

Medieval Chaos Lore Book

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Note for New Players

Welcome to the amazing world of Medieval Chaos within this book is over 15 years of game history. We know there is a lot of information here and you may feel overwhelmed. Some material is more important to new players, and we will point those out for you. Once you have read over the basics you will have a good understanding of what is going on in the world and where to go next. Knowing everything or even some of this book is not required by any means. Players who have been in the game for years do not know much of the lore and history and that is fine. Medieval chaos is a game for everyone and not everyone needs to know everything. You can have a remarkably successful career at MC just by grabbing a sword and killing the orc. Maybe you want to know why your killing that orc, but maybe not. It's up to you, to create your story.

Lore entries suggested for new players

[The heroes Spark](#) (To understand what it means to be a hero), [The Pantheon](#) (To find a faith that suits your character), [The High and noble kingdoms](#) (Maybe your character is from here), [Age of characters](#) (To figure out how old you might be) and [The Races](#) (For whatever race you plan on playing.)

Other Mc Resources

MC Rulebook- If you want to play the game

MC Game Masters Guide-If you want to run mission or create arcs

MC Game of Realms Book-If you want to create or run a Kingdom

Using This book

There is a lot of information here, some of it would be considered common knowledge and some of it would be considered rare information. If your character has been in the game for a long time, there is a good chance you will know a fair bit of this information. If your character is new to the game, they might know some. Characters that are scholars or "old" may know more but not everything. Your character just can't "know" everything regardless of your backstory. So, pick and choose what you would know based on where your character grew up and what profession they chose.

Missing Something?

Have you noticed something we are missing? Let us know and we can start collecting information. Please be polite about bringing stuff forward, we are doing this for fun.

Creating and Adding new lore

There are near infinite worlds and planes in the work of Medieval Chaos. Some players wish to be from a world or plane of their own creation. Some people want to create some evil bad guy and who seeks to destroy the world as we know it. To all of this we say, AWESOME. We invite everyone to be creative and encourage people to add to our game and we will try and accommodate the best we can. There are however some guidelines we ask you to take into consideration.

You must follow the game rules like everyone else.

1) So saying you are a god from your own world is fine but you will start off as a commoner just like everyone else. (See MC Rule Book)

2) You are the Queen of your own kingdom awesome, please follow the rules for creating your own kingdom. (See MC Game of realms Book)

3) You want to create some big bad or a reoccurring NPC. (See MC Game Masters Guide)

4) Want to add to or create some lore (Speak to the Lore Marshal or Storyline Officer)

It is not that we are saying no. It is just we need to make sure what you're wanting to add meets three criteria. First does it fit with in the lore of MC. Secondly does it follow the rules. Finally does this better the game as a whole.

Ages of Characters

Ages of Characters in Medieval Chaos can range widely and it's up to the player to decide the age of their character. There are however some things to take into consideration when deciding your characters age. First the world in which MC takes place was decimated at the start of our calendar, 0 AN (ANNO NEB). So, there are no characters from our world that existed before this. If your character is older than 5000 years your character must be from another plane or world. That traveled to our world at some point. If you are 10000 years or older you will be considered an NPC as your age has made you so ancient, you either must be some sort of God or other powerful being. If your character is 3000 years or older your character should have some sort of mental derangement. What it is and how severe it is, is up to the player. Severe Apathy is the most common, you have seen so much death you have become disconnected and uncaring. Being old does not mean your character gets to know everything. People can barely remember what happened to them 5 years ago let alone 2000 years ago, so keep that in mind. Also, no character has an identical memory and if you did you would go crazy after 1000 years. Choose an age that makes sense for your character and your race. Races ages are in the Races section of this book. Do not choose a high age just so you can go around saying your older and wiser than others. Especially do not choose a high age just so you can say you know everything. Stay humble.

Timeline

Being updated and Revised

Summary of Years

5322

5321

5320

5319

5318

5317

5316

Northbrook

With so many of the Wretched Court having fallen to the blades of Dagger Deep, and the disappearance of Revenous, Northbrook's leaders seek to fill their ranks once more. And after opening a portal to the infernal realm they use its power to turn a chosen few of the heroes of the Deep into demons.

A new breed of Wretched Court:

Castalia of Ilodia

And Xander of Ilodia

The people of the Deep successfully slay two more members of the Wretched Court, Angnathor and Serathos.

King Willimarius was quick to act, flying into the heart of Northbrook to save who he can.

After escaping with Mathuin and capturing the deathlord Zerek, the King returned to Helm's Deep.

After a conversation he releases Zerek in an attempt to show mercy. King Willimarius cut the demon Revenant from Mathuin's body.

Zerek returns to Northbrook, unwilling to leave his men behind. He decides to set his sights on slaying the gods. And for that he must craft a weapon capable of such a task.

But first he sets forth a force to resurrect their fallen Cardinal. Together with the demon Xander and with the cardinal by his side they set their plan for a god-slaying weapon in motion.

They capture the fae Bronze Johnson and use his book of alchemy to forge a sword capable of killing even a god. Zerek binds the weapon to himself. But in the process another of the Wretched Court falls. The demon Drothma is defeated by the heroes of the Deep

His new weapon in hand, Zerek sets his sights on the heavens. It is both his salvation and his curse.

News of the upcoming invasion against Northbrook prompts them to prepare for the coming clash.

Sisters: Abridged

In Mystraa's absence her siblings have been running amok. Gnimh practiced exerting her control over the therianthropes, although her hold is tenuous. Did the abyss weaken her in some way? With a forced induction into the Yak, a blatant murder in the middle of town, and a goblin death toll that continues to climb perhaps she is putting on a good show.

Shaar meanwhile seems to keep her cards close to her chest. Does she purely want power? Does she want control over her Sisters? Why are some of the PCs oddly sympathetic to her cause?

Bael'birith sacrificed himself as champion in order to secure his Umbra Queen a permanent foothold in a seat of power. She holds the dark side of Mount Shadowvale, and now it is up to Gnimh and Mystraa to make the next move in this strange game of sisterly chess.

The Sisters 5316: The Road So Far

Gnimh came with good intentions- help the town to murder some goblins, and meet the new therianthropes. It didn't end well, the town turned on her pretty harshly.

Shaar brought her Calendarum to see the lands of Dagger Deep; she is searching for pieces of a mirror that will reflect any spell cast at it.

The town was a lot more receptive to the Umbra Queen, however she also managed to spread some lies and her thorns now have taken root amongst some of the denizens of Dagger Deep.

Gnimh was interested in seeing the magical games that had been brought to Dagger Deep. She wishes to swell the ranks of the Yak with competent new casters.

The sisters finally crossed paths, after many centuries.

Gnimh aided Dagger Deep against Sakacuron's Black Orks. Shaar observed from the shadows.

She was able to spread further lies and cement her relationship with her select townsfolk.

Throughout these four missions a curious man dressed in blue has been seen roaming about. He is known as "The Artificer".

He has made many items for The Yak, for Sakacuron, and others over the years. Both of the Sisters are seeking him out...

Goblins hit Dagger Deep, corrupting portals as a direct strike against Gnimh.

The town believes that these goblins were under Shaar's direct influence, yet they were not.

The goblins corruption of the portals has increased the effort that it takes casters to regain their mana. More importantly it has pissed Gnimh off because goblins touched her beloved portals.

The denizens of Dagger Deep worked hard together to realign the portals. A few may have turned to unsavoury allies in order to obtain help, unfortunately those people were spurned and the Deep learned that standing together against the darkness is better than embracing... Or did they?

The Maw came to Dagger Deep trying to stand against Gnimh's domination over the therianthropes. The Maw are ancient therianthropes that split from Silverfang's bloodline long ago, and they implored the Deep for help. Ultimately their plans were for naught, and they escaped back to the astral plane still unable to break Gnimh's control.

Rumours that Helm's Deep is building a cache of Shadowvale quartz abound. Worse still is the rumour that Artemis and Gnimh joined together to commence a litch ritual. Was it secretly a Yak induction performed under cover of darkness?

Gnimh has found her weapon against Sakacuron, and her sisters. Will the Deep be prepared to see a familiar face striking out against them? Will it fuel their anger further?

Shaar may have lost a general with Bael'birith's sacrifice but she gained herself a permanent and shadowy foothold with his gift. Shaar now has the dark side of Shadowvale as her second home.

Sakacuron

It's been a quiet year for our Dark Lord, confronting Gnimh at her tree resulted in little more than some minor destruction. Sakacuron maintains the lock on the Hub of Delwin.

After gaining a handful of player agents from the denizens of Dagger Deep, Sakacuron appeared in order to defeat L'Xhelts and steal back his wife, Lillian. Sakacuron has spent much time in the fire portal crafting a new realm, moving toward an end game of completing a prophecy.

The Abyss – Arrakis Descending

At the start of the spring, the island of Arrakis was pulled into the Abyss by Lxhelts, and was now an unclaimed domain there. It was planned for a while with all the blackened sites around Dagger Deep and the island, where abyssal shards were planted/seeded. The plan was to bring a piece of the material plane to the Abyss as a new domain with Lxhelts in control. Lxhelts used something called an Engine to make the ritual work. The Cheeba priest was a high-ranking servant of a good deity, and her death/Soul Rip was part of the ritual.

A demon named Surgat, "He who opens all locks", an unwilling servant/slave of Lxhelts, made the Engine and opened the gate to the Abyss. The changes that happened were not planned or expected by Lxhelts

Lxhelts went to Helm's Deep to 'take his throne' after the ritual was done. But the forces there fought back and held the city walls. Probably because the heroes were successful in foiling Lxhelts' plans in Dagger Deep last year, Lxhelts was not in control of this new Abyssal domain. The people could fight back, and other demons could come in. So, most of Lxhelts' army was positioned around

the border of the island/domain, holding back other demonic forces trying to come in and claim the new territory. Lhxelts returned to Dagger Deep to establish his dominance over the 'mystical' center of the island/domain. If Lhxelts could dominate the Deep now, he believed he could dominate the island/Abyssal domain.

Lhxelts tried attacking and taking over the Village, and failed thanks to the defence of the heroes. Deals were arranged with the rogue demon unit led by Kaa, champion of the Abyssal Mother, in order to secure an alliance to get home.

Surgat, the creator of the Engine, appeared and provided more information about what was going on, and what the heroes could do to get back home. When questioned about his motivations, he was straightforward and said it was a matter of vengeance against an upstart demon with delusions of grandeur. He was helping the heroes because they were on the same path: the return of the island. The heroes learned about the Abyssal ritual and the Engine that brought the island down. They also learned they had a time limit: after 4 weeks the transition of the island to the Abyss would be complete. They learned about the 10 pieces of the Engine and how Lhxelts thought he could spread the pieces around the Deep in an attempt to solidify Lhxelts' presence, since the heroes foiled his plans of physical domination the previous week.

Surgat suggested the people can send out groups to hit multiple Abyssal targets and get enemy intelligence of where the powerful Abyssal servants will be manifesting with the pieces. The heroes hunted down, and were hunted in return, but they managed to find coded messages in Abyssal script. The messages were garbled, even when translated to Common, but Surgat was able to decode them while the village withstood another Abyssal attack.

One Engine piece was grabbed early by an opportunistic rogue who double-throat-slit an ettin. Inspired by his success, the heroes went forth with renewed vigour. With the decoded info in hand, the heroes were in place when the Abyssal Chosen appeared, killed them, and recovered two more pieces. After another attack on the town, where the Abyssals tried to recover what they lost, the heroes found one more Engine piece.

With 4 of the 10 pieces in hand, the heroes made good headway. In a bold move, the Steward assigned the pieces to the Ilodians, surmising that mages were the best keepers for magical things. It was discovered that the Engine pieces bonded to an individual, and once bonded could only be passed only to another when voluntarily given.

Surgat appeared again and informed the heroes that 4 more pieces of the Engine were around. Unfortunately, this time they pieces were always moving and Surgat did not know their locations. Lhxelts had adapted and did not want the pieces in one place, but still believed their presence at the Deep would aid his 'domination' of the place.

In an ambush, the previously captured wife of Sakacuron, Lillian, was re-taken by the Abyssal forces led by the Abyssal Caster Tenal. The Abyssals had been searching high and low for her since Lillian was secretly taken by a few heroes in early winter.

With the knowledge the pieces were out there somewhere, the heroes mostly organized themselves and ventured forth. The Abyssal forces had goals of their own, and tried to locate their missing pieces, to varied degrees of success. The Abyssals were also growing bolder, as the transition to the Abyss became stronger, so did their regeneration.

As night fell, it became clear that the heroes were successful once more, as all 4 new pieces were found. However, a threat from within emerged, as politics and infighting led to paranoia and accusations of blackmail, intimidation and selfishness. Truly the Abyss was having a negative effect on our heroes.

During one of the late night debates, Surgat revealed that even if the Engine was incomplete, it was still possible to “improvise”. He could draw on a willing sacrifice to empower the Engine, should that be required. The consequences of such an act were unknown, though.

