup>1</sup> of Raibanth

**THE WAR AGAINST SHENG SELERIS**

This fresco from modern Raibanth shows scenes of the war

**THE SECOND RETURN**

The Emperor was gone for 13 years. Sheng Seleris grew so powerful that he called forth from the deepest Underworld the Empty Emperor to empower the throne of Dara Happa. He placed that travesty upon the sacred Footstool and defaced all of Dara Happa thereby.

In 4/19 Sheng Seleris' brother attempted the Ten Tests, but on the Ninth Test he was ambushed by the Emperor, who had hidden nearly disguised with dead fish. This act of defiance infuriated Sheng Seleris, but the Emperor successfully evaded the demon lord, and went into hiding among the common folk who loved him so much. It was imperative that he prove that there was still a legitimate Emperor. By proving this, he prevented Sheng Seleris from attempting the Ten Tests.

Though the Emperor delayed Sheng's ascent to the legitimate Emperorship, he could not slow the foreigner's accumulation of magical alliance, social recognition, and political power. In 4/35, as the Emperor was in hiding, Sheng Seleris underwent the final part of his savage

transformation rites and was deified. A new star burst into view in the sky, and assured him tremendous resources.

Renewed, Sheng Seleris' hunt for the concealed Emperor grew more intense and desperate. First, the Emperor lured the hunters away from his latest community and new family. He moved as a fugitive among the other freedom fighters throughout Peloria and Pelanda. He did not abandon his friends. He alone was able to deal with some of the strange creatures and powers which had been let loose since his forced abdication. Perhaps the most famous, and certainly the most colorful, was the Mad Sultanate. It proved too tricky for him, and the Emperor was again killed in 4/40 (112,449).

There followed the lowest wane which the powers of the Emperor and his mother ever reached. At this time, when her protector was gone, the body of the Moon was invaded by Sheng Seleris. The treasures of immortality were plundered, the Council of Elders and Wise Ones was decimated, and the Children of Change were mutilated. The face of the Moon itself was changed, so that today you can still see the scars.





## THE THIRD RETURN

But the Emperor had not given up, and was working other channels to achieve his objective. He was never working just haphazardly, and his long history with the land and people allowed him to make long term plans and operations.

In 4/51 the Emperor's last friends and newest allies worked together, and in \*date the Emperor and Sheng Seleris meet a third time. They met at the city of Kitor, and this time the Emperor was victorious.

The Emperor did not stint upon his magnitude this time, nor upon his friends' preparations. Heroes stood beside him, and one even survived from the fighting into life again. Once engaged with proper care and preparations, the victory of the Red Emperor was inevitable.

Unlike the Emperor, who was the true and actual incarnation of Truth and Justice, the evil Sheng Seleris did not return. The Red Emperor, accompanied by his allies from Carmania, marched to Raibanth and liberated it from its foes. He raised the Triple Banner and summoned the armies to come to destroy their foes. Within the next five years the nomads and all their folks had been driven out of the Empire, and the lands restored to their rightful owners again.

Some people, noblemen or commoners or priests, doubted that the Red Emperor was truly who he said he was. They acknowledged that he certainly seemed to be Shah of Carmania, and also a wise teacher, and also a man with many traitorous heretics among the lower classes who followed him. He was, certainly, a great magician and holy man as well, and some acknowledged him to be the Son of the Red Moon. But they doubted he was truly the Red Emperor, "for five of his parts are not the same."

The Red Emperor then invoked the powers of the Ten Tests, and furthermore offered the scoffers the chance to name one test each. If the Emperor failed, he offered, he would be revealed to be false and they would be able to punish him, as appropriate to the test. If he succeeded then they would lose their holdings and status from themselves, their kin, and their heirs, forever.

The challenge made many people reexamine their commitments. At last four great families agreed. Each had their own reason, and their own expectations of rewards. All failed, and the Emperor's easily occupied their territories afterwards. In that manner the traitors were dispatched, the Empire was made stronger, and the Emperor obtained a personal domain.

The Red Emperor also swore that he would always submit to this test, under the same terms, whenever he was proven dead and returned again. And since that time, whenever the Emperor returns from the Moon after his demise the Ten Tests are performed. This has exposed frauds and saved the Empire's unity at different times.

This Rite of Rejuvenation has misled some people to believe that there has been more than one emperor since then, and the foolish historians of Darjiin even insist upon

numbering them<sup>1</sup>. Yet none of us who truly know are fooled by outsiders, and we can easily see that the Soul of Antirius has united the Masks, one and all.



The Red Emperor and Aronius Jaranthir play ouranekki.

This amphora illustration shows this famous and much loved scene. The work was done in the late Fifth Wane in the black-figure Western Style.

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<sup>1</sup> numbering them. And their numbers do not even match the number of our own Masks! Such is typical of these fools, who also insist that Manimat was an entire dynasty, not an individual

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## THE NEW EMPIRE

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a Lunar document circa 7/50

### THE CHANGING FACE OF EMPIRE

The great depredations wrought by Sheng Seleris caused permanent changes in the Lunar Empire. Many ancient families were extinct, and many ancient places had been destroyed or profaned. These grievous losses inevitably brought changes to the ways that the Empire was run. New rituals were created, new organizations established, and new families founded.

The Emperor changed too, to reflect the new Empire. This was necessary, for he had already personified all of the known forms of Emperorhood. Yet his reign was not finished, and he still ruled all of humankind. Forms and experiences of humanity remained to be experienced. So he changed.

With peace, growth, and opportunity the newly unified Empire expanded in the Fifth Wane. Relief from the nomadic depredations overcame the social exhaustion which had led to the severe depopulation of most communities. Assured of peace both internal and external, the landkeepers were calm, and glad to be rebuilding a realm of plenty.

The few strongholds of Carmania and Sylila which had resisted the nomads were revered as storehouses of knowledge about the Old Empire. Artists, architects, and other wise folk from there were brought in to Dara Happa to help rebuild the Empire. The influx of new talent and traditions did not allow the rebuilding to remain static, of course, and the new styles were exciting and different. In popular arts, for instance, this era saw the rebirth of the Red Figure Technique in pottery, which became so popular it is still the widespread standard.

### THE MASKS OF THE EMPEROR

It is the custom and cheer for the Emperor to change his form to suit the needs of the time and place. This custom began after the Nights of Horror, where the Emperor and most of his household and staff, were killed.

The differences in these Emperors can be seen in the coinage of the Empire. The mints attempt to keep up to date for each Mask, and new stampings are regularly commissioned even for a single Emperor.

The acknowledged Masks are:

Doskalos, Sword in the Eye. Died at Castle Blue, with many others.

Takenegi, Lord of Five Quarters.

First Incarnation. 1/3 to 3/35.

First Return. 3/36 to 4/6 = 24 years

Second Return. 4/19 to 4/40 = 21 yrs

Magnificus. 4/51<sup>1</sup>, to 5/43 (112,506 YS) = 46 years

Artifex. 5/43 to 6/5 = 16 yrs

Voracius. 6/5 to 6/12 = 7 yrs

Venerabilis. 6/12 to 6/29 = 17 yrs.

Robustus. 6/30 to 6/41 = 12 yrs.

Celestinus. 6/41 to 7/3 = 16 yrs.

Militaris. 7/3 to 7/15 = 12 yrs

Reclusus. 7/15 to 7/28 = 13 yrs

Ignifer. 7/28 to 7/36 = 8 yrs.

Argenteus. 7/36 to Present (i.e., 7/50) = 14 yrs

### MAGNIFICUS

The Emperor who had destroyed Sheng Seleris and his demon people had been called by many titles and nicknames during his life. But in her introduction to *Masks of the Goddess*, Greya Bibliophile called him *Magnificus*, and that title is the one by which we know him today.

Magnificus was the same in shape, form, and intent as the immortal who had fought at Castle Blue and returned three times before.

In appearance, he was middle aged, trim and military, and practiced moderate indulgence in food, drink, and love. He was famous for having his beard dressed in different ways. He used to confuse his courtiers, who always strove to be of the latest fashion and imitated his appearance. He would sometimes appear for a few days in one style, perhaps a beribboned short goatee, until his courtiers had begun to look that way. Then, using magic, he would overnight change his facial hair to be a long beard, with silver bell, tucked into his belt. Since no one else had the beard-growing magics which he had, the courtiers would be out of style and flustered. The Emperor commented upon them saying, "Anyone who cares about his beard in my court deserves to be flustered." This attitude was typical of the Emperor, who was always testing his subjects and family for their fitness to rule.

Emperor Magnificus is he who played ravenkaaz in Kitor with Aronius Jaranthir, crushed Sheng Seleris, and destroyed the demon army. He proved his identity to the Lords of Dara Happa by performing the Ten Tests. It was he who welcomed HonEel, blessed the Order of the Day, instituted the Imperial Scriptoria, and founded the Three Fifth Families<sup>2</sup>.

Magnificus was careful to do all the things which the Red Emperor must do. He brought peace to the whole world. In the Center, he destroyed Sheng Seleris, the Empty Emperor. He also pacified the digijelm of the north and gave them a city; he crushed the nomads of the east in many battles; erected the Wall of Charg, to keep out the barbarians the West; and organized the Kingdom of Conflict in the south, as a place to send all his disaffected and bored militants.

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<sup>1</sup> 112,460 YS, Battle of Kitor, maybe earlier?

<sup>2</sup> Three Fifth Families. That is, the three imperial families started during the Fifth Wane: HonEel's, the Molari-Sor, and the Eel-ariash

Magnificus disappeared in 5/43 (112,506 YS) at the Nights of Horror, which also destroyed the nomads, the imperial army, and most of the Emperor's entourage.

### IMPERATOR MAGNIFICUS

Coin portrait



### ARTIFEX

Artifex is the nickname of the next incarnation. The Emperor reappeared the same year at Amuli (in Darjiin) during an otherwise insignificant local Full Moon rite. He went to Raibanth with his supporters and witnesses. Doubt was vast among the Dara Happan wanted make their own High Priest the new Emperor. The true Emperor challenged the High Priest to a contest of the Ten Tests and the imposter withdrew. Then the newcomer underwent the rite and proved that he was, indeed, the Lunar Emperor.

Artifex spent his first year and more doing little except to hunt through the seven worlds to find and rescue the souls of his loyal subjects which had been cast about the Nights of Horror. This action, more than any other, convinced the rest of the Empire of his identity. It also ensured the loyalty of those whom he saved, and their living kin.

Emperor Artifex continued the many tasks of the Red Emperor. He expanded the the with the other New Monks organizations, opened the University of Glamour, and certified the Rastari-inning clan as chiefs of Karasal. He began the Seven Government Monopolies, proclaimed the humanity of the Weeders and Mudders, and honored the One Hundred Imperial Artists, one per city, whose first task was to erect monuments to the Red Goddess and her son. He also sent the first tax demon after the Virishi, robber lords of Sylila who were wiped out.

He went away...\*?

### VORACIUS

Voracius' first act (in 6/5) was to certify the Molari-Sor as the legitimate heirs of their satrapy, and to support their innocence by proof that the tax demons did not touch them. Five years later the Taran-il clan used the same justification to prove their title to First Blessed, and were certified.

Voracius loved to eat and drink, and he struggled to make sure that all his subjects were fed. These years are the origin of the Infinite Party of Glamour which has attracted and destroyed so many debauchees.

He changed bodies after an assassin forced him to evacuate his gross form.

### VENERABILIS

Venerabilis returned at a ceremony in Hargoth in the year 6/12 (112,529 YS) and was quick to avenge his assassination. The last members of the Jenet-aror family, former lords of First Blessed, were all executed for treason.

Venerabilis sent observers everywhere that he heard reports of the Dragonewts Dream. The Dream was an extended series of ghostly events performed by both physical and insubstantial dragonewts over a period of two years. After a few months of observation Venerabilis learned that the objective of the dream was to repopulate Dara Happa with that inhuman race. He then spent half of a year preparing the Emperor's Reply, a huge-scale recounting of the Origins of the World which omitted the dragons from it. It was performed at Sacred Time, and as a result the Dream stopped and no repopulation occurred.

Venerabilis financed the Sisters' Sisters with grants from his personal holdings. He also substituted corn women for humans in the HonEel planting rites. Many old priestesses protested, not just HonEel, and the Bat Plagues swept out of Oronin to the Heartlands until the Hunter Corps killed them all.

Venerabilis also lit the Forty-Two Candles, avoided the Golden Rituals by creating the Golden Proxy, and condemned the seditious Gbaji Faces without compassion.

He opened the Hideous Zoo, and began the Prisoner Resettlement in the Redlands. Venerabilis expired in the Dorkath Rites, devoured by the Heron Goddess while dressed in snake skins, in 6/29.

### ROBUSTUS

Robustus is responsible for the ill luck of the Eel-ariash clan. They had seized most of Oronin, but exterminated two of the three clans which made moon boats in the process, as well as doing other great damage. They proved they were immune to the tax demons despite the Emperor's rash Sending. They defied him and embarrassed him in Law, and so although he put the Eel-ariash clan into office there, as he was obliged, he begrudged them many honors and blessings.

Robustus opened many of the tombs in Oraya and took out the lavish grave goods from there. When the natural defenders reacted against this desecration Robustus' accompanying priests simply extinguished them. When

descendants and priests gathered to complain about this the Emperor reminded the protestors that he himself had placed these goods there earlier. He had planned, then, to come and recover it now. Although he had told no one this plan in the old days, he had really done it for this future investment. Besides, he said, he did not need to explain imperial policy to anyone but his mother and the Egi.

Robustus was loved by the commoners, because he occasionally ordered all troops and guards out of a city to allow the mobs to pillage and plunder to their own satisfactions. He also organized the South War as an institution, and reorganized the tribes and kings there.

In 6/41 (112,558 YS) Robustus lay down and voluntarily expired before his assembled court, being needed elsewhere.

## CELESTINUS

Celestinus appeared abruptly in Ebon City, climbing out of the sacred cave when it was empty, between rites. He gathered his handful of loyal officers to him and crushed the flock of wild rebels who were conspiring to resurrect Gbaji. Due to the role he played, the Emperor was called "Blackface" for the first few years.

Celestinus abhorred public commotion, and sought hard for Order. He instituted the Terminal Debate system, whereby those beings who wished to confront Arachne Solara had to engage each other first, with the loser always dying. If no one challenged a contender for seven years, the Web ritual was finally allowed. He also sent the first caravan across H'har As Jing, bearing Kastok's Lance before them.

Celestinus kept to himself, except to appear in his imperial box during games, which he loved beyond all else. He instituted the annual Celestine Games which honored oratory, archery, and Performance. He always attended the Zasturnic Games<sup>1</sup> betting heavily and distributing coins among the poor so they could bet too. He even went to the Oroginan Contests<sup>2</sup> when he had the time. Celestinus also reorganized the Provincial System, ridding it of all shirkers and cheaters, and putting the clerks<sup>3</sup> among them.

Celestinus foresaw the coming troubles, and he departed from his shell in 7/3, quietly, in bed while surrounded by his choir.

## MILITARIS

The Emperor appeared next as Militararis. Militararis came from the city of Kedevi, in Kostaddi, and came to the world at a rite of the Three Brothers late in 7/3.

The Militararis Emperor chartered the Yanorioao-ilart clan after they took over Doblian. He financed the Heartland Army to gather and march south. When his kinsman Phargentes died, he went south for the funeral and stayed

until he avenged his kin at the Battle of Penjarl<sup>4</sup> in 7/11 (112,582 YS.) He tried to make a new lake in Doblian, but failed and laughed about it afterwards. He also fathered seven daughters to seven women, all born within the same hour and identical but for one feature each. They were later called the Therapists.

In 7/15 Militararis died.

## RECLUSUS

Reclusus Emperor was the next. He turned inward, and his many private interests and researches did not leave time for much public contact. He even created the Silver Proxy (in 7/17) and the Bronze, Brass, and Bone Proxies (in 7/20) to rid himself of duties which took him from his personal endeavors. His tasks included many long-term magics which required his attention.

Reclusus increased the Empire when he bought Talastar, without bloodshed. He had many unusual needs, and once withdrew some idiots from a Mad Sultanate to work in one of his experiments. He also ordered that all his soldiers must wear a silver arrowhead upon a black leather thong. They called these the Tribute points<sup>5</sup>.

Reclusus was the Emperor who organized and outfitted the Kalikos expedition which was later institutionalized, and thereby brought about the better weather for us all.

Reclusus assembled his whole court one day (in 7/28) at the top and foot of the Footstool. He addressed them all, urging them to find the traitors among them who would scandalize the office of Emperor. He then into the air and burst into flame, reaching at the same moment all the way to the Sun with his hands and down to the Footstool with his feet. Then he regained his humanity, and awaited the execution of his orders from his throne. The mob turned upon itself, and those who had disbelieved in the emperor's united identity were dragged out, sentenced, and killed before the day was finished.

Reclusus ruled until he was bored, and had other duties, and then rid himself of his shell. He had ordered that a great public celebration be held at the Pyro Pyre, built for the occasion outside of Raibanth. As the crowd watched, the flaming corpse rose up, grew wings, and flew off.