The pieces were scattered and hidden among the factions. Would they be reunited?

With only 2 Engine pieces remaining to be found, but time slipping away, and Surgat’s warning that Lhxelts himself was around again, the heroes were on edge. A tense town meeting re-established order, and all the pieces already in the heroes hands were accounted for.

Lhxelts had lured in an Abyssal Beholder past his forces holding the island border. Lhxelts had heard about the terror that struck the village after the false beholder's antics and wanted any edge he could get.

Abyssal forces rushed the village early on, desperate to get the Engine pieces back. They kidnapped known heroes with pieces if they could, or anyone else for torture and info. The heroes split into groups again to go rescue their allies and get info on where the last 2 pieces were. After a series of fights, the heroes learned that Lhxelts himself had the final pieces and was massing a large force to strike the town. Fortifying the walls, the heroes watched as the Abyssal force arrived, with Lhxelts and Lillian in the lead.

In a surprise twist, Sakacuron himself appeared between the village and the Abyssal forces. Tenal, the Abyssal Caster, revealed some of his past by recognizing Sakacuron. Tenal stated that although he was once Sakacuron's apprentice, and the Das'Velesh that haunted Dagger Deep two years ago while corrupting the Life Portal and Woodhenge, he was now a powerful servant of Lhxelts, and immortal in the Abyss after helping bring down the island. Sakacuron cared nothing for that, and casually Soul Ripped Tenal.

Lhxelts charged Sakacuron, who easily bested the demon, and stripped some of his power. Calling his wife Lillian to his side, Sakacuron removed some corruption in the form of an Engine piece and tossed the piece aside. Together again, they left Lhxelts in a rage.

The Abyssal forces charged the village then, and while the heroes valiantly held off the enemy for longer than anticipated, they were eventually overwhelmed and retreated to Rowanoak. Lhxelts was satisfied with leaving survivors alive, as he wanted an audience to gloat over. Sitting on the royal throne, Lhxelts thought he was finally in control of the Deep, and thus the island. He was mistaken.

The heroes rallied again and pushed back the Abyssals. The Steward challenged Lhxelts one on one, and almost bested him until he was set on fire. Surgat appeared, and though the heroes had 9 pieces, Surgat could not activate the Engine until Lhxelts was destroyed. In a final charge, a mob of heroes jumped Lhxelts and pounded him into the ground. The last piece was inside Lhxelts himself. With all 10 pieces in hand, the heroes of Dagger Deep rebuilt the Engine, and Surgat opened the Gate, bringing the island home.

Ankh Storyline

Anarchy and peace. Terror and bliss. Prosperity and poverty.

Within the walls of Ankh the metropolis is torn by political intrigue and contradicting powers. Sealed by edict of Archbishop Magdylaene Dysart and a joint committee of Loyalist Senators headed by Havelock Vetinary and Senator Logain; the Helmite Theocratic Empire strains to contain the civil war that ravages within the borders of the City-State of Ankh. Amongst the factions rivalling for control of Ankh, the Arcane University holds its cards close to its chest, while paramilitary and military forces wage war on behalf of the Loyalist and corrupt power-hungry Anarchists amongst the streets of Ankh. The Loyalist faction seeks to uphold the Republic, formed by Shabre D'Antoine less than a decade ago, while the Anarchic faction seeks to exploit all weaknesses inherent in the Senate to amass personal power.

Twice despite the Edict of 5316, news of Ankh has spilled beyond its borders to Dagger Deep. First, in the form of a letter carrier who was killed before he could distribute his letters and the looted letters were destroyed. And second, during the eighth month of this year, a party of Ankhadian knights, mistaken by the denizens of Dagger Deep to be deserters, secreted away a portion of Ankh's treasury at the behest of certain Loyalist Senators. The diplomatic error was discovered and

the Ankhadian knights were given safe passage, it seems that the Denizens of the Deep wish to see the civil turmoil within Ankh ceased.

Rumours abound concerning the state of the metropolis and the citizens of Ankh, but as the city remains sealed and the illegal letters were destroyed, no concrete information can be ascertained.

Faerie Storyline

Arcadia is still in "Turmoil" as the Queens adjusted the court system from 2 to 5. The courts have split into smaller groups some wanting to go with the Seelie Queen while the others want the Unseelie Queen. The Summer Court leads with "points" and is leaning towards the White Queen but elements behind the veil have different ideas. A prince of the Summer court has made several visits to Dagger deep and changed several peoples Races. The other courts have been doing their own things but have heard the tales of Dagger Deep and will be making their way there soon.

Summoners Three cloaked men in purple and green robes stand across a small table. "Report, how did the experiments perform in Test 47-6B?" "It went well; the subjects worked well, especially the vines with the human blood. The mushrooms need some more work. There was a sudden mutation causing uncontrollable results." "What will you need to correct it?" "50 humans for testing and 40 other specimens on this list, for flesh crafting." "Done. What about the next batch of subjects?" "They are ready for testing." "Good then we move to Test 67-1A." In unison "WE ARE JUST BUT FLESH, THE FLESH CAN BE CRAFTED, OUR SOULS CAN BE SUMMONED, INTO THE HUSKS CRAFTED BY OUR HAND, OUR HANDS ARE GUIDED BY THE GREAT SUMMONER. THE ONE THAT CREATED ALL."

5315

Abyssal (Lhxelts / Yog'So'Thoth) Arc

(June 6/13, July 4, Sept 5/12, Oct 24)

At the beginning of the season, Abyssal forces were already fighting mainland kingdoms. Abyssal forces attempted to make a large Abyssal rune out of dead bodies to summon something to Dagger Deep. They were almost successful, but heroes broke the rune near the end of the ritual.

Later, Yog'So'Thoth/Lhxelts arrived at Dagger Deep, and also conducted rituals at certain points around the Deep to imbue something into the earth. Accompanying him was Lillian, the (cursed) wife of Zacariah (Sakacuron). How she overcame Gnimh's curse remains a mystery, but Lillian claims to be a loyal consort of Lhxelts.

In early September, Abyssal forces seduced/hired the Black and Gold to be their mortal servants with promises of riches and titles. The Black and Gold attacks were distractions as a small team of Abyssal forces performed a series of rituals at specific points and ending with the Burn Pile. While the small team were successful at most of their sites, they did not pace themselves well and as night fell they were still trying to finish. As night approached they arranged a hasty final ritual at the Burn Pile. The final ritual failed as heroes discovered and stopped it. The Black and Gold were deemed partially successful due to distracting the heroes, but ultimately failed. Their leadership was kept, but the rank and file bandits were transformed into Abyssal creatures.

The next week, Abyssal leaders sent out another team as the previous sites had not been discovered nor cleansed by the Deep. They followed the footsteps of the previous group and either confirmed the latent power at each site, or re-did the ritual. The final ritual spot was moved to Woodhenge, the center of power. This group was successful in their mission and when the final ritual was complete, each site spawned Abyssal shards. A month later, when Lhxelts re-appeared to

harness those shards, his ritual sacrifice was again ultimately stopped at the very end by the heroes of the Deep.

Over the summer, Abyssal forces have been seen all along the coasts of the island. Not in the interior, though, just along the coasts. The locations they occupied were left scoured of life and blackened.

Northbrook Arc

(April 4/11, July 18, Aug 29, Oct 10)

The forces of Northbrook retreated initially, rallying their forces back within the controlled borders in northern Arrakis. Content with the devastation caused at The Burning of Dagger Deep, the leadership turned its attention inward.

With Bael'birith believed destroyed, dissent stirred among the Wretched Court. The Plan no longer was possible, the elite now ruled, but had no direction.

Revenus worked separately from the rest. He experimented with magic of the Gods in a way even liches avoided for fear of divine wrath. Under the guise of small incursions into Dagger Deep - ostensibly to keep the defenders weak and confused - Revenus directed his forces to gather samples, test ritual sites, and document the limits and behavior of divine magic. Many months this game was played. The inhabitants of Dagger Deep were allowed to believe that the scourge of the north was being held at bay, all the while Revenus and the Wretched Court collected information and slowly, patiently, set the trap.

As summer waned, the trap was sprung. Using the blood of several prominent divine magi, Revenus sparked an infernal blaze; a wildfire of magic that raged and burned and destroyed throughout "The Void". Its fuel? The magic of the gods, as it poured from one plane to another it fueled this inferno, providing a new source of power and energy for the Wretched Court.

Since that day, it's unclear exactly what Northbrook is planning. Patrols have been seen entering into Uberland. Spies report that members of Hrogn's inner circle are stalked whenever they leave their lands.

Northbrook has suffered losses, most recently the destruction of yet another of Israfel's bodies. The last time Dagger Deep struck a lethal blow against Northbrook, its armies returned and burned have the village.

What will they do this time?

Sisters / Sakacuron Arc

(April 4, May 9, July 11, Aug 15, Oct 17)

Sakacuron has been gone, off this world, since the end of last year. With Lillian free, the Sisters gather for the first time in millennia. Mystraa, the second Sister, was revealed in early summer after being in disguise as the High Priestess of Mystraa. She slowly gathered followers and allies over the summer.

Gnimh, the first Sister, was released from her own curse, locked the Hub (making planar travel difficult) and is wandering the world right now. She has found her Silverfang and Therianthrope allies and is looking for more allies/servants. She appeared on August 15th to discover more about Lillian and why she has been released from her stasis without Sakacuron around.

Shaar, the third and forgotten Sister, finally appeared on Oct 17th. With Bael-birith as her general, she also looks for allies in her search for recognition.

Sakacuron remains off-world, but has reclaimed all his gifts and items from the disloyal. Some heroes who wore a Ring of Sakacuron were gone for a time as they were captured through the rings.

The Black Rose continued the work of Sakacuron in his absence, were pushed back by the Wild Ones, and ultimately temporarily dispersed once Gnimh returned.

Ankh Arc

(May 2, July 25, Sept 5/19)

The walled nation of Ankh, the seat of the Helmite Theocratic Empire, remains torn by civil war. Corrupted Senators, allied with a mysterious figure known only as the 'Financier', wage war against the self-righteous loyalist rebellion. The Rebel's fiery rhetoric speaks of bringing down the corruption at the heart of the senate, but the might of Ankh still lies in the senate's hands. With political maneuvering and dark intrigue an Ankhadian weapon has been unleashed by the rebellion and the interfering Black and Gold - the hidden secrets of the Psionics of this world.

But, within Ankh the Helmite Church still shines as a beacon of hope for a better future from beneath the looming shadow of the Arcane University.

5314

5313

5312

The Hordes of Azuk'turoth

Six Companions set forth with a single task, take a Golden Dragons egg to the wild elves that reside on the borderlands of Azuk'turoth. These six Travelers were led by the Oracle named Armagen and in the name of King Willumarius, they walked into hell for only 750 Daen. In the days that followed they fought countless Black Orcs and suffered countless injuries. After weeks of travel, they finally reached the elven realm, where they found the elves waiting for Armagen, anticipating the arrival of Willumarius' trade, The Golden Egg.

The Trade was made, the party was paid, and the travelers went on their way, all looked good for their quest, and all seemed complete. Yet, in a dark lit corner of the nights to follow one of the six companions dreamed of the profit that the golden egg would bring them, unaware of the vengeance of the elves, the chaos of Azuk'turoth and the war that was coming.

Mounted upon a swift-legged steed a rider bursts from the gates of helm's deep mighty walls. He carries a message to the people of Dagger Deep, Black Orcs were planning another invasion of Dagger Deep backed by the wild elves, in search of the lost Golden Egg.

A New Prince

For a thousand years Calthos reigned over the principdom of the Black Swamp, before Willumarius or Malkovai, before even Mortimer Methasuetha was born. Calthos was a lone prince of a

wasteland of Lycans and in this wasteland Calthos thrived. Silverfang was a name given to the strongest of the Silverfang Lycan Clan. The name dutifully carried by the acting chieftain until someone stronger took their place and thus became the new Silverfang. A chaotic clan of power hungry Lycans the Silverfang Clan had long since laid claim to the Black Swamp as their traditional hunting ground.

Calthos himself had slain 7 so-called "Silverfang " in his attempt to destroy the Silverfang clan and yet the clan remained. Calthos was overthrown by Prince Mizer and not a single Silverfang has fallen victim to the vampire horde since. Were-beasts of all forms make up the Silver Fang Clan and during the reign of Sakacuron in 5310 the clan was almost annihilated by the dark one's magic. But now two years later the clan has gained in numbers and is returning to the Black Swamp looking for new broodlings to add to their numbers. Silverfang intends to show the new vampire Prince Alucard von Carstein that he won't rule the black swamp for long, soon will be the time of the Lycans.

5311

Not much is remembered of this year, but those who do remember speak about a man named "Tim", Knights of "Ni". Rumors of slavers, Black Orcs and The Black Rose OH MY! The rest is lost to Time.