## IGNIFER

The needs of the Empire always change, and the wise emperor recognizes these and changes with it. Ignifer corrected the temporary changes which he had earlier made for his convenience in getting certain long-term spells done. When the bureaucrats refused, he personally led groups of people through the capital to whip the false Proxies out, and then to hunt them and their friends down through swamp, city, and mountain. Ignifer took back command which had rested in the hands of the Proxies.

<sup>1</sup> Zasturnic Games. Ancient institution with competition in music, athletics, and Envisioning

<sup>2</sup> Oroginan Contests. Local town contests with competitions in hunting and archery

<sup>3</sup> clerks. Literally buseri, the Yuthuppa-trained clerks

<sup>4</sup> Penjarl. Called in the south the Battle of Grizzly Peak

<sup>5</sup> Tribute Point. A sarcastic reference, since all soldiers had to purchase their own tokens, which were expensive items deducted from their meager salaries



Ignifer made the Counting Scholars and sent them through the Empire to check the imperial records and accounts. These clerks all had a Scratcher, a small demon which would punish small-time offenses quickly, when any discrepancies were found. Larger errors were recorded and referred to other imperial officers.

In 7/30 Ignifer assembled a great army, and he led it south to crush the rebel god Orlanatus. This deity had persisted in making trouble since the reign of Murharzarm, and had been continually beaten. But this god required trouble in order to survive, and so he kept at it. Ignifer executed a great plan, whose preparation had been working for many centuries, which would finally encompass this unruly spirit and, while still allowing it to live, would incorporate it within reasonable limits. The army, priests, priestesses, and nobles of the Empire gathered for the rites, and in 7/31 crushed all opposition to it<sup>1</sup>.

Ignifer was killed while he was with his family in Mephos (in Dobljan) by an assassin, a creature which was neither man nor beast, good nor bad, light or dark



## ARGENTEUS

Argenteus is a peaceful and benevolent emperor who makes few practical efforts to overrun a reluctant world. He prefers to make secret and public displays of affection and pleasure instead of watching endless columns of great stamping iron boots and creaking wagons. He leaves the easy practical problems to his advisors, and personally makes sure that there is enough love and ecstasy in the land.

The Empire works like a good waterwheel, which goes on and on day and night whether the miller is there or not. Rebellions have been crushed, and even intrusions from Dorastor<sup>2</sup> have been crushed. In only four Years (7/54), the dignitaries will gather once again to finish the task of suppressing Orlanatus. They will sanctify the new Temple of the Reaching Moon in Sartar.

Let us hail that moment, and work our hearts and souls towards it. When the Broken Ring is mended again, and its vile influence upon the skies is neutralized, then shall our Moon rise yet higher, purged of its ungainly hue, and assume Her true form at last.

<sup>1</sup> Claims that the Emperor was killed at Boldhome are false

<sup>2</sup> 7/37. "Seven Problems from Dorastor"

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## DARA HAPPAN RELIGION

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Greg Sez: This is not a Gloranthan document.

### WHAT IS RELIGION?

written c. 112,600

Religion is humankind's attempt to reconnect to the Unknown.

Humankind has been separated from the gods since Murharzarm died. He, the Best Man, died when he was struck by the Rebel God, and his soul remained in the Underworld afterwards. Yet, when the Rebel God struck at Yelm the same way, Yelm went to the Underworld, but came back. This is the difference between mortals and divinities: divinities come back from the dead.

Humans of all types die, and remain in the Underworld. If they come back, as some claim, they do so without remembering their past. If they are recycled, they are recycled as a new identity. \*Resurrection?

We humans know that we are mortal and doomed, and it frightens us. This fear is how we feel the wound which the Rebel God gave the Best Man, and from that agony comes our consciousness.

Religions of all types are efforts to heal that wound. We want to reconnect ourselves to the immortal world from whence our ancestors came.

Not everyone achieves this unification. Some get a lot and some people get little if anything at all. But it is critical that a religion attempts to provide that re-connection, or provide some way for humans to deal with it, or else it is not a religion. Thus some movements, such as the Want Mores or the Eat Nows are not really religions, and deserve to be treated as mob actions instead.

The period of dissolutions which followed the death of Murharzarm and departure of Yelm was a period which defined the differences between mortals and deities. The total destruction of all life and being was a great equalizer. Two types of beings emerged.

The first to emerge to life were the empowered deities, liberated from their imprisonment and hiding during the Darkness. They woke their followers, which we call the Elder Races. They awoke their ancient sleeping places.

The second type were scattered bands of surviving humans, generally weak and few in numbers, but free-willed and always tough and clever enough to have survived where races of giants and gods had perished. Those people, our ancestors, survived because they were aware, and they could react and, eventually, act where the gods could not. They sought and accepted help, and among them they had many diverse skills and perceptions to share among each other. They were glad to accept the help of spirits, deities, and whomever could help them in the darkness and afterwards. The humans sought their re-connection with the help of those other beings, the spirits and deities, which were still connected.

There are many cults extant which have stories of creation which center upon their own god or goddess. They say nothing of the time before the Darkness, and they claim

no knowledge or loyalty to Yelm. This is because they began since the time that first gods were liberated, before the rising of the True Yelm. Without the Truth having been returned, they did not know their own short-sightedness.

Those deities which returned before the One reawoke the world of nature. Others aided humankind, or the Elder Races. In general, the number of beings who worshipped anything but nature deities were relatively insignificant for the centuries of the Fourth, Fifth, and Sixth Eras<sup>1</sup>.

When the real world started in 111,375 with the Rising of the Emperor Yelm there was a new opportunity for religion. The return of the One Sun gave opportunity for both divine and individual salvation.

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<sup>1</sup> Fourth, Fifth, and Sixth Eras. A total of 1,110 years

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# THE CULT AND WORSHIP OF YELM

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## KHORDAVU STAGE

pre-111,221 to 111,375

Emperor Khordavu re-established the "ancient religion of the True Emperors." His success in precarious times proved to the many that he bore Yelm's Truth, and gave good evidence to the skeptical few.

Khordavu's great unification effort brought together many disparate customs and purposes. It provided for them all an element which had been missing until then: centrality and justice among Tribes.

Centrality. The cult of Yelm and the cult of the Emperor provided an authority towards which all people looked.

Justice. The constant petty warfare between states and tribes was eradicated.

## CHARACTERISTICS

### DIVINE EMPEROR AND NOBLES

Emperor Khordavu, as well as his household and certain office holders, were considered to be divinities. They were a part in the natural hierarchy of life, along with spirits, demigods, and other deities.

The Emperor in particular, and all anointed noblemen in general, were considered to be living deities, at least as long as they fulfilled their obligations. These included seasonal sacrifices, magical protections, special blessings, and so on. The religion was especially embraced by the noble families, who benefited tremendously from their part in his priest-supported empire.

These noblemen were "each of them a descendant of Yelm, proved through recitation of pedigree, knowledge of certain secrets, acceptance by certain deities, and fulfillment of essential (i.e. Solar) sacrificial obligations." This latter was especially important to the new dynasty, which stressed the importance of maintaining the Order by the leaders "so the land would not again fall into the hands of Usurpers." Individuals of any pedigree must be part of the cosmic cycle to qualify for the prestigious government position in Khordavu's new empire.

### COSMIC SACRIFICE

At the core of this religion was the ritual maintenance of the universe, conducted by proper sacrifices. At the center of the world is the god-emperor, a stand-in for Murharzarm to relive the ancient sacrifices which made the world.

Khordavu was "Maker of Life and Death," simultaneously fulfilling the roles of Emperor, the political leader; as High Priest to Yelm, his father; and as the Bearer of Antirius<sup>1</sup>, recipient of worship.

## WIDESPREAD ACCEPTANCE

The ordinary folk, who had been restricted by the previous dynasties initially responded favorably to the Khordavu's program. They were released from the violence, heavy taxes and restrictions imposed by the Jenarong Dynasty, and encouraged by relatively benevolent protectors. The commoners moved into new regions, opened new lands to farm, and took back, received, or simply revealed many privileges which had been officially restricted to them. For instance, thousands of the poor folk along the Oslira River suddenly became boat owners.

As these commoners increased, they often required new offices or assistants to help co-ordinate new problems brought about by their successes. The imperial officers filled these organizational needs, without significantly altering the native cults and practices of the people. Yelm, and his powers of organization, spread over the Empire.

## OTHER CONCURRENT EVENTS

### PRE-PHILOSOPHY

The Buserian priesthood conducted formal discussions to determine answers to philosophical questions not addressed by their mythology. Among the earliest were the Plentonic Debates. These primarily addressed two matters. One questioned his interpretation of the Gods Wall, starting with "The Question of Antirius." The other was Stellar Truths, questioning his interpretation of certain Dayzatarian information. Among other were the Ulerian debates, the "Nature of Nature" debate, and the ancient arguments about the One and Many.

### PROBLEMS

Khordavu created, or acknowledged, the office of Tribunal, which reviewed the behaviors of (non-hereditary) leaders appointed by the Emperor, and regularly dismissed them if they did not live up to standards. When the third emperor of the dynasty, Wanthanelm, failed to maintain his full moral dignity he was condemned by the Tribunal, and voluntarily abdicated.

This betrayal by the god of the Dara Happans initiated a deep discussion of the One and the Many, and how the leaders followed the One but were not in contact with it, for they were really not One at all but among the Many. Even the good emperors, incarnations as they might be, were not really One. Philosophers wondered aloud how they could be failing to fulfill the requirements, yet still be so successful. Others, claiming that since Yelm was among the Many, then he was Bijiif, and they were all dead and in hell.

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<sup>1</sup> Bearer of Antirius. The Emperor had, as his own Sight-portion, the god Antirius. He thus shared 1/6 of his total Self with Yelm

**NYSALORAN INTERLUDE**

The optimistic growth after the Khordavan revolution led naturally to the merger with another great, though inferior, nation from the south. The World Council of Friends merged with the Empire of Dara Happa with the objective of bringing about the Golden Age.

Many changes entered the religion for a short while, but upon being tested were found wanting and discarded. At this time many associations were made which have remained in both the true Dara Happan religion and the Southern Storm cult. Among them are the equivalency of Yelm with their Master God, and of Orlanth with the Rebel Gods, sometimes even Rebellus Terminus. Customs also were adopted. The 2-week Sacred Time was adopted by Dara Happa at this time, and statuary was first introduced among the southerners.

**OLD PRIESTHOOD**

Throughout the Nysaloran experiment, the core of the Yelm Cult remained conservative. In many ways it grew more clearly defined as the priests determined the proper way to do things, clearly distinct from the degenerated "Uplands Way."

From this disassociation the shape of the Solar Energies was more clearly seen. From the conscious moral decisions the prayers of the cult were greatly enriched with powerful magical results. The priesthood even dared to perform their own weather rituals in Sacred Time, so there was occasionally some trouble with Dorastor about this, but the priesthood stuck to their policy.

This ultimately helped them, because the cult (and Empire) was held to be less responsible for the evils of Gbaji, hence were partially spared by the invaders. These survivors provided the core for Ordanestyu's later recovery.

**ORDANESTYAN REFORMATION**

c. 111,500 to 111,700

After Nysalor, the commoners' backlash resulted in extensive anti-Yelm feeling and activity. The anti-Yelmic passions were increased when the occupiers offered their own seasonal rituals to their storm gods, and many commoners joined. This, of course, is the way of the Many.

The Few, however, held firm. Under the rigorous guidance of revealed Yelmic standards, Ordanestyu showed the world how the Best Man should act in his lifetime. His passion to serve Yelm properly gave him success politically with his subject, and military victory against his oppressors. Just as the older brother, Yelm, brought Lodril back into the family, so did Ordanestyu coax return the commoners to their protection. When foreigners dared to intervene, Ordanestyu proved to them the error of barbarian ways by counting ghosts afterwards.

Emperor Erzanestyu, aided by his Good Advisor, established the essential religion which would struggle to define and redefine itself for the next two centuries, always revealing new aspects in light of foreign and internal influences. It began with the few clearly stated principles, listed here.

**CHARACTERISTICS****NEW ORGANIZATION**

The political reorganization with the toga men was accompanied by shifts in magical and political emphasis elsewhere.

**DOGMATIC**

Erzanestyu was uniformly ruthless in his execution of the New Laws. During his testing he slew his five noble rivals, and when the commoners rioted in 111,540, calling themselves the Want Mores, he rode them down with heavy cavalry and burned their strongholds. When a Lokarnos priesthood defied him, he brought a warband of Kargzant worshippers from a thousand miles away to deliver vengeance.

**SACRIFICIAL MAINTENANCE**

The ancient ritual and sacrificial obligations of the Emperor, and of the other old cultic institutions, were re-established.

The Dorastorans had replaced some of these practices, and the barbarians had extinguished others. But they were reconstructed from remaining records, old folks' memories, and with the assistance of surviving spirits and deities. These new positions were usually filled by members of the traditional families which had held them for centuries.

**"GODS ARE NOT MEN"**

This particular phrase reflected back the Nysaloran phrase, "All Men are Gods" with open defiance.

The Yelm religion included an absolute denial of Nysaloran ideals. Those Nysaloran misconceptions were held responsible for the downfall and ruin of the Empire at the hands of the barbarians. At this period the long-dead god Nysalor was identified with the Western demon named Gbaji. This name, which means "deceiver" in the Western tongue, had previously described the god which had hunted down Nysalor and destroyed both Dorastor and Dara Happa.

This depersonalization established the trend which shaped subsequent worship of the solar deities. This process continued for seven centuries, with several halts and breaks, and was slowly imposed (sometimes by law, sometimes by practice) upon other cults as well, until the Yelmgathic Dawn (112,235).

Ordanestyu said: "The usurpation of the Burningness of Yelm by the evil emperor Khorzanelm had weakened Him with human passion and limited vision. Gods are not Men.

"And Men are not Gods. Even the Emperor is NOT a god, even though he is the Best Man. He serves god, just as a good advisor serves the Emperor. He is our Leader, who performs the sacrifice but does not receive it. The emperor preserves the universe by leading us in the great rituals and rites of Old."

**ETHICS**

Important in the Ordanestyuan Code is the imposition of (new) codes of behavior upon Yelmites: morality of good and evil, noblesse oblige, and pious Obedience. Over time these are also applied more and more to other Dara Happan cults.

Different standards of correctness were expected from different social classes. For instance, the Honor of the noble class required them to practice noblesse oblige, while commoners were simply expected to Obey.

**CENTRALIZATION**

The central government cult slowly extended its power over the other religions in the area. "One, One God, One Emperor" was a popular slogan. Other cults variously embraced or resisted this trend.

**THE TWENTY**

Ordanestyu organized the many deities into the Two, the Six, the Twelve, and the Eighty. All the rest of the known and unknown deities and spirits were collectively called the Others.

One was recognized, but known to be beyond all understanding or worship, not a deity in any sense of the word, and thus not deserving worship.

The Two were also called the Originators. They were Primolt and Uleria. Primolt was the Primal Action, Uleria was the Primal Receiver.

The Six were the Creators, who each differently manifested the powers of their parents. First were the Three Created Gods, Dayzatar, Yelm, and Lodril. Next were the three begotten goddesses, Dendara, Oria, and Gorgorma. These six made the world, and also the first people.

The Twelve were called the Executors, and they were the beings responsible for bringing out the Primoltian and Ulerian energies in the created world, via human action. This included the Two Created by Dayzatar, who are Ourania and Arraz/Lightfore; the Three Sons of Yelm (and Dendara), Shargash, Lokarnos, and Raibamus; the Five Children of Lodril (and Oria), the three daughters Oslira, Entekos, and Denegeria; and the sons Mohenjarus and Gerendetho; and the two Outsiders, Naveria and Oroypsus.

The Eighty were the others which could be worshipped in Dara Happa. Ordanestyu did not ever list them, though he would decide in Judgment whether a cult was included. Subsequent lists compiled after his death were inevitably different.

Within the religion of Yelm Imperator was included worship of the Six Portions as well, effectively enfolding their priesthoods within it. Thus, for instance, the priesthood of Enverinus, who presided over all sacrifices, was included, as was Antirius, who was seen as the personal guardian god of the Emperor.

**RELATED SUBJECTS****PHILOSOPHY**

Popular subjects:

Man and Nature (i.e.- Urban Dara Happan Humans and the Others)

Right and Wrong. A sophisticated sense of ethics was underway, even though a sense of moral evil had not yet entered Dara Happan sensibility.

Fire and Fuel are first mentioned. "There are only two things in the world, fire and fuel, and when they are joined begins existence. The whole of our world is of these: that which is consuming, or that which is to be consumed. The moment when they are one is the moment of Magic. The essence of fire is Primolt."

**CHALLENGES****NYSALORAN MOB ACTIONS**

Make Me a Duke

**NEW AVATARS**

Polyketes, Spear of God;

Grosekum, Brother Brightface

Ervidia, Ceaseless Dancer (called "Moon Woman")

**YELM ARRAZ**

Emperor Fenaldevu (111,614 to 111,621) subverted the imperial position to serve without power, and the Supreme God to be one of the Many. The Emperor dismantled much of the Yelm authority and distributed it to the hands of commoners' cults. Yelm the Servant, or Yelm Arraz, was instead worshipped. During this time Dayzatar was acknowledged to be the only god in contact with the One.