5310

The Eye of the Storm

The return of Sancho to Dagger deep in search of an important relic in the war against Sakacuron, the Statue of Lillian. Calthos returns looking for Mizer, war brews in the middle for the citizens of Dagger deep as they rid their lands of Sancho and his Pirates, as well as Calthos and his Shadow Goblins. In the end Sancho managed to escape and was unable to find the Statue he hunted for.

But this was not the last time the people would see Sancho again, after his last escape he still searched for the statue of Lillian, but rumors started to spread that he HAD found the statue and was rendezvous with Sakacuron along the riverside in the Black Swamp. With this knowledge the citizens thought up a plan to either capture the statue from Sancho before it was delivered or somehow keep the two evil foes from meeting. They managed to Capture half of the statue of Lillian which they hid in one of the Goddess Cheeba's Great Realms.

The people of Dagger Deep learned that day that Gods are stronger than Sakacuron, as Cheeba saved dagger deep from destruction, However the head of the statue of Lillian had been lost to Sakacuron and without this crucial piece the rest of the statue was useless. Rumors had begun to spread that black orc armies moved from the north around Uberland and were headed toward

Dagger Deep. Not much is remembered by the Citizen of Dagger Deep these days, most was lost to Time, but rumor is there are still citizens who know the story, you just need to find the right soul.

5309

The Capture of Magnamus

Artimus returns to the land of Dagger deep, capturing Magnamus Dwarfkin. The mage believed that Magnamus was going to bring back a creature powerful enough to kill Artimus. He wanted to rid the world of Magnamus before this creature could be brought. To do this the Powerful mage entered the lands of Hrogn cloaked in invisibility he taunted the people there, Hrogn rushed to aid the town being attacked distracting them long enough for Artemis to kidnap Magnamus. Many battles were had in the finding of Magnamus, ending at paradise end where the citizens of Dagger Deep and Artemis fight, releasing Magnamus Artemis flees into the woods near Galadriels.

The Full Moon

Silver Fang has returned to Dagger Deep, with vengeance from the year before when the town formed a vampire army and pushed the Silver Wolf Clan from Dagger Deep. The Lands that the keep was built on was once the hunting territory for the Silver Wolf Clan, then men arrived at the lands three years previous which brought armies of their loathed enemy the Vampires, Silverfang returns for the heads of Seth, Koyotto, Tamuli, Lord Rife and any other Vampire Supporters.

The Stone Master

A letter was sent out by a wizard calling himself the "Stone Master," It requested that Zaknafien and a party of no more than two meet him at Paladins Grove as this Stone Master had a gift to offer them. A gift that was to aid the people of Dagger Deep in the destruction of the Dark Lord Sakacuron. While this party was away The Knights of the Black Rose attacked the town, and they finally admit to the people of Dagger Deep that they personally hold the Hand of Sakacuron, which no one would take from them. The Knights were defeated but the Town noticed that the group that ventured to Paladins had not returned, the town then formed a party to find the group. When the group is found it is discovered that they were kidnapped by the "Stone Master " and traded to the Knights of the Black Rose for something valuable in Return.

Calthos Return

Far to long has Calthos been forgotten, that the Immortal returns to Dagger Deep, the people there wielding his Sword and the ring of his Fallen Wife, he returns Stronger than before to get what was taken from him, Silver fang and his Brethren wont let him take over the Black Swamp which is their territory, but this is not the only time Calthos is seen again, Unsuccessful in finding his items Calthos returns weeks later kidnapping and questioning towns folk on the location of his Items, Was he Successful?

5308

Stories of this year are lost to time

5307

Stories of this year are lost to time

5306

Stories of this year are lost to time

5305

Stories of this year are lost to time

The Pantheon

There are several gods in the world of Medieval Chaos, they range from Demi Gods to Elder Gods. The strongest of these gods form The Pantheon. These gods each have several aspects listed below their names. Even though the gods do have a lot of cross over between their aspects, this list shows who has dominance over those domains. Over time gods rise and fall. In the future some of these gods will fall into obscurity and others will rise to take their place.

Each god has a church with their own tenets. The gods do not have alignments and can be worshiped by anyone good or evil. Your god can be viewed as good and may usually act good but those with wicked hearts can still follow and worship them. Their view might be “twisted” compared to your own, but they are still doing their gods “work”. Cheeba is the god of balance, one might view this as an honorable fight between equally equipped people. Another might see it as there too many mouths to feed versus the amount food being grown in a hamlet. So, they must put them to death to bring balance. It’s all how you want to worship the god and interpret the tenets.

If you worship one god, they are considered your patron deity, and you would be a follower of that church. If you worship multiple gods, there should still be one god you hold in reverence above the others, and that would be considered your patron deity. The holy symbol that you would wear would be of your patron deity. If you worship all the gods or several gods equally or you are an atheist. You are then considered not to have a Patron Deity and not a member of any church.

Being an Atheist or Creating your own god

It is suggested that each character worships one or more gods as being an atheist in a world where gods have walked around is uncommon.

There are two reasons why players usually choose to either follow a god that they created or be an atheist. The main reason is lack of knowledge; they do not want to follow a god that they might be unfamiliar with. You do not want to be asked a question about your god and get it wrong. Worry not, everything you need to know about the gods is in this book. As new information arises it will be added into this book so churches history and lore can grow. But until then if its not in here do not feel like a fool if someone says something different, it can be regarded as legend, myth, or just a lie. It could also be how you want to worship the god. Your faith and interpretations are up to you

The second reason is poor interactions with either “the prophets” or leaders of the churches. “If your going to worship my god you have to listen and do to what I say.” These sorts of conversations will no longer be accepted as the prophets and leaders do not get to control the churches. They do not get to decide who gets to worship them. The position of Prophet is an IC position and is appointed by the members of the church to lead them. They do not how ever get to decide who can worship the god, or bar entrance to the church. If you want to be an evil worshipper and pray at your church, you can. You may receive IC backlash, however. Such as “your faith is flawed!” or “Begone Heretic” and even combat may occur. But “My god or my church, it is my way or get out” would be purely IC with no OOC enforcement. Prophets do not control the Church. Medieval Chaos owns the rights to churches and their

lore, but those who created the gods or brought them into the game will have large creative input. Those who pay money for and built holy grounds will still have control over the look of the church and the items they provide for the game. These items are considered to be a player's personal property and should be treated as such. No theft or damage will be tolerated.

Ways to work around some of the problems above would be so say things like "I am new to the church", "I only worship them lightly hence why I don't know that." "I worship (Insert god name) differently." "There are many ways of worship and this is how I do it." You never know, your way may take root and soon you might be leading the church.

The idea is to increase roleplay, if you see another character with your holy symbol you might start a conversation about it or go adventuring together. Likewise, if you see someone with a holy symbol of a god you or your church is at odds with it will stir up some roleplay.

If after all this you want to bring in your own god, please do. Create the lore, find followers, have fun with it and maybe one day your church will be in the pantheon. Medieval chaos does not want to restrict your creativity or your fun.

Gods and their Aspects

Ale

Music
Drinking
Story Telling

Solace

Light
The Sun
Fire
Resurrection

Chaos

Madness
Disease
Chaos
Change
War

Gilwell

Travel
Adventure
Chivalry
The Hunt

Cheebea

Strength
Wrath

Truth

Balance

Nocturna

Assassins
Moon

Darkness

Dreams

Night

Murder

Acetist

Sea
Sailing

Weather

Wind

Water

Ithus

Community
Conflict
Redemption
Pain

Helm

Protection
Honor
Law
Leadership

Forge/Apparatus

Artificing
Creation
Forge

Hylia

Life
Healing
Afterlife
Birth

Morrigan

Battle
Fate
Sovereignty
Divinity

Loki

Mischief
Freedom
Trickery

Mistra

Magic
Knowledge
Summons

Gaia

Agriculture
Animals
Nature
Earth

Phygrious

Commerce'
Luck
Greed
Wealth

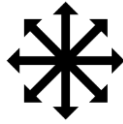
Holy symbols



Acetist: A wave



Ale: a tankard



Chaos: The Eight Points



Cheebea: Pentagram



Forge: hammer and/or Anvil



Gaia: a tree

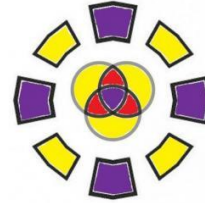
Gilwell: Axe in a log or just an axe



Helm: an eye



Hylia: red heart with golden trim



Ithus: This thing



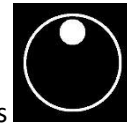
Loki: An interwoven serpent



Mistra: an open book



Morgan: Triple Spiral



Nocturna: Two circles



Phygriuos: a coin



Solace: the sun

Church Summaries

Acetist

Goddess of the sea and weather. There are two types of followers of Acetist. First is the Calm, they tend to be more carefree and usually go with the flow. Dealing with things as they come up and plan less ahead than others. Like wind and water, they ebb and flow around their surroundings. The second type of follower is the Tempest, the unrelenting force. Tidal waves, typhoons, tornados would be considered a pleasant change from the Tempest. There is an old saying hell have no fury as Acetist scorned. If you anger a follower of Acetist prepare for the fight of your life, as the calm person fades, and this demon comes forth with the full force that they can muster.

Followers of Acetist have a unique music that they listen to beyond the normal sea shanties sung on the decks of ships. The main concentration of Acetist followers is in Zegama. Where the white sands stretch from horizon to horizon. Sailors, pirates, raiders and vagabonds tend to be followers of Acetist. Sailors always give a prayer to Acetist for good winds and calm seas.

Holy Symbol is a cresting wave

Tenets

Go with the flow

Take life as it is given

Be the Tempest, the unrelenting force

Be the storm

Battle Cry: I am the wave; I am the storm

Common Saying: Tidings to you

Church Colours: Blues and whites

Current Church location: Near the River near the fire portal

Ale

God of Drinking, storytelling and music

Ale was once a man that became a god. Not too much is known how or why. He left a bar drunk and returned a god. Every bar or tavern has some sort of shrine to Ale. It is said to make the mead sweeter and the ale stronger. Many Bards call Ale their patron deity, a quick toast and drink to Ale before a performance removes stage fright and makes your words honey in the ears of any tavern's patrons. Many cities have yearly celebrations for Ale. Usually drinking contests and story competitions. The winner of the drinking contests is hailed as Ale's chosen.

Holy Symbol: a tankard

Tenets

Drink

Then Drink some more

Tell a story

Always do one more

Battle Cry: None

Common Saying: May the cup never run dry

Church Colours: Greens and Yellows

Current Church location: The Bar

Chaos

There are several aspects of the chaos god or gods. Are there many or is there just one. There are two ways to look at the gods of chaos. The common and generally more practiced way of them being darker or more evil gods and the more uncommon way of seeing them as benevolent deities.

The Normal Worship

The Blood god

The Chaos God of bloodlust, war, death, blood, honour in battle, and skulls. The Blood God favours close combat, abhorring wizards considering them to be gaining unfair advantages. The Blood God is also the god of courage and honor, but these trappings are often eventually discarded in favor of the primary goal of killing. While he blesses his followers by granting them strength and martial prowess, the blood God does not truly care who spills blood, so long as the blood continues to be spilled. His holy number is 8 and his main enemy god is Desire. Those who worship the blood God are mighty warriors seeking to earn his favor by slaying mighty beasts and murdering mass populations. His realm is described to be a Giant killing field with warriors constantly fighting and dying at his feet. His followers often use "blood for the blood god, skulls for the skull throne" as their battle cry.

Tenets

There is only war

There is only Blood

May the Fighting never stop

Battle Cry: Blood for the Blood God

Common Saying: None

Church Colours: Red

Changer of Ways

The Chaos God of change, fate, mutation, hope, and knowledge. The followers tend to be powerful sorcerers who prefer to channel the dark energies at a distance rather than get close to enemies. The master of Change is always scheming, his every action feeding into his great plots that only he can comprehend. The master of Change controls and manipulates the fates of all and weaves them intricately into his devious web of manipulation and hunger for power. His holy number is 9 and his main enemy god is the unclean one. Those who worship the master of Change are sorcerers and magicians hungry for knowledge and the pursuit of a greater understanding of the universe. His realm is described as a maze that constantly shifts and distorts, leading people to unimaginable levels of madness.

Tenets

There is no greater force than change

Battle Cry: None

Common Saying: Change is good

Church Colours: Blue

The Unclean one

the Chaos God of plague, despair, disease and death. The Unclean one is a warm and welcoming god who gifts his followers with poxes and boils, rashes and sores. His power comes from the inevitability of death and decay, and The Unclean one is often referred to as 'Grandfather', as entropy is the most ancient of forces, and he is the only one who cares for his followers. The Unclean one thrives in death and decay, growing more powerful as great plagues spread, and his servants seek only to spread disease. The Unclean one prides himself on the achievements of his followers, "gifting" them with hideous diseases while sheltering them from pain, and his followers rejoice in their blessings, shrugging off lethality and disfigurement in a state of rapturous undeath. People in sickness might pray to The Unclean one for relief, but rather than heal the sick, The Unclean one helps them endure their illness by removing their pain and misery, all the while exacerbating their physical degeneration. His holy number is 7 and his main enemy god is the master of Change. Those who worship The Unclean one are those suffering and wanting freedom from sickness and pain, unaware that they are rapidly becoming sicker, and yet feeling less pain. The Unclean one welcomes all who desire to worship him. His realm is described to be a massive rotting garden filled with death and decay.