This lack of central authority was later blamed for the subsequent internal disintegration which plagued the land for the next 70 years until the coming of Denesiod's New Light.

**UMBARISM**

Umbarism was the name for this heresy within Dara Happa, while Spolitism was the foreigner's version. It came from Carmania. In Dara Happa, it included a strong dose of anti-authoritism. "If we are not Light, then we are Dark"

It is first recorded as a practice of King Vesterdu, an enemy during the reign of Emperor Asvekhordevu (c. 111,630). However, it is likely that commoners had long been spreading this doctrine among the lower classes. They were probably the "shadowy mobs" which were among the resistance to Vorandevu's attempt at centralization called the One City (c.111,600).

Umbarism increased in numbers and popularity until even the would-be emperor, Verendekelm, adopted it during his misrule from 111,677 to 111,689. Thereafter it collapsed in Dara Happa, driven out by the New Light of the Denesiod Dynasty (and probably with help from the Golden Dragon).

## THE NEW LIGHT

111,700 to 111,850

The term "Elmexdrosian Reclamation" is sometimes used for this movement, taken from the name of the era's popular warlord emperor, but the movement actually includes a number of actions which were accomplished by others in his dynasty, especially his father and son.

### THE NEW LIGHT

Denesiod began it in 111,690. Denesiod, with the voice and inspiration of a Prophet, declared that "The New Light would show up the truth and reveal the successful way to live." It was enforced upon his household, and his successes credited to it.

His grandson, Dismesiod, finally established it (c 111,750) as the widespread doctrine of the empire. He said, "Perfection is obtainable." It was a time of great changes. Dismesiod revitalized many decrepit institutions, and purged the ranks of his government/religion, often replacing established members with his New Officers (who were put into political jobs) and New Witnesses (into jobs manipulating magic). The Nobles were often allowed to keep their old sacrificial tasks, to maintain the world. Umbarites were executed.

Elmexdros consolidated and united these factions in his Body of Yelm (c 111,770). He united old Dara Happa, and drove out the Spolites.

Similarly, under the New Light the (so-called) Old Families were rediscovered during the reign of Karmexdros (c. 111,810). The Emperor used them to reinforce his own agenda, especially in the cities outside of Raibanth. The Old Families actually formed a body from which is New Witnesses and New Officers could be drawn.

## CHARACTERISTICS

### EMPERORSHIP

The Emperor observed the annual sacrifices, and benefited from them in ways which were both specific, such as increased stamina and magical defenses, and general, such as the huge wealth which he had to spend. However, he did not lead the ceremonies.

The Emperor's role was restricted primarily to political purposes.

### SACRIFICE

A professional hereditary priesthood was responsible for continued cosmic maintenance. They were sworn to maintain the flow of natural energies, and were often held responsible if they failed to deliver crops, good weather, or victory.

New rites which were introduced at this time were put into the hands of the New Witnesses. These new practices were most often in the form of ceremonies to manipulate the flow of sacrificial energy towards other (often political) ends. It was a new layer of usage of the flow.

### CHANGES IN WORSHIP

The same deities continued to be worshipped, but their nature was explored and slowly understood. These resulted in an understanding which was quite different from ancestral forms. The New Light revealed that the deities were not the Source of powers, but rather they were only the vessels through which the supernatural power flowed. The deities also came to be seen as idealizations of their powers rather than as Beings.

A system of divine hierarchies was discerned: humans could see only the Limited; deities were the Manifestations; above them were the Ideals, and beyond that the Ultimate, which was unknowable.

These practices were reflected in the contemporary Lyndalic art styles. When humans wished to get victory, they no longer prayed only to their traditional deities, but included many foreign deities and spirits who also manifested Victory.

This reached its extreme when the Empress ordered the construction of a Menagerie Temple, where she wished to place a statue of every deity which had an animal form, where she could invoke help for her pets.

### OTHER NEW PHILOSOPHY

The nature of discussion and belief changed with this New Light. It began with the "Truth and Beauty" debates which were imported from Pelanda<sup>1</sup>. Important in this is that specific attributes and powers began to be separated from their divine sources. Love, for instance, was not considered to be coming from Uleria, but instead came through her.

Eventually these discussions developed into beliefs of the separation of Man from Nature, and later still, to the separation of Mind and Body.

### GOLDEN DRAGON

The ancient Dara Happan religion had condemned all dragons and everything draconic. Yet, during this period, a positive draconic worship was begun. The disempowerment of Yelm Emperor into Yelm Arraz forced those strong in solar power to find a new object of worship for their powers. One of these was in the Berneel Arashagorm, an ancient deity whose worship was centered in Darsen. It was soon associated with the southern Golden Dragon, whose cult was spreading quickly from Dragon Pass.

The Golden Dragon was originally a secret society combating the encroachment of Umbarism. Members aided Elmexdros in liberating Dara Happa from the Spolites. The cult increased in strength and popularity, finally becoming fully public in the reign of Elmatryan (c. 111,830). A temple was begun, and finished overnight, and many smaller were built without such supernatural help. Soon people in every city were speaking draconic, even peasants were interested.

A generation later Emperor Dismatryan (c. 111,845) sought to suppress this cult, which he called "A heresy" and "a travesty of light and goodness." He was killed by a

<sup>1</sup> These were ultimately from the West, brought via Syranthir and Carmanos



member of the cult, whereupon open warfare between Yelmites and Golden Dragonites erupted. Simultaneously, the EWF invaded from the south. The stress of both internal dissent and external invasion eroded strength, until the Empire was finally conquered, and the Golden Dragon took over the throne of the Emperor (111,878 to 111,910).

## INTERRUPTIONS

111,850 to 112,000+

### DRAGON

The Golden Dragon, emperor and god

Obscure philosophy, now lost

Mysterious widespread disappearance of practices, practices, and even memories. Language lost, rites destroyed, many temples vanished.

The widespread destruction is claimed by Karvanyar, the dragonslaying hero, who said that his methods had wiped them out of existence and memory

### KARVANYAR

Hero for his dragonslaying, claimed to restore the Empire. In fact, he slew the monster but had little Empire. Nonetheless, he is credited with the liberation, and for planting some important seeds of belief.

His rallying cry was "Every Man a Sun,". With a series of tests and rites individuals for whom it worked got some very real powers. They followed Karvanyar in the rebellion. However, the groups were always small because of the difficult requirements.

### CARMANISM

The Draconic Empire presented a tremendous threat to both Dara Happa and Carmania. Dara Happa fell, and after Rinliddi and points east were overrun, Dara Happa rebels turned to Carmania for help. It was never overrun, though it was riddled with rebels and ravaged by raiders. Eager for help, Carmanians made friendly links with Dara Happans.

After Karvanyar slew the Golden Dragon the northern parts of Dara Happa were never draconic again. Emperor Sarenesh and his wife were actually joint rulers (or regents) of both Carmania and Dara Happa for 20 years.

During that time many Carmanian beliefs were introduced to Dara Happans. Yelm, it is said, went to study at Mount Jernalf. The Carmanian priests often found that Yelm could participate in the grand Carmanian ceremonies<sup>1</sup>. It was natural to transfer some of the Carmanian attributes to the Dara Happa god.

In particular, Dara Happans adopted the belief in Ganesatarus, the King of the Anti-gods. Yelm realized that all of his foes had been led, since the start of Time, by this sinister and shadowy figure which lay behind all manifestations of bad and evil, whether it was the Kazkurtum or hemorrhoids. This belief survived even the Karsdevanic purge.

## KARSDEVANIC CLARIFICATION

112,000 to 112,173

The Karsdevanic purge was motivated largely by anti-foreign, and especially anti-Carmanian, sentiment. Nonetheless, it forgave and adapted many Carmanian religious aspects, including some which had become agreeably attached to Yelm.

A key phrase was "Yelm is not that," each statement further refining what Yelm was. Most of these were obvious of little trouble: he is not a goddess, for instance, received no dispute. More shaking was that "Yelm is not Murharzarm," for this also rejected the tale that Yelm could have been broken into six parts, like people. The sacrificial priests of Enverinus encouraged everyone to accept that "Yelm is not a body of Fire." Karvanyar's tenuous precepts were rejected with "not an Emperor" and "not a man." After the army of Alkoth destroyed much of Darjiin in 112,050 they proved that "Yelm is not the father of Shargash."

Bit by bit, he was shaped and revealed in more stark terms. This paring hesitated only once, upon the advice of wise men, and Yelm admitted that he was the husband of Dendara. (Then lawmakers wrote a book about what that meant to married men in the city.)

The political fervor of the time increased attendance at the rituals, and this larger attendance resulted also in stronger High Magics which were useful in combating the Carmanians.

Once established, the new Dara Happa philosophers began the process of determining, once and for all, who their god really was.

## CHARACTERISTICS

### EMPERORSHIP

The Emperor was returned to a position of being a magical and non-political figure. He was placed to be in charge of maintaining the magical connections of the empire, as the leader and vehicle for the power of Yelm.

As tasks were removed from the god, the emperor was given more and more assistants. He was eventually separated from all good and evil. Special officers were trained to be scapegoats to absorb errors.

### ABSTRACTION

The earlier separation of Deities from their Powers had been developed to the belief that the Powers themselves were the Higher Principles, from which the even the gods drew their being. Increasing levels of Abstraction brought about a conviction in the ultimate Transcendence of divinity and other Truths.

Yelm, along this process, came to be considered to be enlightened and unreachable, except through imperial sacrifices and personal devotions.

<sup>1</sup> The Carmanian region's "lower religion" was traditionally flexible and adaptive in its pantheon and practices

## RIVAL MYSTERY CULTS

The increasing distance of Yelm and his other cults left a void for people to experience. Into this void stepped the Pelorian Mystery Cults.

Mystery cults were noted for their wildness, abandonment, and feeling. Religious fulfillment came from experience.

The earliest was probably the Great Goddess, from several centuries earlier, imported from Pelanda.

A Dayzatarian aesthetic brotherhood also rose, inspired by their distant god to abandon all attachments to the material world.

At this time we find a record of Karvanyar's "Every Man a Sun" cult in Vistor and Hargoth, mentioned each time in a court condemnation, and mingled with other Pelandan cults.

## NEW UMBARISM

The increasing abstraction and distance of Yelm from the people weakened the social fabric so much that the empire was eventually conquered by their hated, dualistic foes, the Carmanians.

After the Carmanian Conquest came the suppression of the Yelm cult, which was replaced by Idovanus, the (so-called) "Carmanian Sungod."

The cults of Ganesatarus were welcomed from their hiding, and they crawled out from the sewers to be honored by the Carmanian rites.

Many of Dara Happa's most ancient sacrifices were discarded or replaced by Carmanian rites.

## YELMGATHIC RESURRECTION

112,173 to 112,376

The suppression and destruction of the ancient Yelmic religion drove worship underground. After a generation of savage oppression the survivors were ready to try almost anything. An uprising called We Hate burst forth as broos in Darani. The Carmanians even destroyed an appearance of the Golden Dragon in Kostaddi.

Yelmgatha was a minor nobleman with a short temper who drove the Carmanians out of his land. When they sent armies to destroy him, the leader went to the Red Goddess nearby to ask for help. He got it, and the Carmanian counterattack failed.

Yelmgatha was one of many rebels who latched their fates to the Red Goddess. Her continued success spoke for itself, and many people turned to her methods to gain respect and power.

Thus Yelmgatha became one of the first Dara Happan Heroquesters. Heroquesting differed from previous forms of worship in being experimental and conscious. In fact, it was a return to Nysalorism in many ways, and openly acknowledged as such. Yelmgatha went several times into the Other Side, and emerged with the tools and powers<sup>1</sup> he needed to complete the Ten Tests to make himself

Emperor, which he did in 112,235. Then he cast out the Carmanians, and Yelmgatha became the new Emperor of Dara Happa. The event was called the Sunburst.

Yelmgatha then reorganized the Yelmic Hierarchy and Dara Happa to fit within his new knowledge of Murharzarm and Khordavu. During this whole time he was friends with the Red Goddess, who was performing similar quests. Their tasks were often intertwined, and strengthened each thereby. Sun and Moon became a pair of travelers in the Hero Plane.

The structure which Yelmgatha created would continue, relatively unchanged, after his Ascension.

## CHARACTERISTICS

### SACRIFICE

New hereditary priesthoods were created to maintain the world. These were placed under the remaining hierarchy of the Fire God.

Ethics and behavior became important, especially since they reinforced a heroquester's powers when on the Other Side. Yelmgatha attempted to always maintain contact with Truth. Purity, both ritual and personal, were stressed.

Finally, acknowledgement of the Others, at the edges and even outside of the pantheon, was made. Certain non-Yelmic rituals were certified, etc. Finally, the Emperor (and others) were not avatars, but partially incarnate deities. That is, they shared a part of their soul with a god.

Yelmgatha was recognized as an avatar of Yelm, who had come to earth to reset the Pillar and establish the ancient rites necessary for survival. He was called The Five/Sixths, because he had within him five of the six parts of Yelm<sup>2</sup>.

### RESACRALIZATION

Depoliticization: Separation of Emperor from Yelmic families.

Last Revolt: \*X fights for such and such a position, and is destroyed, but afterwards nearly the same thing is done, but with the Red Emperor as chief, and Yelm subservient to Red Goddess.

### REPERSONALIZATION

The Karvanyic "Every Man a Sun" rites were adapted, philosophies of the balance between the Greater and Lesser were incorporated, and throughout the Yelm cult the Sun God was, once again, seen "as if He were Man."

## SHENG SELERIS INFLUENCES

Sheng Seleris thought nothing of destroying any temple or priesthood which got in his way. The many years of his reign gave him a chance to plunder almost every city and town in Dara Happa, and most of them were pillaged many times. Destruction was widespread, and many sacred places were destroyed.

<sup>1</sup> Such as finding the location of *The Glorious Re.Ascent of Yelm*

<sup>2</sup> Lacking the physical self, of course, which was overhead for Yelm

Sheng Seleris imported forces from the farthest reaches of his Empire to pacify Dara Happa. Among these were priesthoods which he tried to transplant into the land.

This brought about another of War of the Suns in Dara Happa, and for a while the skies were crowded and the peoples were divided. But for the most part, these failed to have any impact after Sheng Seleris was defeated, for the priests were killed and their sacred places destroyed as false temples. Some remain as demons, but that is all.

Sheng Seleris also sent many imprisoned priests from Dara Happa to the far ends of his land, even across the Wastes, to do his evil work. They usually destroyed the Kwalings happily, but some studied their ways. But when they came home they failed to have any real impact upon the Yelm cult either.

## LATER LUNAR

### IDENTIFICATIONS

The identity of deities is recognized, combined sometimes, into a single cult. Useful when several cults are nearly devastated.

Brave souls heroquested from local temples to discover how they fit into the grand scheme.

Starts a process of identifications, cast as heroes of Yelm.

Is part of the Grand Recognition of the Sixth Wane. Maintains many old mythic functions.

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## ILLUMINATION

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### WHAT IS ILLUMINATION?

A particular phenomenon or state of mind occurs within the Lunar Empire. It is called, today, Illumination. It has had other names in the past. Indeed, in its early history of persecution it was called many things by both friends and foes before the establishment of the current Church of Nysalor.

We do not know exactly what Nysalor preached. His original teachings, and nearly all who knew them, were destroyed. Years spent in destroying all traces were very efficient, leaving only a couple of Secret Doctrines. Their secrecy has obscured their true historical roots and progress. Many have claimed to be Nysaloran, many others were condemned by outsiders as Nysaloran.

I here ignore the many items included by condemnation, as being rootless, unless significant other information indicates otherwise.

### RECONSTRUCTED HISTORY

The events, attitudes, and people of this era were not known for centuries, but instead were consistently vilified and condemned, often for things which they had never actually done. Given here are some information which was gathered only much later, during the Heroquesting period.

#### FIRST AGE EVENTS

The mood of national optimism (after 111,350) allowed philosophers to reach beyond Antirius and consider that perhaps their actions, inferior though they were, were reaching Yelm after all. They entertained the possibility of reaching Yelm Himself. Prayers and supplications were made, oracles were encouraging, and sacrifices were made.

At last, in 111,352 Emperor Erzanelm attempted to communicate directly with Yelm. He succeeded. While visiting the Lyceum of Yelm he asked how this communication could be made easier, and he was told to speak to Ketreseus the Sage. Erzanelm did not know this person, nor did anyone that he knew. He instituted a vast search.

Ketreseus the Sage had been both a man and a woman. He was found in Sylila, wearing only a feathered cloak and sitting upon the highest limbs of an apple tree. He agreed to come to court, donned the clothing he was offered, and fit easily into the Yuthuppan Imperial Court. Within a few weeks he had even lost his barbaric accent.

Erzanelm spent days in discussion with that philosopher. Ketreseus was often challenged by the Buserian philosophers, and he always confounded and disarmed them. Erzanelm received advice from his imperial advisors, and his friends and finally from Yelm Himself. At last Erzanelm began negotiations with the World Council of Friends, more commonly called the Southern Barbarians, and made peace, even though they were not humans.