Tenets

All the unworthy succumb to the rot

Pain is not of the flesh but the mind

Grandfather will take care of you

Battle Cry: None

Common Saying: Embrace and feel no pain

Church Colours: Green

Mistress/Master of Desire

the Chaos God of lust, pleasure, desire, and excess. Its followers seek only to indulge in whatever fleeting whims and desires they feel, and they tend to become graceful, beautiful warriors who harbor selfish, cruel souls. Its holy number is 6 and its main enemy is the blood god. Those who worship the God of desire are those who either wish to achieve the most popularity amongst their fellow peers or want the most ecstatic pleasure, pleasure beyond imaginable. Its realm is described to be a massive castle in the middle of seven circles, each representing one of the classical seven deadly sins. People cannot make it through without succumbing to some type of flaw.

Tenets

There is no such thing as excess
Fulfil your desires
You can find pleasure in all actions

Battle Cry: None

Common Saying: What do you desire

Church Colours: Purple

Benevolent Views

The chaos gods or god is usually confused as one which seeks chaos and destruction. This is far from the truth. It is the chaos that is created from the daily life which needs to be embraced or it will cause destruction. With out chaos, order would create stagnation and with out order, chaos will destroy everything. Either way it leads to nothing and with nothing neither Helm nor Chaos would survive. Even Cheeba respects chaos as it brings balance. There are four gods or aspects of chaos each with their own followers. The blood god, The unclean one, The master of Change, God of Desire. Each can sound twisted and evil but again it's easy to see that by just names alone.

The Blood God

God of War and blood, war itself is created by the wicked and those who wish to inflict suffering to others. For everyone who has been in a war will tell you it is pure chaos. Trying to fight the chaos is fighting two battles on every front. But embracing the chaos means you can act quicker and go with the punches. Praying to the Blood god for a swift victory in war is common practice. In war your enemies try and spill your blood as you try and spill theirs calling on aid during a battle to spill the blood of your enemies, the wicked and the damned.

Tenets

War is hell embrace the chaos to victory
Spill only of the blood of thine enemies

Battle cry: Blood for the Blood god

Common saying: none

Church Colours: Red

The Unclean One

God of Sickness and decay, the Grandfather as he is known to his followers. Everything dies and everything decays this is a simple truth. When you die your soul is taken By Hylia and your body to the grandfather. It is broken down and returned to Gaia to complete the great circle of life. Sickness is commonplace in war, in the elderly and in the streets of every major city. Praying to the unclean to take the sickness and pain away is a common practise. He is called the unclean because takes all illnesses from the worthy so they can recover. He then bears the pain and illness himself. Healers usually pray for the unclean one to take the sickness away and thank him if he answers their prayers.

Tenets

We are all the same in the end
Only the worthy shall have their affliction taken

Battle cry: the blessing of the corpse god be upon you

Common saying: May the grandfather bless you

Church Colours: Green

Changer of ways

Change is such a simplistic thing that can create so much Chaos. But through change progress is made, through conflict stronger bonds are created. Any time a large change in someone's life happens they give a prayer. Hoping they will have the strength and perseverance to over come the change. There are many stories that people who received no blessing of change, lead very boring and dismal lives. When large changes happen to someone they are called blessed by the god of change, it can be seen as honor.

Tenets

There is no greater teacher than change
Embrace change or die of stagnation

Battle cry: None

Common saying: Blessed be the winds of change

Church Colours: Blue

God of Desire

This god is seen in two ways. For those who have worked hard and sacrificed much to better others, are rewarded with all their desires either in life or in the after life. For those who sacrifice nothing and only focus on themselves it is said the god of Desires will step in and take everything away and banish your soul from the eternal pleasures to the fiery hells. Those rich gluttons who one day lose it all have incurred the wraith of the God of Desire. While giving food to the poor is said to be doing the Lord's work as you are fulfilling the desires of others at your own expense

Tenets

Desire to do good and your desires will be fulfilled
Want not but want giveth

Battle cry: None

Common saying: What is given shall be reward

Church Colours: Purple

For all the chaos gods

Holy Symbol: The eight-pointed star

Current Church location: Just outside the North Gate

Cheeba

Cheeba Goddess of Balance, Truth, Vengeance and Justice.

Her colours are deep green and silver. Her faithful followers strive to honor the Goddess in everything they do, knowing She sees all they do. She is the guide and strength. The encircled pentagram has long been the Symbol within the Church, a potent protection against evil, a symbol that shields the wearer and grants the blessings of Cheeba. The pentagram has five points or hands each holding a meaning within the Church. The circle around the pentagram embraces and protects, it symbolises Cheeba's arms surrounding her followers through the cycles of life and death.

The hand of Cheeba also known as a Prophet or Voice. They are entrusted with a task, and all tasks combine to make up that which is her will. The hands speak directly to her but seldom for her, as each being must follow their own path. Their duties include maintaining a subtle balance between right and wrong, good and evil. These being more philosophical perspectives rather than universal truths. Cheeba grants the "hands" the power to see beyond the immediate, beyond what others take at face value. Armed with this knowledge they can attempt to blur the edges of black and white, forcing a moral and psychological gray area in which the sides of good and evil inevitably work for, with and against their own ideals. Most importantly she requires her hands to collect and selectively redistribute items and artifacts of power. Putting them in the hands of one who will use them to her purpose, consciously or otherwise.

Holy Symbol is a Pentagram

Tenets

Give Justice to those who need it

Be true to yourself

Balance in all things

Battle Cry: For Cheeba

Common Saying: None

Church Colours: Green and Silver

Current Church location: Behind the Gladiator pit

Forge

God of Crafting, Artificing, the forge and Technology

Forge is the greatest smith in all the realms. His skill with a hammer and anvil can not be matched.

Blacksmiths and artisans all call Forge their god. Small prayers can be heard by smiths during the finishing touches of their work, where the utmost precision is required. As science and crafting progressed and machines starting to be brought into the world, so was the son of Forge, Apparatus.

Apparatus is the god of the machine or the Clockwork god. Any who work with flintlocks, airships, steam or even watch makers revere Apparatus. Though not called a god in his own right with its own church.

Followers of Apparatus worship side by side with those followers of Forge. From the outside most

people believe that Forge and Apparatus are one in the same, just the same entity called a different name. But with in the church they are separate and unique. Priests of Apparatus would call a Priest of Forge father and likewise Son. Machines take on their own life when they begin to turn. Some say it is Apparatus breathing life into it.

Holy Symbol: A Hammer and Anvil or a Cog/Gear

Tenets

Small things make perfection, but perfection is no small thing

Build to better yourself

Forge the future you wish to see

Life is directed motion

The spirit is the spark of life

The Spark turns the machine

Battle Cry: Let me be the Hammer upon you
For the Clockwork God

Common Saying: None

Church Colours: Red and White/Grey

Current Church location: The Black smith near east gate

Gaia

The earth mother, Gaia is said to be in all living things. The forests, the flowers, to all the life in the sea.

Gaia is said to have created it all. Farmers will pray to Gaia for a bountiful harvest, and hunters will thank

Gaia for the bounty she has given. Every druid and wild caster have some bond with Gaia whether they worship her or not. Her roots run deep, and her branches stretch high.

Holy Symbol: A tree

Tenets

From Earth we were born and to Earth we shall return

The great circle of life

Every creature is important to the balance of nature

Battle Cry: None

Common Saying: None

Church Colours: Green and Brown

Current Church location: Off the dyke towards smoke area

Gilwell

God of Adventure, Chivalry, Equality, Travel, the hunt

The worshippers of Gilwell are charged with the learning of new cultures and caring for the natural world around them. They are often seen working with the youth of many different races, encouraging them to work together for the betterment of the world around them.

Gilwell promotes peace between all races but he encourages his followers to stand against injustice and malevolence. Many of his followers tend to be wild casters, druids and rangers as their views tend to align with the teachings of the church but the church is open to all.

Symbols of Gilwell:

1. **Wooden Beads:** Two or more wooden beads that are tied with a leather thong and worn around the neck representing nature and people tied together. The number of beads dictates the level of teaching the follower has. All followers wear this marker.
2. **A Hatchet in a Log:** This symbol represents a willingness to embrace natural peace paired with the use of appropriate tools to protect it and is often associated with those who have just begun the path of Gilwell's teaching.

Holy Weapon: Hatchet

Tenets

1. Do not take needlessly from nature
2. Teach the youth because its their hands that will change the world
3. Protect the innocent
4. Learn by doing

Battle Cry: None

Common Saying: Do a good turn daily

Church Colours: Blue and Silver

Current Church location: Behind wood henge

Helm

Guardian Goddess of Justice, Law and Protection.

The Faith of Helm is mainly found on the mainland, but followers are found commonly in all areas of the world, and with regular frequency on the Isle of Arrakis. Most Helmites pay some heed to the core beliefs, but the faith is so common that many people identify as Helmites without being truly devout. Those that do adhere to the tenets and worship regularly tend to be more serious folk and draw strength from the ideals of Helm. This is even more pronounced for those within the clergy and their agents.

At some point in history the origin of Helm was altered, and the tale was told of the man who defeated a mighty dragon before ascending to Godhood. Truthfully, while the great and honourable warrior did combat the dragon bravely, he succumbed to his wounds and it was his daughter that donned the fabled

arms and armour and vanquished the beast. History however declares that Helm is a God, and there has never been a public record to contradict this belief.

There is a common misconception that Helmites build walls and hide behind them until the war is done. The walls will protect the people, but it is the Helmites who hold the gates, or strike out ahead to defend those behind them. True Helmites can set aside their fears of death and harm when they know there is something to protect, or a justice to uphold.

The Four Ideals of Helm are in no order of priority, and they are Protection, Justice, Honour, and Fortitude. The mindset of being a protector or guardian is most common within Helmite culture. A Helmite who draws from all four ideals understands that they must be prepared to guard and protect all those who would need it. To not ignore injustices and to stamp out corruption, to do all things with respect and honour, and to always be prepared mentally, physically, and emotionally to carry out one's tasks.

The holy symbol most commonly in use is of Human design and is an elegantly styled eye with a blue iris. In modern traditional imagery, the eye is placed on the back of a steel warrior's gauntlet. There are variations of this symbol amongst different races, such as artistic finery of the Elves, or the angled rigidity of the Dwarves, but it is always an eye with a blue iris, which represents the ever-vigilant watch of Helm.

Holy Symbol: the eye of helm

Tenets

Lead by example

Protect those who can not protect themselves

Uphold the law , for with out law there is chaos

Battle Cry: For Helm!

Common Saying: Helm protect you / Helm watch over you

Church Colours: Green and Red

Current Church location: Near Liars Grove

Hylia

The life giver, or the mother to all, Hylia is the goddess of healing, birth and life itself. Hailed as the kindest of all the gods. There are no lines between good and evil, just those who are in need of healing and those who need kindness. If death was a god Hylia would be its opposite. When Death takes Hylia gives. Followers of Hylia are those who can't stand by and watch the suffering of others. Healers and midwives call on Hylia almost every day for her divine mercy and guidance.

Holy Symbol: A red heart with golden trim

Tenets

Give aid to all that need it

Everyone is worthy of saving

Death is just the beginning of the next life

Battle Cry: None

Common Saying: Love Life

Church Colours: White and Gold

Current Church location: Off the path between paradise end and paladins grove

Ithus

God of Community, Conflict, Redemption and Pain

Expanded Doctrine:

Conflict makes a community stronger. Stagnation is the bane of civilization. Peace can be detrimental (if used unwisely). Conflict builds character. Character strengthens community. Community foments conflict. There is always a second chance. Twice offered, once removed [i.e. There's no such thing as a third chance]. Pain is a tool and a teacher. To know pain is to know peace.

Enemies:

Naj - known as Shelara the Insane to the elves, Brom the Exploder to the dwarves, Loincloth Lars to the coastal peoples. Holy symbol is a wyvern.

Shorata - possibly a sister of Naj, she appears as a beautiful elven woman.

Fey - Ithus distrusts the Fey (bad experiences in the past)

History

The mortal years of Ithus are well documented and researched through His own journal. The journal covers the first few years of His adventuring and leadership. After that, detailed records are elusive to find, and some say purged by the church.

Ithus was born on the material plane, yet he already had a spark of the celestial in him. Ithus was born an Asasimar, a descendant of angels. As a mortal, he worshipped a greater power and was a faithful servant bringing the gift of civilization to the wilderness. Along with a group of adventurers he cleared lands of monsters and brigands and established a city, the capital of Denroth – Five Towers. He ruled as Baron for a few years before internal politics and intrigue overwhelmed his sense of morals and he quit. Ithus' God did not condone that action and He punished his wayward disciple. Ithus has since borne two weeping wounds on his chest, delivered by a pair of antlers. Chastened, Ithus returned to Denroth and took up his role as Grand Priest, delivering the city and country from the evils within and without. He continued on more adventures, cleared more lands, and then went east into the neighbouring mountains amidst rumours of centaurs and Cyclops. His journal ends there, as do future detailed records of His mortal years.

What is known afterwards is Ithus returned from the east with fewer companions and took over leadership of Denroth. Policies and government actions were much more aggressive and militarized. Everyone was still free, the market was open, public services were provided and all good religions were welcome, but there was also mandatory military service, a high tax rate, and magical regulations. Denroth expanded quickly after a few years of the new standards, and a well-equipped army annexed neighbouring fiefdoms, mostly peacefully. Decades went by and thanks to his celestial blood, Ithus lived

on in his prime. A cult of personality grew quickly, and after 50 years Ithus' church absorbed the previous God's holdings and faithful. Having learnt a divine purification ritual, Ithus triggered latent potential in his celestial blood. With the willpower of his faithful acting as an engine, Ithus became a demi-god in a public display that is still celebrated to this day.

Centuries later, having guided Denroth into an empire, Ithus removed himself from the material plane, shed his mortal form and became a god.

Weapons: Morningstar, sickle,

Colours: Gold/Yellow, purple, red

Holy Animals: Eagle, stag and butterfly

Holy Symbol: (broken circle for conflict, triquetra for community, red for redemption and pain)

Tenets

Conflict builds character.

Character strengthens community.

Community foments conflict.

Battle Cry: Praise Ithus

Common Saying: None

Church Colours: Yellow and Purple

Current Church location: Near apothecary

Loki

The Church of Loki is a loose alliance of anarchists, rebels, those with flexible morals, and anyone that wants to shake up the status quo. A shared belief or noted debt to the Nordic god of fire and trickery bind these very individualistic folks together. Loki suggests to his followers take up the following tenets

Holy Symbol: A serpent coil in a knot

Tenets

1. Truth. Be true to yourself, never apologize for who you are.
2. Humor. Find what's funny in everything you do, everything you see, and everything you are.
3. Confidence, No one writes an epic about those who take the easy path, fortune favors the bold.
4. Cunning. Think outside the box, and always have a way out.
5. Transformation. Don't fear change, embrace it.
6. Creativity. Make something beautiful, destroy and rebuild it if it's not.
7. Accountability. You are in charge of your own actions, so don't get caught.
8. Perspective/Empathy. Always strive to see things from a different point of view as well as your own, use this to your advantage.
9. Experimentation. A mistake is only a mistake until you view it as an experiment, so learn from it. The church itself doesn't tend to take a unified stance on many things, leaving its members to their own devices. It will however, come together to defend its own or deal with threats to its existence.

Battle Cry: None

Common Saying: None

Church Colours: Green and Black

Current Church location: Dark wood

Mistra

Goddess of Magic and Knowledge. One of the three sisters, Mistra took on the mantle as the creator of magic. To the people Mistra became the maiden of knowledge and giver of magic. Followers of Mistra focus on the pursuit of knowledge. Learning about everything they can above all else. Sometimes learning comes at a cost, the followers of Mistra embrace this. Though some take this a little too far, and the cost can be paid by others. There are as many good followers of Mistra as there are evil. The thirst for knowledge and power can be very intoxicating. Though not the strongest of the sisters, being worshipped as a god has given her an edge over her siblings.

Holy Symbol: An open book

Tenets

Knowledge is power

Magic is in all things

Everything has its cost

Battle Cry: None

Common Saying: Mistra guide you

Church Colours: Blue and Yellow

Current Church location: The courtyard with the runic stone

Morrigan

When we dare to heed the Morrígan's call and come to Her as kin, she will claim us as Her own and help us to find that heroic strength within us so that we may be of greater service to all that we love and value. Guided by our Queen, the Morrígan, Goddess of Fate, prophecy, and battle. The Church of the Morrigan is committed to building an inclusive tradition and community. As practitioners of a tradition that venerates justice, honor and the sovereignty of all people, we believe it is our duty to actively work toward greater inclusivity within our communities. Toward that end, we affirm the following policies and commitments: 1. We respect and welcome all persons regardless. 2. We are committed to the active practice of justice and inclusivity, and to constantly striving to do better. 3. The work we are called to in service to the Morrígan, both collectively and individually, includes helping each other and our communities to become stronger, to develop warriorship qualities and skills that enable us all to stand up for what we love and value, and to fight for a better world for ourselves and our descendants. 4. We are guided by our devotion to the Morrígan toward developing the skills of warriorship both in the form of physical martial skills, as well as spiritual readiness, spiritual defense, and collaborative action with Otherworld allies in the service of our values. 5. We believe that the practice of warriorship builds resilience, courage, and responsiveness, making us better prepared to aid and support our communities. Thus, as a committed band of warrior-priests/priestess dedicated to serving Her, we are a warband of

the Battle Raven. She makes a weapon of you. She delves into your soul and finds the strength, the fierce unconquerable will, the heroic heart you didn't know you had. She offers you greatness. And She protects Her own, so Her claim also confers protection on both you and your kin.

Holy Symbol: Triple Spiral

Tenets

The Maiden - Always strive for self improvement

The Mother - Glory in Battle and a Warriors Death

The Hag - The Sanctity of Death

Battle Cry: None

Common Saying: None

Church Colours: Purple and Black

Current Church location: Past church of Cheeba in the woods

Nocturna

The mistress of the moon, the Lady of the night, Nocturna is the goddess of darkness. All those who operate in the shadows during the day or more commonly the night pay Nocturna their homage. Not to be mistaken with Shar who is a powerful being of shadow, or Timor who is a lord of the shadow plane. Nocturna is said to live in the dreams of those who sleep. Those who have angered her will suffer terrible nightmares. Assassins tend to solely worship Nocturna for its with her grace that gives any assassin the skill and luck to complete their jobs. When someone is born it is said that their name is written within Nocturna's tome. When they die their name is written again. Nocturna is widely know as the Goddess of winter as her power is greatest in the short days and long evenings. Nocturna views that death should be permanent, as such followers of Nocturna have a strong dislike towards any undead such as zombies and vampires. Her symbols are wolves, ravens and crescent moons. Her enemy is Sissiduus.

Holy Symbol: A small White circle inside a large black circle

Tenets

Where there is light there is dark

Strike quickly and quietly

Sleep to purchase to dream

What is dead must stay dead

Battle Cry: (Backstab or Death strike)

Common Saying: Shadow hide you

Church Colours: BLACK

Current Church location: Near Rowan oak

Phygriuos

Master of trade and keeper of the coin.... all the coin. Phygriuos is the god of trade, money and luck. Merchants all pay homage to Phygriuos. Mercenaries tend to pay homage to Phygriuos as well. Anything that involves making money or trading goods usually has a prayer to him. Profit above all else is the motto of the church. Betting and gamble also fall under the preview of this god because where money and luck are involved so is Phygriuos.

Holy Symbol: A simple coin

Tenets

Profit above all else

Luck favors the bold

I have wares if you have coin

Battle Cry: How much are you willing to pay

Common Saying: Lets make deal

Church Colours: Yellow and Green

Current Church location: The Common area by the shops

Solace

Goddess of the Sun, Light, Fire and Rebirth

Solace, also referred to as Sol, Solis and in some cases Solus, (to honor her father), is the Phoenix Goddess of the Sun, Fire, Light, Rebirth, Healing and Solace. Her main domains are the Sun, (from her father) and rebirth, as she is the patron deity and mother of the Phoenix. Her other domains include fire and light, (as an offshoot of the powers residing in the blazing sun), and healing from the magical properties of the Phoenix. Solace (as her namesake implies) is something she strives to give all mortals and is one of her most predominant offerings to her mortal children. Many followers of Solace are healers for she is proficient in the magic domain of the healing arts and those in her service often find themselves drawn to the practice or find their own natural healing abilities enhanced. Due to the aforementioned properties she has sometimes been referred to as the Goddess of Life and Hope. This is not one of her main titles however and was only gifted to her in more recent years by her most devoted followers.

Solace is a second-generation Goddess, born from two of the world's founding deities. Despite her long existence and near omniscience Sol still enjoys good humor, entertainment, the thrill of adventure and a few practical jokes or pranks here and there. Her giving heart and open mind allows her to take in any who require her aid, ask for it, and/or are deserving of her love and guidance. While being open-minded Solace is also quite stubborn in her beliefs and actions, and while she may bequest safe haven to her children, cross her line and you will come to know a fury like no other. Solace is wild, passionate and adventurous, but when her mortal charges are in need or there are serious matters afoot in the Divine Realm, she will drop everything to ensure that problems are fixed, correctly and methodically. To her mortal children she acts as a mother, stern in her demands yet caring and always with purpose. Just as she is both a Mother and fun-loving young girl, she implores her followers to know when to work and when to play. If possible, never concentrate all your efforts on one aspect of life while neglecting the

others.

Holy Symbol: The sun

Tenets

Piety-Love your Goddess believe in the truth that is her word and never question it. Always show loyalty to your faith and fellow Solarans. Never raise arms against a brother or sister and if possible, always assist them in their endeavors.

Ahimsa- Any good Solaran should strive to protect those who cannot protect themselves. All living creatures have a right to life; thou shalt not kill without just cause. Exceptions to this rule include:

The preservation of your own life.

When kin or friends come into mortal danger.

If the creature in question proves itself evil, murderous, without law, or otherwise unworthy of life then you may put it/them down.

If the creature is not sentient and does not have control over its own body or mind.

Undead are a blasphemy to life itself, they are neither living nor dead and have no will of their own besides their instincts to feed. If the undead in question has a level of intelligence equal to that of any living person who can make informed decisions without the aid of another then they must first prove themselves unworthy before being killed.

Sincerity- One must never tell a lie unless it is to thwart the forces of evil, thus saving innocents from the scorn of darkness. A lie may be told to preserve your own life, that of another. One may also lie to aid their kin (keep the churches secrets, gain valuable intelligence or pursue a heretic.)

Lawfulness- Abide by the laws not only of the Order and church, but also of the lands in which you live or visit. Take care to never to make an action that would defame the church. As a representative of the faith it is an individual's duty to uphold and abide by the laws so others may look upon the faith with respect. If actions are taken, make sure to never get caught.

Diligence- Always strive for the best and work hard to attain both your personal goals and those of the church and Goddess. Never give up hope for the future and work to ensure the success and wellbeing of your Solaran sisters and brothers.

Cathexis- Mortal joy is important to the Goddess and she believes that all her followers should be happy in the lives they chose to live. Whatever path an individual Solaran chooses to take, Solace's wish is that they ensure that while they work hard, they also make time for play and pleasure. Never work so hard that there is no leisure time and if possible, never do anything that you are not emotionally invested in. Put emotional investment into every activity you chose to participate in and limit the work that negatively affects the soul.

Temperance-Have the restraint within yourself to resolve conflicts peacefully before resorting to violence and in cases where you are able to, guide the sinners and the fallen to the light of the Goddess. Respect those of other religions and other deities that are not your own, unless their commandments

are in direct conflict with the beliefs of Solace. Do not pressure others into service; rather guide them with a gentle hand.

Any Solaran may believe in and follow the tenets of other deities so long as the commandments and beliefs do not conflict.

Altruism-Members of the order should exhibit the trait of altruism, the unselfish concern for the welfare and well-being of others. As well as following the tenets, members must swear to adhere to the following rules and duties:

a) At times of high work influx healers must prioritize their time by helping those in dire need first. For example, anyone close to death should be dealt with before a deceased person and the deceased before those with minor injuries. The exception to this is if another healer is injured as attending to them first may save more lives. Also, a knight needing to return to the front line should be treated before someone who skirmishes from the rear. Always use whatever battle strategy is most advisable at the time.

b) A person of the Order must attempt to give aid to anyone who requests it no matter their alignment or personal history. Unless given orders that state otherwise. Those who break this certainly will be punished for their actions, they must heal any in need.

c) Never leave a member of the Order stranded or injured.

Asylum/Solace-A member of this order must grant to any who ask for its protection or a safe haven. Members should also grant refuge to any good citizen who is deemed unable of protecting themselves. Anyone who asks for healing must be granted it unless it is forbidden by law or orders of those in charge. You may also refuse aid if such an action would be detrimental to your own health or a hindrance to the survival of the group

Battle Cry: None

Common Saying: None

Church Colours: Red and Yellow

Current Church location: The sun dial near the graveyard

Before Common Era, BCE (Pre-History)

This history is primarily for players knowledge and would be considered too old for any pc to know.