Khorzanelm the Magnificent, Erzanelm's son, went even further and negotiated the peaceful unification of the Dara Happan Empire and the World Council of Friends,, which led ultimately to the birth of Osentalka, the Bright One, who brought about the New Golden Age.

This era of unity included all peoples, and because Khorzanelm ruled all the lands of Murharzarm, he is called a Complete Emperor. This period of peace and unity was called the Osentalkan Age. It was loathed and despised for ever afterwards, until the coming of the Red Goddess.

## DORASTAN ERA

### CEREMONIAL CHANGES

Incorporation of Yelmic Rites into Dorastan Rites: avidly welcomed, and incorporated. Nysaloran Rites (especially in Saird) combine multiple cultures. These combined ceremonies are well-attended in Dorastor and Saird, but much less elsewhere, and poorly through most of Dara Happa. The popularity in Saird and Darani must be modified by remembering that both were thinly populated.

**PHILOSOPHICAL INTERVENTION**

Many ideas were exchanged between the three cultures in Dorastor. Contemporary answers to eternal questions were regarded, debated, and considered by the leaders from Ralios to Pent.

Although this talk and ideas were rampant among the reading people, they did not significantly affect ritual or attitude of Dara Happan cults. (Yet.)

Some popular subjects were:

the Nature of God and Man

Individual Cosmic consciousness ("Men are Gods" movement)

Exploratory Spirituality

**FOREIGN INFLUENCES**

In Dorastor, the Amalgam Deities were imported and incorporated. It is probably the origin of the Monomyth, in which Yelm and Orlanth play such significant parts in each others' myths. After this period the Dara Happan role of Rebellus Terminus is permanently grafted to Orlanth, while the Orlanthi role of Emperor is immutably assigned to Yelm.

In Dorastor and surrounding lands the respective religious practices were combined too. We don't know what was done or how changes were affected, since the survivors purged themselves of the hated practices afterwards.

Nonetheless, it is thought that Nysalor taught:

the Orlanthi that stability was necessary; that obedience is necessary; and violence not the only option

the Yelmites that change was necessary and eternal; individualism was insuppressible; and that physical engagement is necessary.

the Ralians that thought is not the only reality; that their Laws were not Eternal Truths; and that instinct was neither good nor evil.

**HISTORIC INCIDENTS**

The cult, or parts of it, or descendants of its ideas, have appeared again and again across history.

**WANT MORES, MAKE ME A DUKE**

There was a widespread Nysaloran religion among the commoners which promised self-fulfillment "as if you were a noble," quoting Nysalor. But when Nysalor spoke those words, he did not mean that people would benefit in the material sense, but rather in a spiritual manner, liberating them from the drudgery and temptations of the material world. Yet within a very few years the some sects claimed that the material aspect was exactly what had been promised to them. These sects, followers of the *Make Me a Duke* philosophy, have plagued the Empire even to the present day.

**FIRST TEMPLE OF REBIRTH**

c 111,310; Emperor Raibmesha

Opened so that surviving Nysalor worshipper could come into the open. Many did.

The open nature of the establishment, and the period of peace and growth, led to the different Nysaloran schools of beliefs. The masters held public debates in the reign of Helemshal (c. 111,570). A generation later the schools were engaged in extensive legal suits against each other. Finally, there were riots between mobs of Nysalor supporters during the reign of Vorandevu (c. 111,590).

The Emperor attempted to personally unify the various factions, but was blocked by fearful nobles, the priesthood, and many citizens. The unruly Nysaloran cults were always troublesome to the High Priesthood. When troubles increased among the Nysalorans they seized opportunity. All the Nysaloran institutes were attacked by mobs, troops, and spirits. Emperor Vorandevu sought to unite his land and passed resolutions forbidding further worship or debate, and led several ceremonies to banish, forbid, and destroy the spirits of Nysalor if it ever came again into his land in any form.

During this time the High Priesthood developed a complex and messy ritual for detecting Nysalorans which they called the "Vorandevu Process." Though not easy, it was allegedly foolproof. When applied to individuals their Nysaloran preferences were revealed. In 111,612 Lord Hertustus toasted the "death of the last damned illuminate."

Apparently, several nuclei of worshippers escaped.

**OLD GOOD SHADOW**

In 111,617 Emperor Fenaldevu condemned Umbarism as a Nysaloran Heresy. This was the Dara Happan version of the Spolite System, which surfaced first in Pelanda (c. \*Date?).

Both Umbarism and Nysaloran Illumination claimed to provide liberation, and both embraced rebellion to a greater or lesser extent. Thus, the Spolite ideology seemed to be similar to Nysalorism, and Umbarism was widely accepted among the lower classes as a Nysaloran group.

However, Spolitism did not claim Nysaloran roots, and the detection tactics previously useful against Nysalorans were useless. However, in \*date there was a group in \*place called the Old Good Shadow. It claimed ancestry from both the Spolites and Nysalorism. The Old Good Shadow was wiped out by "Emperor in \*date.

**GOLDEN DRAGON**

The Golden Dragon was not a Nysaloran belief, though it also shared some of the same characteristics. It required an extraordinary state of mind to participate, and introduced a different set of ethics and morality. But, as before, the Vorandevu Process failed to be useful against the enemy at hand. This was the last time it was attempted, and most adherents died in the wars.

**TERUVIANS**

The Teruvians were a group which resisted the Golden Dragon Movement and claimed Nysaloran roots. The Teruvians made many other wild claims, such as owning the Eye of Nysalor. Since they were wiped out down to the last stone of their city, they are not taken seriously today.

**MARGINS**

The Margins were another group which resisted the Golden Dragon and claimed Nysaloran roots. They proved particularly effective at avoiding capture by the dragons, and their leaders were brilliant and lucky, and so their claims are believed. Furthermore, their origin among the socially disenfranchised populace supported their claim.

Of course, most resistance was underground. The dragons and their followers were notoriously effective at suppressing public opposition.

**THE WHITE SUN LORDS**

The slow accumulation of resentment among the commoners eventually dethroned the Dragon. They were rallied by the Emperor, who had been hiding among them. Karvanyar accepted all the help he could get. He was noted for his ruthlessness and brashness, for he was the only person ever to give notice to Yelm himself.

Karvanyar's rallying call was "Every Man a Sun," by which he meant every person had the Light of Life within themselves, and must not rely upon the dragons for it. His initial household was made up primarily of these people, and they helped establish the new Dara Happan Emperor. They were called the White Sun Lords, while they existed.

**ORDER OF ILLUMINATION**

Following Karvanyar's Enthronement, the rabble continued to wield power, and often rioted in the streets and lynched whomever disagreed with their whimsical needs.

Emperor Sarenesh, however, cleansed the house and killed the rabble. He also purged his house of Nysalorans, both guilty and innocent, in the Moon Night, so-called because of the sardonic comment that "tonight the Light will Turn."

Significantly, and hypocritically, the Emperor spared some of them. He spared the most famous dragonslayers from death. The sage Jesenurus and fourteen followers were dragged away in chains, but not slain, even though they had often openly claimed Nysaloran inspiration as their method of slaying the dragons. The leader and three others subsequently died during torture for refusing to help the Emperor. The eleven survivors had a change of heart and joined him. They were dubbed the Order of Illumination, were adopted as an official imperial cult, and blessed by the ancient priesthoods.

The Order of Illumination opened up seven schools, six for each of the "acceptable forms of the multi-faceted god." The seventh was called Behind the Shadow, and given the task of suppressing the "unacceptable forms, including Sunface, Lords of True Destiny, Wise Women of the Sun, Margins, cult of Arkatus Negrus, Ganbarrin Mystery School, White Sun Lords, and Heirs of Jesenurus."

The legendary Three Generations of Peace were due (in part) to the stability provided by this great organization. When Uludorus verified the heavenly deviations (actually discovered two centuries earlier by The Measurer) the Eighth School was begun, and is credited with calming the

widespread discomfort which these facts brought to the educated.

The ability of the Eight Schools to accept new philosophies was their weakness, for they allowed the Carmanian Heresy to penetrate widely among the literati. They, in turn, leaked the beliefs to the commoners who felt themselves able to learn this. They invited wise men and women from Carmania. Thus, when war broke out between the two empires, Dara Happa was weakened by a great variety of traitors seduced to believing in dualism.

They proved to be traitors to the Empire and were purged. Blame was perceived to lie upon the whole Order. Illumination was unpopular once again, and condemned as a resurgence of Umbarism. The Eight Schools were closed.

All good and true Dara Happan citizens shunned all forms of the shadow during this period. The unstable heavens seemed to become more so when the See Anews claimed to discern other celestial bodies which had not been acknowledged by the Stargazers Ephemerus. The See Anews were blinded.

Resurgence of some forms, with new names, during the troubled periods of Carmanian occupation, preceding the Lunar rise.

**CARMANIAN HERESY**

Dualism  
Sorcerers, YarGan, etc.

**LUNAR DEVELOPMENTS****NYSALOR LIBERATED**

An essential part of the Red Goddess' quest was to find and liberate Nysalor, the ancient entity which had lived centuries earlier. This event is understood to be a great purification and liberation.

The Red Goddess had to find the dismembered parts of the missing deity. She did. As a result the Red Goddess was given the deity Rashorana as her servant. Said another way, the Red Goddess was granted the Fulfillment of Forms, a great power which would allow her to be anybody which she wished. Having attained Nysaloran insight (or perhaps obtaining it in this test), she chose to be herself, and so passed onto the next stage of her being<sup>1</sup>.

This interaction with the Goddess also freed Nysalor from his ancient bonds. To contain, control, and instruct his essence she empowered her daughter, Deneskerva, to teach everyone something of the truth about Nysalor. She led the Sisterhood of New Consciousness. Their first, delicate lattice-like temple was raised in 0/35.

Throughout the First Wane and the Second Wane people learned about Nysalor, but most of them did not have the time to care, or resources to do anything if they did. The cult of Nysalor was generally contained within the literate intelligentsia. Sometimes it was publicly questioned, even ridiculed as "worship for a non-divine entity."

<sup>1</sup> Which is that her parts were integrated and she could see without Sight

## THE ZOLATHI

Sheng Seleris invaded in 3/19 (112,375 YS), and remained until to 112,460.

Sheng Seleris brought in help from all over the world to help him. He had no limits to his power. Among those who came were the Zolathi, also often called Mystics. They shunned all magic use, and they claimed to be in touch with Gods beyond the Gods. They were immune to many magics, and their presence often brought terror to the population.

## ORDER OF KERESTUS

Kerestus was an avatar of Nysalor. This monastic movement was a native response to the Sheng Seleris mystics, essentially adopting many of their ways. Kerestus' struggle to survive was epic, but he was unbeatable, and so eventually Sheng Seleris made his the only approved method of illumination for Dara Happans, and everyone else whether truly illuminated or merely claiming it, was to be executed.

Many years later the Imperial Adept of Kerestus complained to the Emperor that the Order of Day was interfering with his ancient rights (which had been granted by Sheng Seleris). The Lunar Red Emperor immediately disbanded the older organization (5/27), and made membership a capital crime.

## ORDER OF DAY

5th Wane = 1464 to 1517

In 1460 was Sheng Seleris was slain, and the nomads were driven out. The Emperor encouraged Restoration in many ways. One was to support the Order of Day.

The Order of Day beliefs included Service of Consciousness and selflessness. It was essentially an aesthetic movement. They used many stories and practices taken from among folk called the *dolathi*. They were an order of "good mystics" who had been hidden among the ranks of the former Order of Kerestus.

The Order of Day are the source of the Mystical School of thought in the Empire today.

## CURRENT BELIEF

A very brief version of the Modern (Seventh Wane) Lunar explanation from the Order of Day

Illumination was first. It was First Being before it Was. When Being began Illumination was lost.

After that was when the world was made.

Illumination was rediscovered by the god Yelm, the Emperor of the Universe. Yelm had been The One, always isolated from the world by his virtue. He was slain, and when he was lost in the Underworld he was nameless. He knew not who he was. He was only one of the Many. When Yelm understood this, he remembered the One. In that moment the impossible was accomplished and Yelm was Illuminated. In that instant the Universe could be recreated, and in that act it was.

The time spent for Yelm to re-manifest the world was from 110,666 until 111,111 when he became manifest as the Real Sun.

Yelm's insight into the secrets of the cosmos was originally the province of only himself and, perhaps, a few of the other immortals.

But in 111,375 Illumination was delivered to mortals as well. This occurred when Nysalor was born.

The burden of bearing the Impossible was beyond the power of even the One. Yelm paused in the sky, and he separated the Illumination from himself, and placed One among us mortals to keep our awareness of the First Being alive. Thereafter it was possible for the Many to be the One as well.

A further benefit was that Yelm was purified. The Sun had purged itself completely from the Many when he gave this great gift to humankind. Thereafter, too, Yelm was less of a god and more of a Sun.

Osentalka was the name used for the manifestation of this part of Yelm's consciousness. Osentalka was the great and wise teacher of the Osentalkan Age. He brought this story about Yelm to the people, and explained what it meant, and showed them how to find their own way to the One. While he lived there were generations of peace.

However, he was destroyed by Gbaji, a demon from the West.

The destruction of our beloved Osentalka has troubled good people ever since. Wise men and fools have both spent words and lives to prove their ideas. We know now that it was because Yelm, the Sun abandoned his own consciousness and thereby removed the quail<sup>1</sup> of the Pillar. Now the Red Goddess has reinstalled the quail and the drill, and the universe can stand once again.

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<sup>1</sup> quail. the drilled stick in fire making



## LOW DARA HAPPAN RELIGION

As practiced by commoners. Greg Sez: I'd sure like to have this myself.

In general, the local cults change as little as possible from their ancient (and proven successful) roots. Nonetheless changes occur, often slowly, as in the collecting of two dozen peasant cults within Lodril's Sons and Servants. Some changes are fast, due to invasion or to profound spiritual changes.

Also, in a general way, the Low Religion provide a balance for the increasingly abstracted celestial religion of the urban rulers.

### KHORDAVAN URBAN DEITIES

The structure of the cults which are listed in *The Glorious ReAscent of Yelm* Presents a formal manner for the ruling class to intervene between people and gods for the good of the Empire. It incorporates even the unruly common cults within its framework.

Yelm is the pinnacle of the Noble Class. These were leaders of the hereditary aristocratic families which claimed ancient privileges, whose patents are laid out in *The Glorious ReAscent of Yelm*. Members of these families joined the priesthoods of related cults, binding the Empire into a cohesive whole of religion, family, and government.

Dayzatar, god the sky, was the patron of the buserium, priests of the stars and planets, writing, and aloof moral dignity. Their monopoly on literacy was broken by Plentonus.

Ourania and Dendara were the goddesses of the upper class. One was the model of obedience and the smiling wife, the other the no-nonsense functionary.

Polaris was the god of war, leader of battles, and superior of the rabble of War Gods who did the actual fighting.

Lokarnos was the god of the Slow Planet, of money, and of counting.

The cities also each had a patron god and goddess, each worshipped for similar purposes, but with colorfully local differences.

In Yuthuppa was Dayzatar, the patron, and Herustana, the patroness. In Raibanth they were Raiba and Oslira. In Alkoth they were Shargash and BiselEnslib.

Antirius was a bright new deity who was spreading his light upon everyone, Emperor, Noble, and Commoner alike.

### POPULAR COMMON DEITIES

Lodril was the Master of the Low, and it was he who was obliged to control the lesser deities who lived outside of the celestial sphere.

Lodril and his family were widespread. Their sexual licentiousness made for many offspring. The illiteracy of the priestesses and priests made for sloppy storytelling. In any case, Lodril and his family were also known by many local names, which makes it seem as if they were separate entities.

Thilla was the goddess most popular in Yuthuppa. She was called the Root Holder, for her popular iconography. She was keeper of the earth, mother of many popular local heroes. \*Some say that she was daughter of Anaxial and Herustana.

Her most common partner is called \*Name.

In Raibanth, the most popular goddess is Everina. She is the one who feeds and who provides. She is said to be the mother of Raiba.

In Alkoth the, most popular goddess was BiselEnslib the Long Legged Goddess. She was sometimes called the Weed Queen and the (Wild) Rice Mother. She was married to either Shargash or his less savage son, Alkor.

The complex called the Naverian Goddesses were widespread through all the above regions. Naveria was the culture bringer, who set the Dara Happans apart from the barbarians with her urban knowledge. Her husband, in the cult, was Vantestos, the Red King. Included within her complex were the other 3 "age goddesses," each of whom represents a stage of a woman's life. They are Arira (youth), Lesilla (motherhood?), and Koveria (old age).

The people of Darjiin had their own deities. Nobles and leadership cults were carefully incorporated by Khordavu (and Plentonus). For instance, Manimat was considered to be the Sun god by many Darjiin families. They accepted the story of Yelm, but insisted it was Manimat himself who was resurrected. This type of local difference was tolerated.

SurEnslib, the Heron Goddess, was also the primary goddess throughout Darjiin and the rest of Suveria. She was accompanied by her companion and servant, Yestendos.

Kestiniddi (\*Rinliddi?) held Vrimak to be its highest deity, whose part was recognized by Plentonus and brought into the Yelmic authority. Their goddesses were \*quail (\*Avarnia?), \*river, and \*underworld.

Pelanda worshipped the Jernotians. Their deities met in a loose council, and Pelandan religion was more philosophical than the Dara Happans were.

*Only Notes Past Here*

### NYSALOR ERA

Not much movement in Dara Happa, though Saird was wild with experimental cults

There was some mingling in Dorastor, but they tended to keep the traditional ceremonial participants, not experimental ones.

**SPOLITES**

Gloom Period, corruption is inevitable, etc. Ever since Yelm was killed we have always lived in Shadow, and always will. Accept the differences.

**GOLDEN DRAGON**

Over the years, the Golden Dragon is offered as a solution. This is the "Monsters are Good for Us" theory, and a release of Dionysian energies. Interpreted by Mobs as "Do what you want."

Proves not acceptable in long run.

**KARVANYARAN REVOLUTION  
RESISTANCE**

910 to 945

Karvanyar's Idea: "Not me alone, but you too." Movement of Simple People to embrace the ideals of Yelm, and not leave it up to the leaders to do this. A sort of Commoner's Liberation, despite the leaders, who take credit for it anyway.

"Every Man a Sun" philosophy, "Everyone for Justice." Growth of Antirian Revolution, another "People for Morality" movement. At first a minority, they get tax cuts, etc.

Lodrili assertiveness encouraged, especially since it weakens the enemy. They are promised fairness "As worshippers of our God's Brother."

**GBAJI**

Dualism is introduced from the Carmanians. Subsequent Mob interpretations. "Some of us will be Evil."

Purged once during wars as a seditious religion. Naturally this encourages worshippers,

**KARSDEVANISH PURGE**

c. 112,000 to 112,173

During the reign of Karsdevan, a gradual but increasingly furious purge of Carmanian elements.

War increases, split between commoner's acceptance of Carmanians and nobles' resistance.

Savage Carmanian response unites Dara Happa

Stronger magic, trapped into the "Carmanian March"

**RESISTANCE**

During the Carmanian Wars a general resistance to foreign cults develops among the sun-worshippers. Considerable internal dissent, but most of the "New Spolites" (Shadowites) are destroyed, and most Dualists flee to Carmania.

Occupation of Dara Happa by Carmanian lords (112,065) increases the hidden resistance.

\*not finished by a long shot\*

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## APPENDIX A: OTHER DARA HAPPAN EMPEROR LISTS

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### TRUE HISTORY?

Several documents exist which all claim to be True Lists of the Emperors of Dara Happa. They all pass muster when probed by the Knowledge cults' Truth spells.

Yet they do not always agree with each other. Truth? Scholars explain this discrepancy in one or more of several ways:

By justifying and associating the lists until their (modified) versions correlate (common to the Knowledge cults).

By defaming the ancient authors as deceivers, etc., capable of forging a spell which can conceal falsehood (or forging a falsehood which can fool a spell).

By questioning the Knowledge cults' abilities to tell the Truth, even going so far at times to call them "shysters and liars unto the degree of lawyers."

By philosophizing about Truth. Olovanus the Wise says that if the Maker has enough confidence and Truth then it will always be so True, whether it is an artist or a forger. Desestra the Wise said the lists were made at different times, which proved Truth changed over Time. Etc.

By engaging in the Truth Contest. This method has entirely dismissed many other lists, notably the "Alkoth Emperors," the "Secret Nysalor Emperors," and the "New Paladins" (all of which, nonetheless, maintain popularity in certain places).

I give here the lists.



### GLORIOUS REASCENT OF YELM

Composed sometime shortly after 111,221, this is the earliest document we have from ancient Dara Happa. It glorifies the ascent of Khordavu to the restored Throne of Dara Happa.

However, it is labeled "Vernacular Version," which implies that another version, either more sacred or more official, also existed. No trace of such a version is known today. Uses Plentonic Dating (in fact, it is the origin of the system). Emperors are numbered.

1. Murharzarm
2. Khorventos
3. Ovosto
4. Orogoros
5. Anaxial
6. Lukarius
7. Urvaairinus
8. Kestinoros
9. Manarlarvus
10. Vanyoramet
11. Manimat
12. Jenarong
13. Horse on the Table
14. Leaps Over Walls
15. Son of Evil
16. Eater of Flesh
17. Breaker of Walls
18. Eats Women
19. Lies With Truth
20. Child of Wrath
21. Dispenser of Horses
22. Upon Hilltops
23. Kills for Life
24. Khordavu

## BRIGHT LIGHT LIST

This list is from a longer piece, called the "World Without Shadow," which is a fragment we possess about the teachings of Nysalor. It was compiled at the height of the One World Empire, during the reign of the Emperor Radaidavu, circa 111,415.

It consists of the names of certain emperors, and a line or two about them.

The Bright Light List included "those of our emperors who brought betterment to our people rather than strife." According to its introduction, the compiler made decisions based upon then current (Nysaloran) teachings. It also refers to the companion piece, the "Good Shadow List," but unfortunately that document does not exist.

The list does not pretend to be complete. It is not numbered. It mentions dynasties, but does not list them. It gives names to the remaining Jenarong Emperors which are different from the titles of *The Glorious ReAscent of Yelm*. It uses the Plentonic Dating System on the few occasions it dates something.

The text does not state that the emperors which appear in *The Glorious ReAscent of Yelm* but not here were not Emperors (as some later scholars claimed, and became fashionable).

1. Murharzarm
2. Khorventos
3. Anaxial
4. Lukarius
5. Urvairinus
6. Manarlavus
7. Vanyoramet
8. Manimat
9. Jenarong
10. Gerruskoger (Horse on the Table)
11. Vuranostum
12. Kerunebbe (Breaker of Walls)
13. Kestinendos (Lies With Truth)
14. Viramakradda (Dispenser of Horses)
15. Khordavu
16. Anirmesha
17. Anirdavu
18. Erraibdavu
19. Erzanelm
20. Khorzanelm the Great
21. Radaidavu

## ORDANESTYU LIST

Made during the reign of Emperor Raibmesha (c. 111,520), during the Post-Cleansing revival. Raibmesha was a strong emperor, and he strengthened and centralized the imperial power. (He also suppressed the "new Nysalor" cults.) Each emperor entered gets a little moral lesson with his reign.

Although this list is popularly attributed to Ordanestyu, it was probably not by him, but rather by an admirer or student. Uses Plentonic Dating.

1. Murharzarm
2. Khorventos
3. Anaxial
4. Lukarius
5. Urvairinus
6. Manarlavus
7. Vanyoramet
8. Manimat
9. Jenarong
10. Gerruskoger
11. Leaps Over Walls
12. Kerunebbe
13. Kestinendos
14. Viramakradda
15. Khordavu
16. Anirmesha
17. Anirdavu
18. Erraibdavu
19. Erzanelm
20. Khorzanelm
21. Radaidavu
22. Erzanestyu
23. Anirinelm
24. Raibmesha



## FENALDEVU LIST

This list was made (c. 111,617) by commoners during their attempt to create a Senate during the reign of a particularly pliant emperor, Fenaldevu. The Emperor even attempted to establish worship of Yelm Arraz, Eternal Servant.

It glorifies Ordanestyu, claiming a series of "Good Mens' Words" from him, upon which they based their actions. It is also a list of bad things about earlier emperors who resisted the movement, and praise for those which helped.

(Because the Senate eventually embraced Spolitism, it was defamed and condemned by subsequent history. Nonetheless, its opinion of this dynasty remained.) Uses a new dating system of its own.

1. Erzanestyu
2. Anirinelm
3. Raibmesha
4. Elmharsnik
5. Sothenik
6. Helemshal
7. Vorandevu
8. Fenaldevu

## ELMEXDROS ROLL

The Elmexdros Roll was originally compiled (c 111,780) by the priests in Raibanth at the orders of Emperor Elmexdros, in order to instruct and inspire his generals. Thus this is primarily a military list, and it does not pretend to be complete. It includes some apparent errors, especially in confusing famous generals to be emperors (esp. Kastokus, etc.).

It has no dates. It does not number the emperors, though there are some clues within it to successors or predecessors. It is very similar to a part of the *Alkoth Book* called "The Battle Roll." See also Appendix B for notes on this list.

- Murharzarm
- Lukarius
- Urvairinus
- Manimat
- Orogoros
- Daxdarius
- Gardeveus
- Jenarong
- Viramakradda
- Khordavu
- Anirdavu the Humble
- Erraibdavu the Conqueror
- Mahzanelm the Usurper
- Khorzanelm the Magnificent
- Radaidavu
- Aniresty
- Ordanestyu the Liberator
- Erzanestyu
- Anirinelm
- Raibmesha
- Elmharsnik
- Sothenik
- Kastokus
- Desikselm
- Desikanir
- Denesiod
- Elmesiod
- Dismesiod
- Elmexdros

## KARMEXDROS LIST

Epic of the rise of the Denesiod Dynasty, with the aid of the "Old Families" to overthrow the Kingdom of Gloom (Spolites). It includes many stories of the ancestors of the "Old Families" as they participated in liberation and assistance to the Emperors. Compiled (c. 111,815). Incidentally, it also includes some of the earliest Golden Dragon history/propaganda.

1. Denesiod
2. Elmesiod
3. Dismesiod
4. Elmexdros
5. Dismexdros
6. Karmexdros

## A DENESIOD STATUARY GROUP

These are various deities of Plenty, gathered together at the city temple of Estridoka, a small city in Doblia, to avert a famine in 111,800.



## UNITY LIST

Compiled (c. 111,970) during the reign of Emperor Heredesh, who was rightful Emperor of Dara Happa and Shah of Carmania. This is an inclusive list, attempting to be complete and politically correct.

It inserts some characters from Pelandan legend into the lists (4, 5) and adds some others from Dara Happan mythology (6, 13). It inserts two dynasties from Pelanda (47-52 and 53-53, and includes Ordanestyu (36) and the Dragon Sun (61). See also Appendix C for text notes on this list.

1. Yelm
2. Murharzarm
3. Khorventos
4. YarGan
5. Bisos
6. "King Red"
7. Anaxial
8. Lukarius
9. Urvairinus

10. Manarlavus
11. Vanyoramet
12. Manimat
13. Kazkurtum
14. Ovosto
15. Orogoros
16. Oravinos
17. Garthum
18. Daxdarius
19. Elesdandrus
20. Lendarshi
21. Jenarong
22. Gerruskoger
23. Vuranostum
24. Kerunebbe
25. Kestinendos
26. Viramakradda
27. Khordavu
28. Anirmesha
29. Anirdavu the Humble
30. Erraibdavu the Conqueror
31. Mahzanelm the Usurper
32. Erzanelm
33. Khorzanelm
34. Radaidavu
35. Anirestyu
36. Ordanestyu
37. Erzanestyu
38. Anirinelm
39. Raibmesha
40. Elmharsnik
41. Sothenik
42. Kastokus
43. Helemshal
44. Vorandevu
45. Fenaldevu
46. Asvekhordevu
47. Glaumalos
48. Maelola the Queen
49. Verendekelm
50. Phonostres
51. Aegrastus
52. Glautorus
53. Carmanos
54. Surandar
55. Carshandar
56. Karmexdros
57. Elmatryan
58. Dismatryan
59. Ulikarelm the Just
60. Dismanthuyar
61. The Dragon Sun
62. Nadar the Avenger
63. Sarenesh
64. Heredesh

## CALL FOR HEROES

10 emperors.

(c. 112,118)

This is a synopsis of the "Dragonkiller Families," or Karvanyar Dynasty, only. It is taken from a much longer poem which was sung across the land as a heroic summons to create the Golden Horde.

Even this short form tells the Karvanyar Dynasty story. First were the Three Unifiers, then the Three Peaceful Emperors, then the Three Warlord Emperors, and finally Kumardros, the "New Karvanyar."

These Dara Happan documents have much in common with the *Alkotbiad*, a Carmanian document of the same period. In this war-like era, all these sources are alarmingly similar in their military content.

57. Karvanyar
58. Sarenesh
59. Heredesh
60. Karseven
61. Karsdevan
62. Karsdevesus
63. Kewetdesh
64. Kewetdevsus
65. Kumardesh
66. Kumarstyu
67. Kumardros, the New Karvanyar

## YELMGATHA'S LIST

This list was compiled (c. 112,240) by, or during the reign of, Emperor Yelmgatha, "to instill in his people pride in their true ancestors."

The List tells a little bit about each emperor. It often cites the moral competence of each ruler. It often includes their method of death.

In order to refute the lies which had been begun by the Carmanians (in the Unity List), the Yelm Temple revealed *The Glorious ReAscent of Yelm*, which had been lost for centuries. It was used to correct the Carmanian lists, and refutations are occasionally included in *Yelmgatha's List* as well.

This history serves as the basis for the current "Lunar List", *The Fortunate Succession*, which is essentially the same list with a couple of emperors added, and new or re-interpreted information. This list shows considerable pro-Rinliddi bias: Kestinoros (10) is re-inserted for the first time since the Bright Light List, elaborate details are added about the family of Kestinendos (21) and Viramakradda (23).

1. Yelm
2. Murharzarm
3. Khorventos
4. Ovosto
5. Orogoros
6. Oravinos
7. Anaxial
8. Lukarius
9. Urvairinus

- |   |                         |
|---|-------------------------|
| 10. Kestinoros                              | 44. Desikselm           |
| 11. Manarlavus                              | 45. Desikanir           |
| 12. Vanyoramet                              | 46. Denesiod. 690-7 18  |
| 13. Manimat                                 | 47. Elmesiod            |
| 14. Jenarong                                | 48. Dismesiod           |
| 15. Gerruskoger, aka Horse on the Table     | 49. Elmexdros           |
| 16. Vuranostum, aka Leaps Over Walls        | 50. Dismexdros          |
| 17. (Huradabba) Son of Evil                 | 51. Karmexdros          |
| 18. (Dardaggus the Cannibal) Eater of Flesh | 52. Elmatryan           |
| 19. Kerunebbe, aka Breaker of Walls         | 53. Dismatryan          |
| 20. (Dagguner) Eats Women                   | 54. Ulikarelm the Just  |
| 21. Kestinendos, aka Lies With Truth        | 55. Dismanthuyar        |
| 22. (Illadarga) Child of Wrath              | 56. Karvanyar           |
| 23. Viramakradda, aka Dispenser of Horses   | 57. Sarenesh            |
| 24. Eusibus, aka Upon Hilltops              | 58. Heredesh            |
| 25. Kills for Life                          | 59. Karsdevan           |
| 26. Khordavu                                | 60. Karsdevesus         |
| 27. Anirmesha                               | 61. Kewetdesh           |
| 28. Anirdavu the Humble                     | 62. Kewetdevsus         |
| 29. Erraibdav the Conqueror                 | 63. Kumardesh           |
| 30. Mahzanelm the Usurper                   | 64. Khorviramaka        |
| 31. Erzanelm                                | 65. Kumarstyu           |
| 32. Khorzanelm the Magnificent              | 66. Kumardros           |
| 33. Radaidavu                               | 67. Kumardroni          |
| 34. Anirestyu                               | 68. Kewetdroni          |
| 35. Erzanestyu                              | 69. Vinyartyu           |
| 36. Anirinelm                               | 70. Bisoshan            |
| 37. Raibmesha                               | 71. Endarkus Bullslayer |
| 38. Elmharsnik                              | 72. Bisodakar           |
| 39. Sothenik                                | 73. Spengatha           |
| 40. Helemshal                               | 74. Yelmgatha           |
| 41. Vorandevu                               |                         |
| 42. Fenaldevu                               |                         |
| 43. Asvekhordevu                            |                         |

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## APPENDIX B.

### ELMEXDROS ROLL TEXT NOTES

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These are notes on the list of names from the text, not the actual text itself.

#### **MURHARZARM**

Murharzarm was the First Emperor. He was a god, and the best son of Yelm, the Immortal Allfather. Murharzarm learned all that could be known about fighting from an Ancient Master, and afterwards trained many others to do his work. Shargash was good, and followed all rules, and so always won. Umatum became God of foreigners, and neither gave nor asked for mercy.

Murharzarm was a great fighter. He single-handedly slew the terrible Blue Dragon which was destroying the land. It dragged itself home, but its blood gushed out and formed the Oslira River to serve Murharzarm.

Murharzarm was prepared for all eventualities. He made the First Muster, and the soldiers and warriors and workers from around the Empire came to his bidding.

#### **LUKARIUS**

Lukarius was famous as a warrior from his first day. He was born, and then went to fight on the first day of his life, using a magical bow given to him by the Moon Goddess. With it he drove away the digijelm which invaded his father's ship. His father was Emperor Anaxial the Sailor, whose capital city was Yuthuppa.

Lukarius is most famous as an Archer, and he began the office of Sagittus, which maintains his worship today as God of the Bow. Ever since that time there have been archers in the muster of Dara Happa.

#### **URVAIRINUS**

Urvairinus was the first man to ever bring thousands of men together in one place and wage large-scale war. Before he was alive it had been impossible to do this.