The Primals

In the beginning there was only them. The two primals. Creation and Destruction. There was no concept of life or death or even time, for they had not created it yet. The first creation was the Primal Dragons. Enormous creatures of pure energy, that traversed the void, eternal beings in which all magic and energy flowed. The Second creation was the first race, only known as the Ancient ones. These beings were no where near as powerful as the Primal Dragons but still immensely powerful. The Primals noticed a stagnation, that nothing ever changed. Everything is and always would be the same. Thus, the

third Primal was created, the Primal of time. Things that happened were not a constant now. Things would happen that became the past and the future became an unknown. With the passage of time the ancient ones grew jealous of the power that the Primal Dragons possessed and at some point, whether it was a decade or an eternity, as the passage of time did not result in death. They moved to steal the power from one. After a clash which cannot be put scale the ancient ones were able to absorb one of the Primal Dragons into themselves and they grew in power. Seeing one of their creations destroy another angered the Primals. In one swing The Primals struck down the Ancient ones. This is the only time that all Primals acted together. This act destroyed everything that had been created. But created everything in its wake. The cosmos as we know today was born. The Primal Dragons were not unmade but they became lifeless and their bodies floated away into the newly created universe. Their bodies slowly releasing different forms of energy, which we would later call mana. The Primals saw what happens with the Passage of time and that everything should come to an end at some point, without their direct influence and that something new should arise to take its place. Thus, the primals of Life and Death were created. Now all things have a beginning and an end. The primals saw what power their first creations had, and what would happen if they remade them. To honor their first creations, they created much smaller and weaker beings in their image. Beings that can age and die with time. They created the Dragons once more. They then created the other minor Primals and over the millennia they created beings to populate the worlds and planes that had been created.

The Seeding

The Common Era, CE (Before the Fall)

The Dragon War and the Fall

Anno Neb, AN (After the Fall)

The Gaian Goblins

The Sisters

Sakacuron

The Fall into the Abyss

Geographical

Isle of Arrakis

North Island

Mid Island

The Wastes

Southern Island

Dagger Deep

History

Special Features

There are many special features of Dagger deep caused by several awesome things. The convergence of the worlds lay lines. The convergences of the Planar lay lines. The proximity to the only known remains of a Primal Dragon. The focal point for portals. Finally, and more recently, the epicenter for the Astral. All these contribute to the many strange things that occur in this fort town.

Teleporting is no longer safe use normally and if used drops you at the center of town regardless of where you started. But before the town became the center of the Astral, teleporting in the lands of dagger deep, acted differently. This is due to the number of portals and lay lines. Normally teleporting is as easy as walking through a door from one place to a far off other almost instantly. In Dagger deep it is like walking through mud. Though the user of teleport is safe in the astral while moving. They move at the same speed as if they were walking in the material plane. Once they are far enough from Dagger deep these resistances would disappear, and they could travel at great speeds again.

Dragons have been known to visit Dagger deep in the past but never in their true form. Some ancient magic or by some combination of the unique characteristics of the area prohibit them from taking their true forms. It is currently unknown why this occurs, but most agree it is a benefit for all. This form dampening field does have a limited range as dragons in their true form can be seen flying way above Dagger Deep.

Airships can fly within Dagger deep though it is extremely dangerous. Something about the lands react with the magic/technology that keeps the mechanical creations in the air. Most Airships land in the outskirts of town and travel from there. Captains that have flown their airships through dagger deep all have said it causes damage to their airships and they only ever do so when they have been ordered.

Paranor

Shadow-vale

The Malkavian Sea and its Isles

The Emerald Isle

The Great Sea and the Western Lands

The Cascadian Mainlands

The Coast Lands

The Hinterlands

The Midlands

The Arid Lands or Lands of the Forever Sun

The Great Galishi Jungles (The Jade Gardens)

The Great Gelishi Jungles referred by the locals as the “The Jade Gardens” or just “The Gardens” may be one of those most deceptively beautiful corners of this realm. Known in one of the ancient native tongues as Gelishi Takka, or “Acres of Jade”, the filtered light of this densely forested paradise casts every corner in a deep green hue. However, this archivist would like to note that one should not wander too far from the known paths - to date no map exists that catalogs to minute detail each of the jungles entangled tributaries, resulting in many a young inquisitive adventurer spending many days traversing snaring roots, murky river water and undergrowth as unforgiving as a labyrinth of stone.

If you think to find this jungle entirely uninhabited, think again. There are several groups that call this dark paradise home. If you wish to only peruse the very fringes of the jungle itself, or are interested in trade of some of the more valuable resources of this land, steer closer to the people clustered in the small shanty towns that have been slowly built up around the largest of the river entrances. Nestled amongst the mangroves that line this dark and treacherous tributary, it is home to a patchwork groups of sellswords, smugglers, brigands and various unsavoury types. If you’re interested in a good brawl, or a place to lie low amongst the rabble for a while, you would be hard pressed to find a lowlier backwater than this. I would cite you a name of the town, dear reader, but the regime there is what a truly elucidated scholar would call “disruptive” or potentially “unstable”. The name of this conglomeration of dilapidated wood and stone changes on a regular basis, whenever the most recent leadership is overthrown. Most recently it has answered to “Talomere” and has been under the wrathful protection of a large troll clan. Keep an eye on your coin purse, and make sure to visit the Green Shade tavern if you wish to take up local work.

If you feel in the mood to do something drastically foolhardy and actually venture into Gelishi Takka itself, a word to the wise: Respect. Deep in the Northwestern corner of the jungle dwell a very reclusive people, the Aamini. A relatively independent, peaceful and self-sustaining kingdom largely comprised of Lizardfolk, they occasionally deal with outsiders in order to sell their prized sugarcane or precious stones. They guard their groves and mines well however, and while not necessarily aggressive, they do

not look kindly on those that they believe seek to steal and not trade. They revere the Great Serpent, a local river deity that takes the form of a giant constrictor snake, that gives and takes life by way of water. The Aamini have been known to actively hunt those they believe defile her waterway, so be mindful of what resources you scavenge. In light of this, friendship with this kingdom is worth, quite literally, its weight in gold.

If you do end up settled near the Aamini, take the local custom seriously- never venture to the East. For it is rumored there dwells the Cassavere. This archivist would like to note, much to one's own chagrin, that there is little real proof the Cassavere exists. Long thought to be ruled by a mad Rak Zanzen queen, the exact location of the dark capital is unknown, and several myths surround its existence. Some say those who go missing in this part of the jungle are sacrificed in blood tribute to the Great Serpent, though the Aamini deny that such tributes are necessary. Some say those who go missing are enslaved, traded, or outright murdered and eaten by packs of raving cannibals. The stories from the southern shanty towns claim the Cassavere are a cult of the worst scum imaginable, trained assassins who skin travelers to the bone, hoarding their valuables for their mad queen.

The worst stories come from the Aamini themselves, who believe a dark demonic panther stalks the darker, denser Eastern jungle, eating children who wander too far from their mothers, or swallowing unfaithful mates, or clawing out the eyes of thieves. While local folklore could be the product of morality myths to caution the local populace against misdemeanors, the Enclave of Archivists has deemed the East of Gelishi a 4 out of 5 black marks for "Inhospitable Conditions".

UnderDark

Melune

The continent of Melune was under minor conflicts for several generations. They were short lived wars over minor issues such as borders, food or who a Prince and Princess should marry. There was nothing that would be of significance compared to other countries let alone continents. That was however until 150 years ago when the entire royal family of every kingdom just vanished without a trace. This was not a coup or rebellion as no group owned up to the action or tried to seize power immediately. For the most part the kingdoms remained at peace as no one could blame the other since no royalty remain. Each kingdom appointed a leader in the meantime until the royals returned. The peace however did not last. As the months went on whispers of betrayal and lies nested into the ears of the Stuart's and leaders of each kingdom. Convincing them that the other kingdoms were to blame for the disappearance of the Royals. Over the next several months tensions began to arise, and armies started to be built. Until the great conflict began, as though orchestrated by some dark influence the kingdoms attacked each other at the same time but each attacking a different kingdom. So, while each army was successful each kingdom was dealt a heavy blow. This bloody conflict lasted for nearly a year. The churches tried to end the conflict any way they could. After several attempts to stop the blood shed the armies turned on the churches as well. Though the churches didn't always agree or like each other they knew if they didn't

band together, they would all fall. One of the churches Liberians mentioned an old scripture that told about a way to receive divine aid. But it required all faithful to cast aside their differences and stand unified. In such desperate times the churches sent one priest from each of the churches to meet at the altar of the Gods where they prayed for 3 days and night. Shouting out to the heavens that they will stand unified with other churches. On the final day their prayers were finally answered. A pillar of light struck the continent and could be seen from one side to the other. From the pillar of light, sixteen divine beings emerged basking in holy light which could only be reserved for the gods themselves. These Avatars, though not true gods themselves, wielded unfathomable power. The Avatars marched out and using their awesome powers struck down the leaders and ended the war. The avatars gathered the people outside the great pillar of holy light. They decreed that the 16 priests would form a council that would lead and govern the people. They also removed the remaining generals from their armies and appointed a group of female fighters to lead the armies of Melune for only those of pure heart and level heads should lead warriors into combat. When the Avatars returned to the heavens their final words were "In unity.....in strength"

Over the course of the next century the Kingdoms unified and became a coalition led by the churches. They rebuilt what they had lost and vowed to become a shining example in the world. Though not officially at war with anyone they have sent their forces to aid other countries in their time of need. Helping to restore balance and implementing their style of governance to the grateful populace.

Arrakis is far off from Melune and for many decades not caught the attention of the Coalition. Not until Arrakis was swallowed by the abyss, when all sorts of evil creatures emerged from the rift and traveled across the globe. Many of Melune's allies and even Melune itself was attacked. Forces were sent to Arrakis after it returned. They were tasked to determine the threat. They returned with tales of Demons, Wrenched courts and the faithless. Upon their return the Council sent an envoy who "met" with the Leaders of Arrakis who eagerly surrendered to Melune. Surprised the envoy returned with the good news and reported that Arrakis has agreed to submit. The council, overjoyed with this, sent a small force to aid in the transition. Upon their arrival they were attacked and the "Leaders" of Arrakis went back on their agreement and betrayed their honor. The Vanguard that were sent returned to report to the council.

The Empire

Other Planes or Worlds

The Dragon Lands

Arcadia

Elemental Planes

The Abyss

Celestial Heavens

The Hells

The Void

The Void is an odd and mysterious place. Some legends say its Hell others say its purgatory. The truth about the Void is much bigger. The Void is the empty spaces between dimensions much like the infinite Void of outer space that separates Planets and Stars. This infinite black is a collection of everything lost, and when dimensions die or collapse, they become scattered throughout the Void. Once in awhile if enough energy and materials have clumped up in one area and then they receive a spark, the components will start a fusion reaction which will results in a whole new dimension or world. There are many creatures and being that call the void their home. But it is not a pleasant place. It's a place of pure survival and the creatures that ended up their quickly evolved or die. What is known about the void is there are some extremely dangerous and hungry beings. Hungry not for mortal flesh but for the magic that mortals use. All void creatures seem too have an unquenchable hunger for mana. The void isnt completely void of mana but sources are far and few between

There are very few ways to travel to the void directly and even fewer that leave it. Even though the space between the planes is infinite its much easier to just skip the Void and enter a new plane. Think of the void as a decimal place in numbers. Its easy to count from 3 to 4 but between those numbers lies infinity. 3.1, 3.2, 3.3, 3.31111...etc.

Some scholars have stated that the void is the realm of nightmares, and that all bad dreams come from there. It is more accurately put that those who have been able to pierce the veil with their minds eye have seen horrors unlike any other. Brining truth to the saying there are fates far worse than death.

Shadow Planes

The Shadow plane is a place of perpetual shadow and is the realm certain rogues and other classes walk through to escape danger. Every shadow cast, is a doorway in and out of the Shadow plane.

Timor Obscuro and the Twilight Trinity

In the planes of darkness there was a powerful being who ruled the realm, Thazrath. Thazrath ruled for several thousand years and had absolute control of everything within the Planes of Shadow. But sensing his end he decided to create two sons. To which one of them would rise to take his throne after his death. Forming both sons from the darkest shadow he gave life to Timor Obscuro and Kia Vathana. He raised and taught both sons equally favoring neither. After centuries had passed Thazrath felt it was time to send his sons to the material plains where they would learn the last of their skills. He told them to return after 100 years and when they did a challenge would be put to them. They did as they were

told and after the time had passed, they both returned. Thazrath finally confessed everything, his impending death and the reason he made them. The final task was a battle to the death, the winner would then slay him and absorb his power. Timor asked why they must kill their father, why could the winner not just wait until he passed. Thazrath explained the arrival of Shar. One of the three sisters who had taken up residence in the shadow plain. In his weakened state Shar could easily claim his power for her own. Though Shar currently did not aim to do so she might in the future. She is an ally of shadow who respects power. So only the most powerful shall rule the realms of Shadow. The brothers now understanding their purpose and what was at stake. One would think having to kill one's brother would be hard or that you would have to be deranged maniac to find some joy in it. The brothers being born from darkness felt neither of these. They simply drew their daggers and nodded to each other and began to fight. Being made and taught equally this might have made this fight end in a draw. It was what both learned in the material world is what set them apart. Kia focused on honing his stealth and assassination skills. Where Timor took a vastly different approach.

During his time in the material planes Timor learned one valuable lesson from watching the rogues and ner-de-wells of the world. That is, one is good but two is better. If you want to complete a task it was better to have several people doing specific tasks and, in a fight, many daggers make short work. Timor was able to create shadow creatures from cutting three of his fingers from his hands, two from one and one from the other. This way he could still wield two weapons effectively. This was the birth of the Twilight Trinity. These shadow beings can be defeated but not killed since they just return to Timor upon their defeat. To which he could just send them out again. This allowed Timor to carry out any task with ease. Each finger was tailor for specific jobs. They all shared a conscience so there was no need to yell orders and they could coordinate from a distance without seeing each other. Timor trained the shadows by sending them out against other well-known rogues and heroes. Timor respected honor duels and the skill of a good kill. Even rewarding rogues that were able to best the trinity in combat. Timor did believe in honor amongst thieves.

So when the fight with his brother began, Kia quickly found himself out numbered. Kia had focused on stealth and against other creatures of shadow his skills did not count for much. Kia was able to kill the fingers several times, but they would just return shortly after they vanished. Kia knowing his end was near fought his best until the end. Melting back to shadow from which he was born upon the final blow. Timor now before his creator drew his dagger and plunged it into his father's chest. Unlike his brother, Thazrath body faded as it was absorbed into his own body. Timor Obscuro now reigns over all of shadow. The death of Thazrath brought the attention of Shar who came before Timor and asked for his help against Shar's sisters. The terms of their deal are unknown but what is known is Timor and his Twilight Trinity have been aiding Shar in her plans.

Kingdoms

The High Kingdoms of Arrakis

Helms Deep

Uberland

Black Swamp

Gilder

The Noble Kingdoms (Pc)

If your kingdom doesn't have a write up it wasn't submitted to Storyline. At your leisure submit one to storyline. Its your Kingdom so writes what you liked so long as it follows the rules of writing lore. If you have any questions, please feel free to ask. Try and keep it under two pages.

Kno'Where

Vargland

On June 3, 5317, after leading the Uberlandian forces against the evil that was known as Northbrook, Odez Cawthorn was gifted the lands where this former evil once stood. By the grace of High Kings Rife of Uberland (Now Emperor) and Alucard of Gilder, Odez and his wives Piper and Sparrow founded Vargland. Odez learned a long time ago that a person's race does not make them who they are, but rather the choices they make. Vargland stands for unity and equality among all peoples and a safe place to call home. We will fight to ensure the survival of this world and to aid in the greater good of all of Arrakis.

MillWood

Alsheval

Summary Information

The Alduval family has been around for what appears to be thousands of years, a family with no limits on age or magical knowledge. Towards the North Western part of Arrakis their home sits between the Twin Peak Mountains where they collect various magical ingredients for trade and use. Their main export is bioluminescent mushrooms that grow throughout vast cave networks that run throughout the mountains. These mushrooms are used for various magical items such as lanterns and potions, amongst other useful things that kingdoms have become interested in. The family is mainly made up of various spellcasters that travel to different libraries, schools and other places of knowledge such as the Lantern academy and the Ankhadian university.

Coming of Age

As part of the coming of age in Alsheval, children are encouraged (required in highborn families) to leave and travel Arrakis. This ensures our citizens experience the outside world, and helps Alsheval collect knowledge to contribute to the Grand Library. It also prevents the kingdom from becoming isolated from the politics of the outside world, as many Elven civilizations have fallen victim too. This travel can last months to centuries. Some families travel for generations but still send back information throughout the years.

(As part of the coming of age in Alsheval, all children are encouraged to leave and travel throughout Arrakis. For highborn children, there is less encouragement and more an expectation to have an

understanding of the way the world works. The ultimate goal for all those who set out, is to provide contributions for the family itself, but specifically add to the repository of knowledge that is the Grand Library. Included is the added benefit of keeping Alsheval up to date on the outside world, keeping the remote mountain community from being entirely removed. Most of those who set out seek a calm place to further the studies they had begun in their younger years, or branch out as new information becomes available to them. A few adventurous souls find themselves applying their knowledge at their earliest opportunities, possessing a thirst for danger and renown. These select few are unlikely to ever truly settle back down in Alsheval, but they still always contribute to their home, portions of their treasures won, or rewards earned, sent back. For those who do return, it can be as long as hundreds of years, or merely months before that point.)

Politics

Alsheval is a matrilineal society that is ruled by a council of Matriarchs. The Grand Matriarch oversees the council and is responsible for the overall direction of Alsheval. The current Grand Matriarch (Alstroemeria Alduval) rose to power after the death of Amaryllis Alduval on May 18, 5319. Alstroemeria was appointed to the position instead of her elder sister Elowaine Mayluen

The Whispering Woods

This ancient forest is thick and dangerous. It surrounds most of the Twin Peak mountains and have been the greatest deterrent for curious adventurers. Non-violent trespassers simply become lost and find themselves back there they entered the woods. Those of more malevolent intent find an army of undead rising from the roots of ancient hollows.

For many generations Alsheval has buried the dead of the high families amongst the ancient trees. When a threat enters the forest the ancestors crawl from their graves to defend their families. The undead of the Whispering Woods are treated with the highest respect from the citizens of Alshelval as it shows our ancestors dedication to future generations, even in death. This burial right is often referred to as the "Endless Walk".

General Architecture

Everything within Alsheval is built in harmony with the land. Buildings and other structures are constructed by magically molding stone or weaving living plant life. Everything flows and has a feeling of being open and bright.

Nothing in Alsheval is made from dead wood. Either living plants are enchanted, or things are made from stone or glass.

The Glowing Hotspring and Spa

The hot spring runs through miles of cave networks surrounding Alsheval. This is where the water becomes infused with nourishing minerals and mana as it runs through fields of ancient magic mushrooms. This is what gives the Hot Springs their natural bioluminescent glow! It is sure to leave you feeling truly radiant!

Featuring treatments, products, and experiences inspired by the magnificent mountain view setting, The Glowing Hot Spring and Spa is the ideal oasis for any discerning guest. The Glowing Hot Spring and Spa offers a full range of Massages, Facials, Manicures, Pedicures, Body Wraps and Salt Glows that are sure

to leave you feeling rejuvenated and relaxed. After your treatment soak in our luxurious hot springs and infuse your skin with an abundance of minerals and mana.

The Importance of Undead

In Alsheval the undead are revered. Each citizen chooses how they would like to serve in their unlife. These positions include joining the Endless Walk, agriculture, waste management, construction, mining or service. It is considered an honor above all others to have the privilege to serve and protect the current and future generations of Alsheval. (Refer to the Whispering Woods for more on the Endless Walk). It is said this death rite was first started by Amaryllis Aludval, and is closely related to Alsheval's origin.

Origin Story

Long ago, a young Elven maiden was being pursued through the woods in fear of the creatures that lurked in the dark. Running faster and faster she eventually fell breaking the lantern she carried. She cried, knowing that it was only a matter of time as the noises grew louder behind her. She looked around in desperation when a faint glow caught her eye, a glowing mushroom grew near her and more beyond it as it led a path deeper into the woods. She got up and ran once more this time following the path and to her surprise it led her straight into an opening between the twin mountains before her. Finally, within safety she stayed exploring the surrounding woods and mountains eventually creating a home for herself but didn't stop with that. She went out bringing some of her family in and as they grew larger meeting more people and expanding their knowledge of what surrounded them the girl became the first Grand Matriarch and named the town similar to her family name, Alsheval.

Darganova

Hrogn

Penrith

Colonsay

Ter'Sloma

Xanterran

Kredh Nodgar

The Moonlit Isles

The moonlight Isles started off as six separate clans of light elves, but then the dark elves sided with a large group of ship wrecked humans and tried concurring the small light elf clans so the six clans joined together under one banner. To form the kingdom of the moonlit Isles. The first King of the Isles then decided to give the humans that had fought against him a choice they could join the kingdom as peaceful members of society, or they could be fed to the creatures of the night. Many chose to join the kingdom and be at peace. Those that didn't died or ran and formed a new clan with others who had recently shipwrecked. After 6000 years the young prince had fallen for a human maiden and married her becoming king they had a daughter and lived in peace until their daughter turned 992 the lone clan attacked and took control causing the daughter to go into hiding in unknown lands. Four years later the daughter returns and manages to take her lands back. Now the young queen is cleaning up the mess and bringing in a new peace.

Non-Noble Kingdoms (Npc Kingdoms)

Ankh

Recent timeline

5307: Sage Antoine, Roderick Von Frankenbottom, and Claudia Catherwood venture from Ankh to Dagger Deep.

-Claudia and Roderick are Wed.

-Children start to go missing from the streets of Ankh, rumors start to stir about the University performing experiments.

5308: The Catherwoods perish, Sage Antoine is appointed to Head of the Ankhadian state, he soon orders a Senate be formed.

5309: Adrian Blaine goes to and Forms the Barony of Gilder, towards the north of Arrakis, he employs the help of Angua, the head of the Northern Therian pack.

- Blaine orders an attack on ankh, the first civil war begins

- Rumors start to circulate of the Return of the Dark lord Sakakuron.

-The Senate orders the construction of additional air ships, and Reinforcement of the Wall

5310: After the defeat of Blaine, Bishop Magdyleane is promoted to Archbishop, the Everwatch of Helm is formed.

-Sage Antoine begins a pilgrimage spreading the word of Helm around Arrakis and the Mainland.

5311: Abbott is promoted to head of the Ankhadian city guard.

5312: A number of Psionics are released from the University, including "Project Family"

5313: Civil war Breaks out in Ankh, the gates are locked none are allowed in or out, save those who can teleport, members of the Senate, the Rangers, and the Everwatch.

5314: The university sends out soldiers dressed in Black and gold, to attack dagger deep.

- Under orders of Archbishop Magdyleane, Abbott ventures to dagger deep with a Contingent of Helmites to conduct the arrest, and trial of Tychonis.

-Upon completing this Abbott is named Champion of helm, within ankh, he is labelled Criminal by cities within the island of Arrakis.

5315: The Rebels A.K.A the Liberaeurs seek help from dagger deep in their efforts in the civil war.

- the soldiers of black and gold once again attack the deep, a deal is formed between them and ankh.

-psionic experiments attack Arrakis, the deal is broken.

5317: "the postman" delivers letters to those who frequent Dagger Deep, the letters contain stones that would corrupt those who touch them.

-"the postman" delivers valuables to orcish tribes, simply pointing in the direction of dagger deep, simply saying the word "attack" before vanishing.

5318: Abbott quickly assembles an army of Helmites and loyalists, quickly settles the civil war by force, Official notices are sent out, denying any Civil war occurred.

-Abbott gains control of Ankh after aligning himself with the University, disbands the senate, and orders the reconstruction of the city, and gates opened again.

-Abbott leads small motley attacks on the Deep in an attempt to find weaknesses that can be exposed.

5319: Abbott and the forces of Ankh and the University Invade the Deep.

History

The Grand city of Ankh is perhaps the largest and one of the most ancient cities of the world. Its founding was around 1550 by King Ankhaien of Anthatal. He sought to seed the world with a city like non other. Though he did not live long enough to see the full fruit of his labor, Ankhaien saw the foundations being laid for the greatest city of all time. It wouldn't be for nearly another 100 years before Ankh would take the main stage for large cities. As the Council tower was completed forming the first school of magic in the known world. This attention brought many other cultures and races to move to the city. When are large enclave of dwarves arrive they got permission to dig beneath the city to improve the sewers and to make more room for their wayward people. After years of digging they Dwarves stumbled across a city deep below the city. Hence forward called the under-city, where they discovered ancient artifacts of a lost culture. This discovery brought even more attention to the city and gave the university even more power as it took all the artifacts for "Study". As the city kept expanding outward the ruling family decreed that walls would be built separating the inner city to the ever-expanding outer city. After the outer city expanded more another wall was built, and another. This process was reappeared for the next 2000 years. This city became cities within cities with the palace and university at its heart. Each city region started to gain a culture of its own as each area began to focus on one area of trade or commerce. Around 4478 a large influx of Gnomes arrived at the city bringing their industrious visions to the great city. This would be considered the start of the golden age of Ankh where technology and magical research were at the forefront of everything. Powerful magics were infused into the inventions of the gnomes and Magitech was born. Great airships could be seen in the skies over ankh and this become the envy of the rest of the world. This envy began to worry the people of Ankh and the people became restless demanding seclusion from the outside world. This unrest lead to the overthrow of the noble families and the forming of the Senate. Three organizations now ran everything in Ankh, the military, The Senate, and the University. The three ruled over their separate areas without impunity from the others. Ankh seeing the growth of power on the island of Arrakis decided they must deal with this rising potential threat. Each of the three made moves to destabilize the island nations and each failed in their own way. After these failures the Senate broke down into two factions and the ankh civil war began. This war if it could be called that was more a shadow war. Conducted mostly in secret and what battles actually happened were swept under the rug. The civil war ended when Abbot convince most of the factions to his side to overthrow the remaining opposition. Peace did not last long as Abbot turned the people blame from the Ankh government to the kingdoms of Arrakis. Once again Ankh went to war. This time more openly and more unified than the prior engagements. After many months of fighting the people of Arrakis brought to light many of the underhanded deeds untalented by the university, the church and Abbot. Once everything was brought before the Senate the war ended with Abbot being labeled a traitor. Abbot and his followers remain at large.