Urvairinus was the first person to institute worship of the god Polaris among his officers. Before this the god had been only the Master of Dance. But after Lokarnos rose, Urvairinus was able to clear roads and win battles.

\*story vs. Ram People

### MANIMAT

Manimat was a great general and emperor who was a victim of his predecessors. The weak dynasty which preceded him squandered itself with foolish policies. Manimat reasoned his situation and determined to make the best of his resources.

Manimat abandoned the ancient lowland cities where people had lived since the reign of Murharzarm. Instead, they went into the rugged hills and steep valleys of Darjiin. They made their cities atop the plateaus, and built stone bridges between them to keep in touch.

### OROGOROS

Orogoros was the son of Ovosto, who was Emperor of the Valley. In his time the fighting became so bad that soon everyone was ready to fight. Orogoros made the local leaders and patriarchs responsible for the actions taken by their families and mobs. He also instituted laws forbidding incest. In this way he and his wife organized both fighters and families.

### DAXDARIUS

Afterwards, the tyrant Daxdarius became the best-known fighter. He was from the city of Pelandre, and he organized the first army. He divided his huge mob of citizen soldiers into units and taught them to march and drill. Daxdarius was also a diplomat. He struck a bargain with some magicians in the mountains who supplied bronze armor and helmets to Daxdarius, and the first swords. In return, Daxdarius slew a city of sorcerers who were foes of the three-eyes. These were the first hoplites, and the best hoplites still come from there.

Daxdarius gained fame resisting the horrible Andam Horde. The men of the Andam Horde had conquered everything during their march north. Daxdarius brought his new army against them and slaughtered everyone who resisted. He took all the remaining women and children as slaves. There were so many that he opened a whole new valley to cultivation.

Cities everywhere joined Daxdarius, and cast out the Andams and their beastly allies. Daxdarius became so popular that a part of the country was named after his city. Afterwards, the land was called Pelanda, whereas before it had been called Wendaria. It is now called Carmania. Daxdarius became so popular that he was taken into heaven by the Lower Gods as their God of War.

### GARDEVEUS

The next famous warrior-king was Gardeveus the Conqueror. Gardeveus lived in the City of Five Rings, so-called for its series of enclosing walls. He had a different wife and family within each wall, and an army as well.

Gardeveus had a great foe, \*name, his own brother. They hated each other, and even fought in womb. Their father was weak, and could not decide who should rule after him. Thus, each brother inherited half the world from their father.

The Battling Brothers fought many wars, and though Gardeveus won each time, his foe was relentless and found new armies. As a result, Gardeveus sent his soldiers to permanently occupy the foe's territory, and to rule over them as tyrants.

The foes of humanity in those days all had wings. The Tyrant Overseers clipped the wings of as many as they could catch. In this way the birds were made flightless; the enemy was conquered, and the race of slaves<sup>1</sup> was made.

### JENARONG

Jenarong was the first man to settle in cities. The ancient ruins had cast out their denizens, and been shunned ever since. But Jenarong had the words of Yelm in his mouth, and he spoke to the ancient god Raiba. He made pacts with that hungry god, and led people back within the crumbled walls to live. The temple grew light again, encouraging everyone mightily. This way Jenarong became King of Raibanth.

### VIRAMAKRADDA

Viramakradda was the son of Emperor Kestinendos. He hated Jenarong's descendants who ruled them, because they were all decadent and ignorant. But the Warlords were able to control all the people because they killed everyone who ever disagreed with them. If people fled into cities or forts and shut the gates they were still not safe, for the warlords had a great magic, gained from Emperor Vuranostum, who had been a marvelous attacker. Vuranostum had been able to leap his horses right over the tallest and thickest walls.

Viramakradda was clever, and he went to the cave where Galgareng was sleeping. He appeased it with great sacrifices, and so the monstrous creature left Viramakradda alone. It shook its great feathered wings and went off to hunt horses.

The creature devoured all the horses which it could find, and was so voracious that many special creatures and their herds were entirely destroyed by it.

Whenever Galgareng was satisfied it went to wherever Viramakradda was and rested. Viramakradda raised a shelter around it while it slept. At last, satiated after destroying the Great Mare, Galgareng retired to one of its temples, where it still sleeps. The priests there still know how to raise it to life, for the right price.

### KHORDAVU

Khordavu was a great emperor. He is called "The Twentieth Emperor" because he was twice as good as any other emperor could hope to be<sup>2</sup>. Khordavu was so great that he attracted to him all the greatest heroes of his time. They

<sup>1</sup> slaves. literally "eggmen"

<sup>2</sup> could hope to be. That is, 10 = perfection

were his band of Paladins, each of whom incarnated the power of one of the Great Gods of that day. The most famous was Eusibus, the Avatar of Shargash, who came from Alkoth.

Khordavu was also the first emperor to reassemble the Accoutrements of the One, and with them summon Murharzarm's Muster. For the first time in centuries the whole army assembled. Khordavu needed this because of the War with Barbarians and Monsters. But Khordavu tricked the South Army to fight against the Eastern Horde, and they destroyed each other. When he saw that the South Army was going to lose he intervened to aid them and exterminated the hated Warlords and their demons. He then reprieved the survivors and called them the World Council of Friends, and sent them home.

So great was Khordavu's power that no enemy dared to attack for generations. They were afraid even after Khordavu was burned, and the Empire was ruled by Anirmesha, who had never sat upon the Idol's Council. And foreigners were still afraid, even when it was ruled by the witless and cursed Wanthanelm, who could not be Emperor.



### ANIRDAVU THE HUMBLE

Anirdavu assigned Temples and incomes for all of the Priests of the War Gods: Shargash, Vankamant<sup>1</sup>, Polaris, Hastatus, Sagittus, etc. One hundred hives<sup>2</sup> were destroyed to make it.

The Front Doors to the War Temple were built closed. They were to be closed only when there was no war within or against the Empire. Within it Anirdavu invited the Great Gods to dinner, and Anirdavu bade the gods to remain here, in close contact with the emperors and generals of the Good Land. The gods agreed, if the generals would prove themselves worthy.

The generals thereby mustered the army, and under the eyes of the watching gods conquered ten cities in ten days. For Shargash, they slew 1,000 people one afternoon. Then they returned home with a great victory parade, followed by the Conqueror's Sacrifices at the temple. They placed the Shield of Janoffus, their greatest prize, in the temple that day.

<sup>1</sup> Vankamant. Otherwise unknown

<sup>2</sup> hives. Slang for the blocks of apartment-like buildings in cities

### ERRAIBDAVU THE CONQUEROR

Erraibdavu the Conqueror fought against the cities of the forest, in Pelanda. He overcame them all. Such was the smallness of their world in those days that no people lived beyond the Western River. Thus, when Erraibdavu conquered Pelanda, it was counted to be a great thing.

He could not be ambushed in the forests, and this greatly alarmed his foes, who had preserved themselves from invasion for so long by striking our columns with surprise attacks from out of the woods.

### MAHZANELM THE USURPER

Mahzanelm became Emperor through use of his army. A rank commoner slew the previous Emperor, leaving the throne vacant. Mahzanelm threatened every other contender with conquest if they dared oppose him. With the help of priests from the army, he succeeded in the Ten Tests.

But his Injustice destroyed him. The Footstool will not hold an Unjust emperor. He waged another conquest, but his Unjust War cursed the troops. They disobeyed proper Authority, and no god moved against them. At last the army marched against Mahzanelm, who tried to run away but was caught and killed. Then the soldiers selected wise men to help them select the next candidate, who they supported. Peace came back.

### KHORZANELM THE MAGNIFICENT

Like his father, Emperor Erzanelm, Khorzanelm the Magnificent had no need of war. He was so powerful that, upon his command, the Sun stopped in the sky to commune with him.

In those days fighting was reduced to a sport. Whenever any unruly nobles or troublemaker commoners raised themselves up, they were exiled to the South. Khorzanelm never used force for this. His word was enough to make anyone come to him and obey.

### RADAIDAVU, LORD OF WAR.

Radaidavu was a great general. His armies always fought far away. That way his people were never harmed by it. In his time he wrote the book *Stars of Victory* to instruct his generals.

### ANIRESTYU THE STUPID

Some in Raibanth say that Anirestyru was an emperor, but the priests of Alkoth say that their leader never blessed the Enthronement. Certainly the man had no war in him, and was moved by questionable motivations.

One day Anirestyru learned that the Demon Army was coming to invade his land. The enemy army was led by Gbaji, and consisted of both men and monsters. Some of the men rode upon ancient beasts of horror which had not been seen in Peloria for centuries.

Anirestyru summoned his generals and raised many soldiers. He woke the little avatars, and spent great monies to reinforce the walls of his cities.

When all was ready, Anirestyru received a call for help from his vassal, the Overseer of Dorastor. That land was

settled in the time of Khorzanelm, and so had never seen war, nor had either native army nor fortifications. The Temple of Kind Light was there. The overseer feared that the holy places in Dorastor would be ruined, so he asked for help to build fortresses and armies. Aniresty, more pious than sensible, sent all his soldiers to Dorastor to help. As a result, the Good Land was overrun easily by the barbarians, who raped and pillaged with utter abandon.

#### **ORDANESTYU**

In a time of crisis, Yelm filled the Best Man with the True Light. Ordanesty was that man. He began as a humble soldier, third son in a minor noble house. He fought against the bisons, and he resisted their king. But they made him into the Dara Happan Emperor, because of a prophecy from their own god. Then Ordanesty allowed the light to shine within and without of himself. He pacified the peasants and the noblemen, and he organized the army anew. He mounted the Front Doors of the Temple of War again, and they closed during his Enthronement. Then they reopened by themselves, and the army came.

Ordanesty was a perfect gentleman, and he worked only for the good of the Empire and the truth of his god, great Yelm. In this way he resisted corruption from within and conquest from without. The bison barbarians were expelled forever.

When his task was done Ordanesty proved his total dedication to his god by retiring from the great office he had held. He Named his successor, as had been done of old, and oversaw the succession. Afterwards, Ordanesty was a wise and benevolent advisor, and ended his days calm and peaceful atop a Light Tower. The great good he did in preparing the Pole Stars to administer the army can never be forgotten.

#### **ERZANESTYU**

Erzanesty was the Founder of a great and Just Dynasty. They cared greatly for Law and sought to maintain peace between all their subjects. To help in ruling over the people, Erzanesty assembled the first Senate. From it, he first drew a great corps of workers, who made walls around all the cities. Then he drew from the workers a great army which resisted all incursions from the south.

#### **ANIRINELM**

Anirinelm continued the work of his father. He rooted out the conspiracy which troubled his court and he destroyed the heresy which threatened the rule of Yelm the Emperor. The evil sorcerers hid among the commoners, but they ceased to act in co-ordination after the City of Twin Mirrors was burned.

#### **RAIBMESHA**

Raibmesha was often in the front lines of his army. He trusted his Chancellor to run the government, and the King Priest to run the religion. He also appointed the Imperial Replacement to take his place in imperial ceremonies.

Raibmesha conquered the forts of Pelanda. He had an engine which demolished their wooden and dirt forts

without magic. He also extracted tribute from Rinliddi and Vanch.

Raibmesha's wife was a soldier's dream. Valarra of Gerenta was famous before she married him. She had driven off invaders in Darsen without calling upon the army. She was often at his side, pausing only a few months of her life to give birth.

One time Valarra saved the Empire. Raibmesha had been captured by the Open Way cultists, who threatened him with extinction if he did not obey them. She arrived with an army, covering 200 miles in one day's march. The Porters left the gates open, and she slaughtered the conspirators. This ended the Great Purge.

#### **ELMHARSNIK**

No great wars troubled this lord. Instead, the pernicious shadow monsters of the digijelm rose everywhere like monster vermin. At first they were successful. Then Elmharsnik enlarged the Temple of Dendara to include her sisters, and dedicated many paddies to them. Then the soldiers fought successfully against the digijelm, using the womens' magic.

#### **SOTHENIK**

Sothenik was a failure at being Emperor, for he wished instead to be a Hero. He went off with the best men of the empire to follow a band of giants who were going to Fronela to fight. The Emperor and his men were killed, and none of them ever returned. He left the land in confusion and anarchy for many years because of this impious selfishness.

#### **KASTOKUS, LORD OF HORSE**

Kastokus was a good Emperor and General, with many great victories to his credit. The nomads of the east had sent a tribute of severed heads to the Emperor, who insisted that they be punished. Kastokus raised a band of hardened volunteers who promised to live as the nomads did, only upon horseback. Kastokus went away into their own lands and conquered them. When he returned, each man had so many horses and wives that each soldier sold his share and retired to a farm.

Kastokus' error was to mistake soldiering for being Emperor. He was gone too long from Raibanth. Conspirators, led by Overseer Helemshal, plotted against him, and he was executed upon his return from conquering Pent. The murderers did not realize their error, for many of Kastokus' secrets and powers for destroying the horsemen died with him, and the Empire has never been as safe.

#### **DESIKSELM**

Desikselm proved that the quality of an emperor determines the quality of the army. The army was defeated by the swarm of Spolites, a ragged army without armor or discipline, spurred on by witches.

#### **DESIKANIR**

Desikanir raised the hopes of his downtrodden people by reinvigoring their faith in their gods. Desikanir was a loyal

worshipper of Raibamus, whom he counted to be closer to men than any other god. He instituted ancient sacrifices again. The enemy army came to destroy this rebellion, and outnumbered us four to one. But our army was so inspired that they destroyed all the foes. Credit for this was given to Raiba.

After this the temples were cleansed by the Raibamus priests, and the gods reinstalled in those which had been polluted.

#### **DENESIOD**

Denesiod is the Founder of a great and Just dynasty. Denesiod is the Son of a God, and therefore greater than normal mortals. This greatness flows within the veins of all his descendants as well, and the world is better off for their presence.

He was a great fighter. He conquered Terarir and Althil. He drove off the shadowed reprisals which sought to suppress him and his divine family.

Denesiod was great because he brought all the people together again. They had fallen into disunity because of evil currents which rose from hidden fogs around the bases of the city walls. He also worked to extinguish the foul insanity cults.

When enthroned, he was named the New Light. Indeed, this is so.

#### **ELMESIOD**

Elmesiod was another example of how a foul emperor makes a foul army. When Elmesiod was Emperor there was widespread disaffection within all the ranks of the army. Rebellion broke out several times. Once the Nobles deserted their troops, who were slaughtered or sold into slavery.

#### **DISMESIOD**

Dismesiod reinstated the Cleansing of his grandfather, Denesiod. He instituted the New Witnesses, who led the commoners' struggles against the Rag-Hangers. They were victorious, and so the Empire was healed once again of this rank disaffection.

#### **ELMEXDROS**

Elmexdros is The Conqueror. He has taken our armies in four directions, conquering all where he goes. He is perfect in body and spirit, and the spirit of Yelm shines from his eyes. He can see to the Eastern Camp.

## **JENARONG HORSE AND CHARIOT EMPERORS**

In the oldest references, and in remaining artifacts, some of the Jenarong dynasty emperors were almost always associated with chariots, while others were remembered as mostly riding horses. The reasons for this are not clear; perhaps each type represents a separate branch of the same ancestry?

Answers are made more complex when we look at how chariots and horses were used in those ancient years. At first chariots were used for war, and riding horses was only a ceremonial function. Some time during this era the roles were reversed. Chariots were relegated to religious and ceremonial functions (many of which are retained today) and men rode to war upon horses. Could it have been the introduction of saddles that led to the change? (It was certainly NOT the introduction of stirrups, which came much later).

#### **CHARIOT EMPERORS:**

Jenarong  
Gerruskoger  
Dardaggus  
Kestinendos  
Viramakradda

#### **HORSE EMPERORS:**

Vuranostum  
Kerunebbe  
Dagunerri  
Illadarga  
Harkaztem

#### **NOT DISTINGUISHED:**

Huradabba  
Eusibus

Shown: Emperor Vuranostum, from a pottery painting, circa. 112,500.



## APPENDIX C: CARMANIAN SOURCES

The Kingdom of Carmania was the last great free land of the Western Reaches, with traditions and history predating the Lunar Empire by centuries. At times their fame and power was greater than that of the even more ancient Dara Happa.

### UNITY LIST TEXT NOTES

Made during the reign of Sarenesh (c. 111,950 YS), who was both Emperor of Dara Happa and also the Shah of Carmania, this attempts to unite both traditions into one. Another document is known, whose text in Carmanian is nearly the same, except that it uses its own terminology to replace many of the Dara Happa terms. Some of these Carmanian terms are footnoted.

This is a synopsis, not the precise text.

### PROLOGUE

Glororanor<sup>1</sup> was. It was the All, the Inclusive, the Before One. Glororanor contained everything, undifferentiated. But it was Nothing. Then from within it came something.

Vezkarvez<sup>2</sup> was Dayen<sup>3</sup>.

Ezeldyan<sup>4</sup> was Ezelveztay<sup>5</sup>. Its power<sup>6</sup> was Akzel<sup>7</sup>. It contained everything, in potential. And it Was. Ezelveztay was Alive. But it did not know Good and Evil. Ezelveztay knew that it had a right and a left, an up and a down. But it was both male and female. It fertilized itself with itself, and from this act Ezelveztay gave birth to Ezeldee<sup>8</sup>, who is also called Primolt. Primolt was the first deity who was only masculine, and so he is also called Pridayen and is also called Vogmaradan<sup>9</sup>, who we call the Alone God, because Primolt was Self Conscious.

Because Vogmaradan had separated from the One, Primolt knew that he was not whole. Being not whole, he naturally longed to rejoin the Ezelveztay.

Ezelveztay is without boundaries, and being beyond Nature, is always capable of reabsorbing whatever has left it. When the Primolt wished to rejoin Ezelveztay then Ezelveztay responded and formed the vessel to recover lost Vogmaradan. In this way there was born from out of MaElsor<sup>10</sup> the doorway which Vogmaradan required to regain union. This force took the shape of Adayen<sup>11</sup>, the

Goddess of Desire. She is Uleria<sup>12</sup>, who is the power of the world to come back together.

Primolt and Uleria joined together, and their reunion was called Generation, and it is in and from and by Generation that new life is created. From their union the First Goddess and the First God created even more life.

Within the womb of Uleria grew two deities who would be the Gods of Light and Dark. They were aware of themselves and each other even before birth, and while within the womb they discussed who should be born first. In discussion, the Light God always won. The Dark One did not like this, so he began to argue instead. So then they argued, and in argument sometimes one won, and sometimes the other. The Dark One did not like this either, so instead he began to quarrel. Then when they quarreled, the Dark God always won. The Dark God liked that.

After that, the Dark God always quarreled and so he won, and so he was born first. He thought this would be an advantage.

When he was born he was called Ganesatarus<sup>13</sup> the God of Dark and Evil. And so, ever Since that first creation the darkness has always preceded light.

The Second Twin was Idovanus, the God of Light and Good. Because he was born second, light has always followed darkness, no matter how dark it may be.

After Idovanus was born, Ganesatarus found life to be impossible, for everywhere that Ganesatarus went, so did the Light follow. Ganesatarus twisted his rage into the form of a great winding Dragon, and in that shape he attacked his twin brother. This is called the Battle of Two.

In the of the Light God was unprepared at first, so that the dragon clawed out his eye, which rolled across the sky, and which we call Aether's Eye. Idovanus was wracked by pain, but from within his agony he saw the Dragon's weakness, and directed his Fire Dart which flew through the weak place and ignited the heart of the dragon. The Dragon of Darkness was killed, and his body torn apart to make the world. Yet Ganesatarus himself escaped, in the form of an insect, and was banished to the Below. Good prevailed.

After that, other gods and goddess were born too, or created, or sprang into being, and they were called Keskeskenni<sup>14</sup> which we call the Many. From them were taken Glorantay, who are the Ten, and are also called the Celestial Court.

To keep Ganesatarus separate, and to keep the Dark One from suffering any more, Idovanus brought forth the

<sup>1</sup> Carmanian GlorOranor, meaning (as is clear from the context) the All

<sup>2</sup> Vezkarvez, Dara Happa, literally "to be-not to be"

<sup>3</sup> Dayen. Literally "Preceder," a term also used for the servant who walks before a lord

<sup>4</sup> Ezeldyan. Literally "Deity One," more commonly First Deity

<sup>5</sup> Ezelveztay. Dara Happa, literally "divinity-one-to-be-entity." Called in Carmanian, MaElsor

<sup>6</sup> or manifestation

<sup>7</sup> Akzel. Literally, "Prime One," translated as The One

<sup>8</sup> Ezeldee. Dara Happa, literally "Deity Two," commonly The Second Deity

<sup>9</sup> Vogmaradan. A Pelandan deity, literally "stands apart"

<sup>10</sup> MaElsor. Not an editorial slip. The Dara Happa document uses this Carmanian term

<sup>11</sup> Adayen. Commonly translated First Goddess

<sup>12</sup> Uleria. Pelandan word, Literally "Life Desire" is the same goddess in Pelanda (spelled Uleria) and Dara Happa

<sup>13</sup> Pelandan GanEstoro

<sup>14</sup> Carmanian EthTelsen

Great Mountain<sup>1</sup> from the dragon's remains. From the Mountain he called forth the lesser gods, and they shaped the world to be our world. After that Ganesatarus has remained beneath the earth, while Idovanus remained above. He protects us and we call him the Wise Lord.

The Wise Lord looked forth and ordered things. Everything which was before him was Known, that which was behind him was Unknown. That which was Above was Bright-good, and that which was Below was Dark-harmful. That which lay to his right was Straight-true, that to the left was Bent-false.

Then Idovanus held council, and summoned the One Hundred Gods to him. He placed each in their realm, and he named Yelm Emperor<sup>2</sup> to be the ruler of them all. He placed his eye, which had been tom out, into the place of prominence in the sky, and then retired above the world to Ezelveztay.

### 1. YELM

Where the light of Idovanus' Eye fell upon the earth was born Yelm. He was the Center of the World, and so was the Emperor<sup>3</sup> of the Gods.

Yelm Emperor was the Lord of the Good. Yelm made the laws for the minerals, plants, and animals. He was the Emperor of the Universe. He oversaw its growth, and he helped to make the first people.

He made the first Aldryami. He made a race of bird people. &tc.

### 2. MURHARZARM

Incarnation of the One as a manifestation of divine synthesis. He made Laws for mankind to follow. Lord of Men.

### 3. KHORVENTOS

Taught men the differences between good and evil. Ethical teacher. Showed men how to get to the House of Yelm after death.

### 4. YARGAN

Called King Blue, he chose Evil. Worshipped Ganesatarus, founded the City of Sorcerers, and made the masters of boats, called blue men, and their secret underwater fortress.

### 5. BISOS THE BULL

Descendant of KefTavar, the Bull God. Slays YarGan

### 6. VANTESTOS KING RED

Retelling of the Naveria Story, from the King's point-of view

### 7. ANAXIAL

Founder o f Yuthuppa, Ark , Naval battles

### 8. LUKARIUS

Archer, Shot down the Blue Moon with his bow.

### 9. URVAIRINUS

Warlord General. Pole Star cult

### 10. MANARLAVUS

Succumbed to Ganesatarus, and became utterly isolationist. Incompletes roamed free, unhindered, destroying because of this.

### 11. VANYORAMET

Avatar of Antirius

### 12. MANIMAT

Hilltop cities, new foods, Pants



### 13. KAZKURTUM

Lord of Ruin, brought worship of Ganesatarus to everywhere. Ate everything, even himself.

### 14. OVOSTO

From Jord Mountains, Fertility story

Finds Regalia on the ground (where Kazkurtum ate himself). Tomb made, bursts into flame

### 15. OROGOROS

From Jernalf region

Orogoros is aided by Serpent, who shows underground secret. Orogoros overcomes Guardian

### 16. ORAVINOS

Orchard God throughout Vanstal, Worian, Arir, and Darjiin. Foe of bear?

### 17. GARTHUM THE WISE

Wondrous court, worshipped the Harmonic Gods

Conquers city of Dashrell (story)

Friend of Ekus, the Wild Man.

Rules 100 years.

### 18. DAXDARIUS

Great War God, men wore armor for the first time.

Friend with a giant Cyclops.

<sup>1</sup> Sometimes associated with Mt. Jernotius/Jernalf

<sup>2</sup> In the Carmanian called Idovanus, a Pelandan chariot-riding, radiant God of Order

<sup>3</sup> Emperor. Carmanian shah

**19. ELESDANDRUS OF THE BULL**

Discovered a land filled with stones which could talk and walk.

His priests were frightened at first, but with knowledge gained from the friendship of Flint Woman, Elesdandrus stopped them, and turned them back into magic stones.

**20. LENDARSHI, SON OF HESTUS**

Rides chariot, first horses. He is a great negotiator, and brings peace by creating an intertribal Council.

**21. JENARONG**

Wakes Raibamus, first city-god

**22. GERRUSKOGER**

Famous for his Leaping horses (and riding in general)

**23. VURANOSTUM**

Handsome Equestrian

Includes Yuthuppa into Dara Happa

\*For the following entries, the information is similar to facts in *Fortunate Succession*.

**24. KERUNEBBE****25. KESTINENDOS****26. VIRAMAKRADDA****27. KHORDAVU****28. ANIRMESHA****29. ANIRDAVU THE HUMBLE****30. ERRAIBDAVU THE CONQUEROR****31. MAHZANELM THE USURPER****32. ERZANELM****33. KHORZANELM THE MAGNIFICENT****34. RADAIDAVU****35. ANIRESTYU****36. ORDANESTYU**

"A Model of the Gentleman, followed by bad Dara Happan Emperors"

**37. ERZANESTYU****38. ANIRINELM****39. RAIBMESHA****40. ELMHARSNIK****41. SOTHENIK****42. KASTOKUS****43. HELEMSHAL****44. VORANDEVU****45. FENALDEVU****46. ASVEKHORDEVU**

Joins Spolites, attempts to convert people

**47. GLAUMALOS**

Has Advisor of Spolite persuasion Spreads cult of Otvestir as he goes

Finds comfort in displeasure

**48. MAELOLA THE QUEEN****49. VERENDEKELM**

Verendekelm was a Dara Happan citizen, of imperial blood, for he was a great grandson of Asvekhordevu. He underwent their famous Ten Tests and passed, even though he had substituted some spirits for those which were called for in the original ceremony.

He was a Spolite before his attempt to qualify for the Footstool.

**50. PHONOSTRES**

Strong in his homeland of Karresh, in northern Pelanda

Priest of Derdromus (aka Monster Man)

Performs other substitutions of the Ten Tests, even changing the Site. He builds a new pyramid/Footstool for this. "Succeeds."

Summons Senate to help him out. This is well received.

**51. AEGRASTUS**

Strong in his homeland of Enthyr (in Pelanda).

Attempts The Ten Other Tests and succeeds. Then he Summoned The Shadow Emperors of old to help him keep peace and ensure sacrifices.

Aegrastus attempted to increase the number of people who sacrificed to his god. He said that his god had sons who were among the entourage of whatever important deity was worshipped in each city in Pelanda and Naveria. Because of that connection, he insisted that upon a sacrifice of a sheep per family be added to the annual rites. This was a great burden for a family, and it was widely refused.

"Make displeasure to break displeasure," grumbled the peasants. The priests and priestesses of the many villages which refused this sacrifice were angered and stirred up trouble against the Emperor. Aegrastus spread his Gloom to suppress the revolt. While trying to smother the city of Brinnus he was killed by Syranthir, a mercenary hero from the West. His Empire broke apart among the many peasants who were revolting.



**52. GLAUTORUS**

Glautorus followed his uncle to power in ruling the leaders of the Spolites. Many regions quit their sacrifices and fought off the reprisals which this brought about. Their mass actions weakened the effect everywhere.

Glautorus used ancient Sorcery to strengthen himself and his men. He raised the Shadow Emperors, who were more angry and uncontrollable this time. Throughout his own land he made all cemeteries into holy places, preparing to raise the dead if needed.

He was opposed by Carmanos, Son of the Lake, who was the Prince of Brinnus. Carmanos laid siege to many cities and captured them. He organized all the people anew, like Lendarshi had done, and gave all worthwhile people new goals and shares. Soon people flocked to his protection and laws, and Glautorus was forced to come out and fight. When confronted by Carmanos, Glautorus called all the Gloom to him. The remaining Shadow Emperors came, and also all his ancestors who delighted in suffering. But his army ran away, leaving the dark emperor alone. The Gloom chose its Own then. Glautorus committed suicide, falling upon his sword. The next day a slave girl called Swan found the body and immediately cut off the head, then hacked the body to pieces. His dismembered body parts were fed to different beasts of prey.

**53. CARMANOS**

Carmanos was the Son of the Lake, for his mother was the goddess Charmain who lives in Lake Oronin. Carmanos created new Laws, both spiritual and secular, and so is also called the Prophet

Sanctifies city of Brinnus as his ancestral city

List of other cities: Hurvisosn, Tawenos, Meglardinth, Mintinus, Keselia, Kendesos, Balovius; and of Surrounding Tribes who pay tribute:

**54. SURANDAR**

He is the Conqueror. Destroys last Spolites. He resets the Balance. Aided by Elmexdros in Dara Happa

**55. CARSHANDAR**

The Peacemaker, 4 wives

**52. KARMEXDROS****53. ELMATRYAN****54. DISMATRYAN****55. ULIKARELM THE JUST****56. DISMANTHUYAR****57. THE DRAGON SUN****58. NADAR THE AVENGER**

Mentions the dragons of Dara Happa

Helps Dragonslayer of Dara Happa liberate his land.

Collects his due, but is denied, proving that the dragons had not been defeated, and had secretly entered the heart of even the Emperor.

When Dragonslayer tries to ambush the Emperor he is defeated, fleeing naked into the hills to hide. His brother comes forward to fulfill the obligations, and marches off with Nadar. Nadar then goes and fights against the West, fulfilling ancient vows, righting old wrongs<sup>1</sup>, and so on.

Daughter marries Emperor/Overseer of Dara Happa.  
3 sons.

**59. SARENESH****60. HEREDESH****CARMANIAN SHAH LISTS**

**Greg Sez:** We thank Nick Brooke for most of this terrific work.

**THE THUYASIS LIST**

This was a synopsis of the emperors, with some of their deeds. It is probably taken from a (lost) complete poem compiled in the time of Aronius Jaranthir (Fifth Wane).

**CARMANOS THE LAWBRINGER**

Son of Syranthir the Wanderer and Charmain of Castle Blue; born in 733, accession aged 17 in 750, reigned 38 years to 787, transcended mortality to become a god in his mother's Hidden Castle.

**SURANDAR THE WARLEADER**

Son of Carmanos and a Pelandan priestess; born in 760, accession aged 28 in 788, reigned 25 years to 812, conquered the Spolite Empire, subjugated Pelandan, then died horribly (consumed by worms?) after the Rape of the Pelandan Women, aged 52.

**CARSHANDAR THE PEACEMAKER**

Son of Surandar and a Pelandan priestess; born in 782, accession aged 31 in 813, reigned 34 years to 846, had four wives, died fat and old at the banquet table aged 64.

**ASACAR THE BLACK**

Son of Carshandar and the Veiled Lady of Enthyr (Spolite); born in 804, accession aged 43 in 847, reigned 18 years to 864, made war on Dara Happa using terror-tactics and atrocities, murdered by a conspiracy of rebellious generals aged 60.

**CARMANDAR THE WHITE**

Son of Carshandar and the Masked Lady of Dariiin (Dara Happa); born in 813, accession aged 52 in 865, reigned 8 years to 872, pacific by disposition, assassinated in darkness aged 59.

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<sup>1</sup> wrongs done against Syranthir, who was determined in Nadar's reign to be the son of Syranthir, who had formerly been only the aforementioned mercenary

**AMMAS THE BLACK**

Son of Asacar and a "dark woman" (origin unknown, poss. Troll?); born in 834, accession aged 39 in 873, reigned 7 years to 879, allied himself with inhuman forces from the Greystone Mountains, exiled age 45 to wander the gorges of the Yolp Mountains (driven out by the common revulsion of all his subjects).

**SAMAN THE LION**

Son of Carmandar and a Dara Happan lady; born in 842, accession aged 38 in 880, reigned 21 years to 900, Dualist religious reformer (who heeded the prophet Alijiyah), slain in battle v. EWF (War Dragons) aged 58.

**SAMANDAR**

Son of Saman and a lady of Arir, half-brother of Survilstar Dragonslayer; born in 864, accession aged 37 in 901, reigned 12 years to 912, not as brave as his brother, dies of wounds from DH revolt war aged 48.

**NADAR THE AVENGER**

Son of Samandar and a Naverian Sacred Queen; born in 885, accession aged 28 in 913, reigned 43 years to 955, led the Carmanian Army back to the very borders of Loskalm, dies old, aged 70, mourning for no heir.

**DARA HAPPAN REGENCY**

four years from 956 to 959.

**SASSACAR, FIRST PADISHAH**

Son of Sarenesh (Emperor of Dara Happa) and the daughter of Nadar; born in 943, accession aged 17 in 960, reigned 27 years to 986, one of the Three Brothers who Divided the World -- he received Yelm's Portion, the Empire. Drowned (quenched) by the Sweet Sea aged 43.

**SASSAN**

Son of Sassacar and a Dara Happan cousin; born in 961, accession aged 26 in 987, reigned 16 years to 1002, killed fighting EWF in Dragon Pass, aged 41.

**SASSANDAR**

Son of Sassan and a Dara Happan cousin; born in 977, accession aged 26 in 1003, reigned 17 years to 1019, died suddenly (of a surfeit??).

**MASSACAR**

Son of Sassandar and a Saird cousin born in 993, accession aged 27 in 1020, reigned 24 years to 1043, lived to see the end of the EWF, but was murdered, aged 50, at the start of the erNear revolt in Arir.

**MASSANDAR**

Son of Massacar and a Dara Happan cousin born in 1012, accession aged 32 in 1044, reigned 13 years to 1056, first of the Three Generations of War, died fighting Alkoth aged 44.

**KADASH THE FALSE**

Usurper, reigned 5 years, 1057 to 1061 killed in civil war against Massantar.

**MASSANTAR**

Son of Massandar and a Carmanian lady born in 1037, accession aged 25 in 1062, reigned 20 years to 1081, second of the Three Generations of War, killed in battle aged 49.

**HARAN THE GREAT**

Son of Massantar and a Carmanian lady born in 1062, accession aged 20 in 1082, reigned 39 years to 1120, last of the Three Generations of War, hero of the Alkothiad, killed beneath a Dragon in the Dragonkill War aged 58.

**CARESHTAN**

Son of Haran and a Carmanian lady born in 1082, accession aged 39 in 1121, reigned 18 years to 1138, weak; usurped horribly by Shahtavar and thrown to the bulls aged 56.

**SHAHTAVAR, BULL-CHAMPION**

Usurper from Vangstal, son of an Esos priestess born in 1102, accession aged 37 in 1139, reigned 13 years to 1151, died rent in twain by a lion while hunting, aged 49.

**TAVARMAS**

Son of Shahtavar and an Esos priestess born in 1122, accession aged 30 in 1152, reigned 7 years to 1158, killed in battle against Dara Happa aged 56.

**TAVARSTIN, VICTORY'S HERALD**

Son of Shahtavar and an Esos priestess, brother of Tavarmas. Born in 1125, accession aged 34 in 1159, reigned 9 years to 1167, a truly noble ruler, killed on the Carmanian March (per plan) aged 42.

**CARTAVAR THE CONQUEROR**

Son of Tavarmas and a Carmanian noblewoman born in 1142, accession aged 26 in 1168, reigned 25 years to 1192, conquered Yuthuppa and Raibanth, died aged 50 in a fall from his horse.

**BISOSHAN**

Son of Cartavar from the harem born in 1162, accession aged 31 in 1193, reigned 15 years to 1207, died aged 45 after straining himself in the harem.

**BISODAKAR**

Son of Bisoshan from the harem born in 1182, accession aged 26 in 1208, reigned 26 years to 1233, ordered the early expeditions against the New Moon heretics of Rinliddi, retired to become a magus aged 51, after witnessing the Battle of Chaos.

**YANISTAR THE LAST**

Son of (24) from the harem born in 1202, accession aged 32 in 1234, reigned 12 years to 1245, killed aged 43 at the Battle of Four Arrows of Light (*Shah-maat*).

**TWO BEFORE MANY**

This is an essay on Carmanian poetry which lists their Shahs. It seems to analyze the Thuvasis List.

**EMPERORS DESCRIBED WITH CHANTING STYLE**

1. Carmanos the Lawbringer
2. Surandar the Warleader
3. Carshandar the Peacemaker

**EMPERORS DESCRIBED WITH THE FOLK TALE PROSE**

4. Asacar the Black
5. Carmandar the White
6. Ammas the Black
7. Saman the Lion
11. Sassan
12. Sassandar
13. Massacar
17. Haran the Great

**EMPERORS DESCRIBED IN ALIJIYAHIC (CARMANIAN HEROIC) STYLE**

- These are the so-called Lion Shahs
7. Saman the Lion
  8. Samandar
  9. Nadar the Avenger
  10. Sassacar, The First Padishah

**EARLY RUNES**

A	✱ ↓ ୱ	O	✱ ୱ ୪
B	ୱ ୱ ୱ ୱ ୱ	P	✱ ✱ ✱
D	⊖ ⊖ ⊖ ⊖ ⊖ ⊖ ⊖	Q	ୱ
E	⊖ ↓ ୱ ୱ	R	ୱ
F	⊖	S	ୱ ୱ
G	⊖ ୱ ୱ ୱ ↑	T	ୱ
H	ୱ	U	ୱ ୱ ୱ
I	ୱ	V	ୱ ୱ ୱ
J	ୱ	W	✱
K	ୱ ୱ ୱ	Y	⊖ ⊖ ✱
L	⊖ ⊖	Z	⊖
M	ୱ	Sh	⊖
N	⊖ ୱ ୱ	Th	ୱ

11. Sassan
12. Sassandar
13. Massacar

**EMPERORS DESCRIBED IN VAHANDIAC (CARMANIAN WARLORD) STYLE**

14. Massandar
15. Kadash the False
16. Massantar
17. Haran the Great

**EMPERORS DESCRIBED IN THE RASTANAFFIC (BULL SHAH) STYLE**

18. Careshtan the Weak
19. Shahtavar, Bull-Champion, first Bull Shah
20. Tavarmas
21. Ta59varstin, Victory's Herald
22. Cartavar the Conqueror

**EMPERORS DESCRIBED IN THE MOCKING DARAHAPPAN VICTIM STYLE**

23. Bisoshan
  24. Bisodakar
  25. Yanistar the Last
- Emperor described in the New Heroic style
25. Yanistar the Wise

## APPENDIX D. MISC. ART COMMENTS

Art, except original art, is intended to be evocative of analogous Gloranthan subjects and styles, and is not necessarily identical to Gloranthan originals.

### Page Subject

- Cover Yelm the Emperor, as portrayed on the Gods Wall.
- 6 Yelm Entertains the Lords of Four Quarters. See text on page.
- 7 Ovosto.
- 8 Senshelsa\*, The Footstool of Yelm.
- 10 Bijiif, two sculptures. See text on page.
- 11 Kazkurtum. See text on page.
- 12 Jenarong the Charioteer
- 13 Jenarong the Charioteer
- 17 Dara Happan Art. See text on page.
- 18 Khordavu
- 21 Dara Happan Troops
- 22 Aniresty Attacks Kasda. Frieze, circa 111,425, found in ruins in Delela (Raios)
- 24 Nysalor. Sculpture from Darleep, c. 112,600
- 27 Emperor Anirinelm, crushing the Lion of Enestool.
- 29 ?
- 33 Emperor Denesiod, from a contemporary frieze in Raibanth, circa 111,700.
- 34 Enthronement of ?.
- 35 Emperor Elmexdros.
- 37 Antirius, Protector of Emperors.
- 38 The (New) Blue Dragon.
- 39 The Dragon Emperor riding upon the Golden Dragon. Temple wall frieze, c. 111,950, in Desjotos (Vanch/Saird)
- 41 Karvanyar slays the Dragon. Palace wall frieze, circa 111,950, ruins in Kostaddi.
- 43 Dara Happan Soldiers
- 44 ?
- 45 Dara Happan Soldiers
- 47 Daxdarius, the Carmanian War God. Statue in Uthenos, statue circa 112,200
- 49 Idovanus, the "Carmanian Sun God." As considered by the Dara Happans, but Pelandans consider him to be the Chief of Council.
- 51 Emperor Yelmgatha. Sculpture the Yelm Temple, Raibanth, c. 112,245. He is shown as an incarnation of Yelm.

- 53 The Red Emperor. Similarities to Page 51 are obvious and intentional, to convey the continuation of the imperial line.
- 55 ? Sheng?
- 56 Doskalos and the Red Goddess. See text there.
- 58 The Egi. See text there.
- 59 Takenegi, Emperor of Healing, showing the Resurrection of Hularius. Pottery design, Yuthuppa, c. 112,330
- 61 Selerian Proxy. See text.
- 62 The War Against Sheng Seleris. Fresco in Jillaro (Sylila), circa 112,550. On the left we see the Red Emperor (un-helmeted) and the Conquering Daughter preparing troops from Jillaro, while the Lord of Sylila rallies his troops who rush off to battle.
- 63 The War Against Sheng Seleris, continued. We see the Red Emperor receiving emissaries from Carmania, while in the back Sheng Seleris escapes with the help of the crippled man. On the right, Aronius Jaranthir reviews his army, which tramples upon the bodies of their foes.
- 64 The Red Emperor and Aronius Jaranthir play ouranekki. Pottery painting, Kitor, circa 112,550. See text.
- 66 Emperor Magnificus. Contemporary coin portrait, circa 112,500
- 68 Resturnus defends the Bridge. Decorative shield boss, circa 112,550. This shows a famous scene of the war against Sheng Seleris.
- 83 Cylinder Seal from Anaxial dynasty era.
- 84 Cylinder Seal from Emperor Raibmesha
- 86 Statuary Collection from
- 90 Cylinder Seal from reign of Anirdavu
- 93 ?
- 95 Ganesatarus, the Bad God. Modern cave painting in Carmania.

Dara Happan (Lunar) Coin.

Art by Gene Day, copyright (c) 1975? by Chaosium Inc.

# APPENDIX E: DARA HAPPAN SACRED ALPHABET

Buserian gave humans the first alphabet to help mankind learn the measure of the heavens. The most common of these early runes are shown below. Since (at least) the reign of Jenarong his star clerks have used these older forms for their secret writings.

Esventheus made a simpler form of writing in order to record the wealth of the Emperor. He selected sounds which would each have meaning and teach the reader with its innate power. These are the Twentyseven Carvers, whose

mythical joinings were the utterances of the First Speaker, and record the first chapters in the Book of Life.

The mystical esoterica was not necessary for clerks to use the alphabet efficiently. This later form, with a few modifications, became the usual written alphabet in use in the time of Plentonius, scribe of Khordavu. It is sometimes called Khordavu's Alphabet.

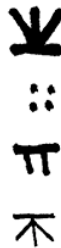
## IDENTIFIERS

### SUFFIXES



- a, Feminine Ending
- us, -as, Masculine Ending
- um Masculine Ending
- (silent) Masculine Ending

### PREFIXES<sup>1</sup>



- Immortal, deity, celestial being
- Supernatural being or animal, hero, saint
- Demon, malicious towards humans
- deity, terrestrial

## MISCELLANEOUS

### OBSERVATIONS ON ODD RUNES

Some sounds (and letters) are only rarely found in the Khordavu-era Dara Happan language. They seem to have been introduced to the from abroad. These include:



Quatanara, the troll goddess of the Blue Moon Plateau, associated with Mahaquata (Gods Wall IV-15), whose name is another of the rare usages of the letter.



Tholm, the hard Th, seems to have dropped out of usage in later times. The letter is also used very little, most Dara Happan Th's being soft. This rune was always associated with the bird god Tholm, even after his name was softened.



Ch(a) is the most alien letter. It is the only one which does not have a deity associated with it. In fact, it is used almost exclusively within words, such as in *Asartheba*.



Kh, the guttural, has no apparent precedents among sacred writings or wall memorials, and seems to have been introduced (perhaps by Plentonius) for the god Khor who is otherwise unknown outside of his relationship as protector of Khordavu's dynasty.

<sup>1</sup> prefix use was sporadic

**SACRED ALPHABET**

Sign	Sound(number)	Carver
Y	Z(1)	⚡Y↓Δ+V!V∞H
+	T(2)	⚡+V∞↓#!↓+H
X	U(3)	⚡X⊞V∞#⊞
∞	R(4)	⚡∞↓∞V!∞V↑Γ
⊞	L(5)	⚡⊞W⊞∞#⊞Γ
∞	Th(6)	⚡∞#⊞⊞
∞	F(7)	⚡∞↓⊞HWA∞V+H
X	P(8)	⚡X∞V⊞⊞
#	I(9)	⚡#!⊞↓∞∞↓⊞⊞
V	E(10)	⚡V∞WV∞#!H
⊞	M	⚡⊞⊞X∞V∞↓∞Y∞∞H
H	S	⚡H∞V⊞∞V!⊞
W	O	⚡H⊞#∞⊞
↓	A	::↓!↓∞H#↓⊞Γ

↓	H	::↓V∞XH+↓!⊞
↑	G <sup>1</sup>	::↑V∞V!⊞V∞WΓ
!	N	::!↓∞WV∞#⊞
⊞	D	⚡⊞V∞∞W+∞↓⊞H
∞	Sh	⚡∞↓∞↑↓∞Γ
Y	J <sup>2</sup>	⚡Y↓Y↓∞↓∞Γ
∞	Qu	⚡∞∞↓+↓!↓∞⊞
*	W	⚡*↓⊞#!⊞H
∞	B	⚡∞∞↓∞W∞↓⊞
∞	K	⚡∞∞↓∞↑Y↓!+Γ
∞	V	::∞↓!+VH+H
∞	Kh <sup>3</sup>	⚡∞∞W∞Γ
∞	Y	⚡∞∞V⊞⊞Γ
∞	Th <sup>4</sup>	::∞W⊞⊞Γ
∞	Ch(a)	(none)

**FOOTNOTES:**

- 1 Hard G, like Greg
- 2 Also a soft G, as in George
- 3 Guttural Kh, as in German Ach
- 4 Hard th, as in the

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## 3001 — KING OF SARTAR

King of Sartar is a compilation of myths, stories and colorful background for the Hero Wars. It consists of a series of Gloranthan documents including: the Annotated Argrath's Saga, The Zin Letters, Orlanthe Mythology, The Composite History of Dragon Pass, The Argrath Book (documents about the Lightbringers Quest), the EWF, and Jalk's Book (Data on the Colymar Tribe, Boldhome, and the Grazers).

## 3002 — THE GLORIOUS REASCENT OF YELM

The Glorious Reascent of Yelm is the foundation document for modern Dara Happa, written in the Dara Happan year of 111,221 (221 S.T.) to commemorate the accession of Khordavu the Exalted. It sets forth the basic mythology of Yelm and his pantheon from the beginning of Time, through the Great Darkness of the Kazkurtum, to the return of Antirius and Yelm. It also includes The Perfect Sky and The Gods Wall, two important sources for information on the deities of the Dara Happan Pantheon. Updated in 2007 with corrections and revisions, including the Index.

## 3003 — THE FORTUNATE SUCCESSION

The Fortunate Succession is an early draft of the "Official Lunar Imperial List of Emperors." Each of the 77 Emperors of Dara Happa are named, each with some generalized dates for their rule and notes about their reign. They are divided by dynasties. It also includes an additional longer section on Moonson, Takenegi, the reigning and ruling Glorious Red Emperor.

## 3004 — THE ENTEKOSIAD

The Entekosiad is a collection of stories told by a person who went seeking Entekos, the Pelandan goddess of the atmosphere who rains blessings down upon mortals. Valare Addi was the seeker, who mistook her goddess Teelo Estara to be the same as Entekos. She lost her life seeking the truth, but with the help of the goddess she returned from death and became a famous Lunar Saint. She is the discoverer of Chronoportation, an important Lunar secret of the Hero Wars.

## 3005 — MISSING LANDS

Missing Lands contains information on the oceans and seas, the continent of Pamaltela, and the many islands outside of Genertela. These are sections once intended for the RuneQuest supplement *Genertela, Crucible of the Hero Wars* to be published by Avalon Hill publications but were cut out due to size limitations.

## 3006 — REVEALED MYTHOLOGIES

Revealed Mythologies details the mythologies of the Malkioni (westerners), Vithelans (Easterners), and Doraddi (Pamaltelans) of Glorantha, which previously have been obscured by the mythology

of Central Genertela. Each section of the book provides the core mythologies of these powerful and important cultures, accompanied by Godtime maps from the culture's point of view. Each mythology is also accompanied by a glossary of the culture's important divinities, places, events, and philosophies.

## 3007 — ARCANE LORE

Arcane Lore reveals a vast treasure trove about Heroquesting. Collected from almost 30 years of questing, this book explores the philosophy, mechanics, and practice of Heroquesting from a multitude of viewpoints and angles. Although much of the material was written for the old RuneQuest game, and other parts were used in the development of Hero Wars and HeroQuest, all of it is useful in understanding heroquesting and developing your own Heroquests.

## 3008 — THE MIDDLE SEA EMPIRE

The Middle Sea Empire is a Second Age book detailing the empire of the Godlearners, from its humble beginnings to its epic destruction. A detailed history, King's list and many geographical descriptions provide a wealth of gamable material. The Jrusteli tapped great powers through their Heroquesting as shown on the timeline included. Malkionism, from before Time, at The Dawn, and through the Second and Third Ages is shown through its many historical transitions.

## 3009 — HISTORY OF THE HEORTLING PEOPLES

This compilation on the Heortling people covers their history and society from the Dawn Age all the way through to the Hero Wars at the end of Third Age, including timelines, supporting maps, king lists, and numerous significant events that shaped and impacted the Heortlings. Many famous individuals, such as Lokamayadon, Harmast, Ingolf Dragonfriend, Belintar, Sartar, and Arkat are all detailed. Locations, Armies, Empires, Myths, and Events of Interest are all on offer. This is the definitive Heortling resource for Gloranthan scholars and RuneQuest and HeroQuest players.

## 3010 — ESROLIA:

### LAND OF TEN THOUSAND GODDESSES

*Esrolia, the Land of Ten Thousand Goddesses* is the compilation of Greg Stafford and Jeff Richard's notes and thoughts concerning the great land of Esrolia. It is divided into four parts: *Esrolia*, Grainland is the first. This contains some general information about the land and peoples. *Life Begins at Ezel* focuses in on the sacred center of Esrolia, Ezel, where the world was born and reborn. *The Great City* is the largest portion, with maps, histories and information about Nochet, the greatest city in Esrolia, Kethaela and all the surrounding territories. *Other Esrolian Matters* has notes on other places, institutions and legends of the land.

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