Religion

There was not a formal religion in the city of Ankh in the early years. Just a God for every facet of life and everyone worshiping their own version of said god. In 2964 a human was born in the city by the name of Helm. He would go on to become Ankhs protector and the people would begin to worship him as a living god. This was the beginning of the church of Helm which took deep routes within the city of

Ankh and became the most predominate religion in the city. Other religions were worshiped within the cities, but everyone had a Helm shrine somewhere in the their home. Mistra also had a place within the walled city but she was mostly worshiped by those of the university. This went on for thousands of years until the influx of the Gnomes arrived. Their inventions and industry saw the rise of another church, the church of Forge and his Son Apparatus.

Military

Since the founding of the city of Ankh it always had a standing military. Which was used in defending the city from attacks and for expansion. The military was charged with the general safety of the city, which led to the creation of the city guard, to keep the citizens safe from the day to day. Over the thousands of years, the city stood the leaders of the military slowly developed tactics suited for defending their great city. The military formed two divisions and a third was added when airships were created. The first two were the navy and army with the air brigade being added later. The army was further divided into two groups the Rangers and the Helmites. The Helmites were specialized in forming unbreakable walls of shields and would slowly advance towards the enemy or just dig in and wait for the enemy to come to them. The Rangers were trained for flanking and guerrilla warfare. They would be sent behind the lines and attack the rear and try and force the enemy into the Helmites or cause enough damage to deter the enemy.

1st Rangers

Within the ranger divisions the 1st ranger company became notable as the most elite fighting force of the Ankhadian military. Their skill and locality became so well known that the company was removed from the active arm of the military and was given autonomy by both the military and the government. With their only standing orders to protect the people of Ankh.

During the first war with Arrakis the rangers were used to protect the Air Marshal which is the highest ranking official in the military. During the Ankh civil war, the rangers commandeered the some of the Air brigands ships and used them to move citizens and loyal officials to safety. During the second Ankh war the rangers leaked information to the other side in order to end the war quickly thus saving the destruction of Ankh.

Air-fleet

The Ankhadian air fleet was a sight to be seen, it was said it could fill the skies so much it would block out the sun. Though this was a gross exaggeration its size was impressive. The crowning jewel of the air fleet was the launch of the Old king. A titan class airship nearly five times the size of the largest battleship. During the first Arrakis war most of the air fleet was destroyed by a mysterious storm the hit the coast. Only a handful of ships survived, and Ankh spent the next couple of years rebuilding. After the second Arrakis war the plans for airships were given to the other kingdoms as a term of surrender. Ankh still holds the largest air fleet in the known world.

University

Tailax Dynasty

Tira Empire

Ta'Imir Soverienty

Arbiah

Apparatika The Flying City (Sky-town)

When airships were first created in Ankh agents from the far east were able to steal the plans. After decades of additional research and nearly 75 years of building the first sky city left the ground. It was built with the intent of being a trade hub to earn vast amounts of money and resources for the empire that built it. During an internal strife within the empire, control of the city was lost, and it became antonymous. During this conflict the empires own airships and airship construction yards were destroyed. Leaving only two places now that could build these miraculous machines, Ankh and Apparatika. Though no longer under the influence of the Empire it stayed true to its purpose. Being a central point for trade and moving around gain resources from across the globe.

The citizens of Apparatika live a busy life. Though almost every race can be found in the city it is mostly made up of Gnomes dwarves and humans. Each citizen is required to work in one of the many professions found in the city. From Dock worker, maintenance, pilot, airship construction worker just to name a few. The main Faiths of the city are Forge, Apparatus and Phygrious. Though all faiths are welcome. The population of the city is always in flux as people leave to settle the lands that the city visits and new people arrive from ships daily. The city size is always being added on to, but it is a slow process.

People who live there are treated to a rare beauty that most will never see. Its almost always sunny in the city because it will just change its altitude above the clouds. If its too hot they will just find some cover. Since they are up higher it tends to be cooler than on the ground so longer clothes is the general fashion within the city. The city is referred to a free city as it has no ties to any one place. The city is ruled by a council of appointed officials from each sector of the city. From them one is appointed Overseer. The councils run the city from the top spire. They use the money earned from their trade to run the city and purchase anything that they might need. A large source of income is the Airship construction yard. Where the city builds airships for itself and anyone who is willing to pay for one.

There are two large festivals held each year within the city the festival of lights and the festival of finance. The festival of lights is where lanterns are released into the air and form a long tail of light emitting from the city. The festival ends with a firework show that lasts for almost an hour. The Festival of finance is where the entire city becomes a bustle of games. Where each citizen is given chips which they can gamble, trade or buy with. The person from each area with the most chips wins prizes.

The Dwarven Kingdoms

Durim

Staugrad

DoDai

Elven Kingdoms

Larareddia

Caledia

Pymwen

Dierien

Factions

The Inquisition

Black Rose

The Yak

The Sacred Order

The White Woods

The Summoners Cabal

Empty towns and villages have been found over the centuries. No one ever found any of the denizens. Food was left on the stove, and it is as if they all just vanished. People say that a town that has vanished is a bad omen, shortly after nearby villages and towns are attacked by fiendish and unimaginable horrors. All branded with a black triangle on the head and hands. Someone the survivors say that during the attack robed figures can be seen in the distance. Just standing there observing the carnage unfold.

Three Robed men in purple and green robes stand across a small table

“Report, how did the experiments perform in test 47-6B”

“It went well, the subjects worked well, especially the vines with the human blood. The mushrooms need some more work. There was a sudden mutation causing uncontrollable results”

“What will you need to correct it”

“50 humans for testing and 40 other specimens on this list for flesh crafting”

“Done, What about the next batch of subjects”

“They are ready for testing”

“Good then we move to Test 67-1A”

In unison “WE ARE JUST BUT FLESH, THE FLESH CAN BE CRAFTED, OUR SOULS CAN BE SUMMON, INTO THE HUSKS CRAFTED BY OUR HAND, OUR HANDS ARE GUIDED BY THE GREAT ONE. THE ONE THAT RETURNS ALL”

The summoners are a evil cabal of casters and flesh crafters. Their goal is to simply create and test their creations. They travel the planes and worlds, capturing creatures and people to create new and horrid creatures. Once complete they test their summons, make improvements then test again until they create the perfect weapons.

North-Brook
The Lantern Academy
The God Council

Races

Elves

Dwarves

Small Folk

Kin'Dar

Halfling

Gnome

Recognizable by their pronounced mustaches and flamboyant hair colours a gnome is hard to miss. This often very sociable race tends to value intellect and innovation and it is not uncommon to see gnomes as fast talking merchants and resourceful casters, after all, it is notoriously difficult to silence a gnome once they get going (Racial Resistance: Silence). Despite all their big talk, however, gnomes are also known to have a weak resolve. Gnomes should still not be underestimated for, like many small folk, when pushed down they come right back up to continue whatever task they have decided to apply their talents to.

Gnomes often have a strong connection with science and technology. As a result, many of the gnomish population are found in the city of Ankh. Another known collection of gnomes is in the Woodley Reds whom make everything, including garments out of wood, proving that gnomish technologies are not limited to metals and mechanics. Nevertheless, gnomes can be found anywhere they feel they are putting their skills to use.

Orckin

Orcs

"I arrived too late... The scene that unraveled before me as I moved through the village made me sick to my stomach. When I had first seen the smoke rising in the distance I had assumed bandits, but when I arrived I saw I was sorely mistaken. There was nothing left of the village aside from crumbling burnt structures... And piles of bones picked clean... No doubt in my mind, this was done by Orcs. If a new host of orcs had organised they'll be setting their sights on the next village, I have to send a letter to the King! I'll try and scout their movements!"

~Last journal entry of Ranger Aerick Fillion

A young race The Orcs have spread out far and wide, adaptable and diverse the Orc's care almost as widespread as Humans. Many scholars have debated on how the Orcs came to be, some say they came from a proto-race that became twisted and warped, others say they're the children of a minor God who they eventually turned away from, and some say they were created by a dark wizard using demons blood. Unfortunately no one can agree on what the Orc's origin is, except the black skinned orcs, they were created by Sacacuron to be a slave army for him.

Orcs are much larger than humans, usually standing more than a shoulder's height taller than the average human and twice as broad. They're easily recognizable by their predominant tusks and of course their varying shades of green skin. Orcs have generally short lives, due in part by their warrior culture, rarely living past the age of 40, however they usually reach physical maturity by 8 and mental maturity about 12, if they live that long. Orcish children are often raised in communes as orcs are not known for marriage but instead just mating as they choose. Due to the fact that orcs aren't raised in family units they generally don't use last names. Orcs who achieve great deeds will often choose a last name that reflects that deed, or they simply refer to their most significant parent. They usually dress in furs and leathers with some powerful orcs able to obtain metal armour, partially because orcs are not exactly built for tailoring a cloth work. They tend to collect trophies from their enemies which they often wear on display, decorating themselves in bones, teeth, claws and often broken crowns or pieces of armour from foes.

Orcs are a savage and tribal race, organized into many different clans that are rarely region bound, preferring to roam about raiding. Raiding is often considered a part of orcish culture, as orcs are generally not great craftsmen or merchants. Despite this Orc clans can vary greatly, just as much as human Civilizations can vary, some are deeply spiritual, some live deep underground preying on those foolish enough to stumble upon them, some venerate the natural world seeking to integrate with it, and still others build impenetrable fortresses as a staging ground to pillage the region. Orcs predominantly follow chieftains who usually obtain their position by defeating and often killing the former chieftain. Orcs value power and are drawn to those who have it, as such orcish leaders often rule through pure strength and cunning cruelty. They follow few if any strict laws and prefer tribal traditions, solving disputes on a personal level rather than with courts or Councils. Chieftains often have a shaman that helps guide them, giving them wisdom from the spirits or God's, larger clans may even have a council of shamans or spiritual leaders that help guide the clan.

While not overtly religious orcs do tend to have spiritual leanings. Orcs do have a generally accepted faith of ancestor worship venerating those that came before them. Orcs believe that when they die they go to an eternal battlefield as an afterlife, those who achieve more during their life become more powerful in the afterlife. Those orcs who achieve incredible feats in life are believed to become akin to gods in their afterlife. However some Orcs do choose to follow more established religions usually following God's that encourage war and battle such as The Morrigan, their natural bloodlust often leads many Orcs to Khorne and Chaos and many who value the natural world choose to follow Gaia.

Others (Npc)

Black

Red

Goblins

Others (Npc)

Gaian

Fire

Shadow

Suicide

Giants

Hill

Mountain

Sky

Others (Npc)

Frost

Fire

Forge

Dragons

Wyverns

Dragons

Dragons Lords

Therians

History

In the early days of Magic when Gnimh gave the world the weave, The weave gave us many different magical beasts. Some of these were wild and feral. Several of them attacked and killed as they pleased, if someone was attacked and bitten and survived the attack, they would change with the next full moon. These creatures were humanoid beast hybrids and closer to what we know of therians today.

As the years passed on, these beasts were found by the woman known as Gnimh, she saw these creatures as a tool in her plans and discovered how easy it was for her to control the “beast” within them. When she controlled them, it gave them a small piece of their humanity back. The first therians were grateful for the gift their “mother” had given them. This graduated waivered with many over the years as some saw their service as slavery.

Searching through all the therians, Gnimh found her strongest chosen who she named ‘Silver Fang’. It was their leader and teacher, when their “mother” was away, Silver Fang was her most devoted and loyal servant. Over the generations some of the therians were able to regain most of their humanity, this required them to suppress the “beast” within, making them much weaker to their feral cousins. But able to act as a normal person and able to walk with other races. These therians could fight the control of Gnimh to a degree and were able to break free of Gnimh.

During each full moon the “beast” within would be at its strongest, causing them to be more aggressive akin to their feral cousins. If a therian ever gave in or succumbed to the beast, they would be lost

forever. Therians tend to form pacts for mutual protection and safety, some would also form family groups but was not always the case.

Vampires

History

The story of Vampires starts way back several millennia, with a girl

Her name was Lilith. She was a young girl who fell in love with someone who died at a young age, which caused Lilith much pain. Unable to handle the grief of losing her love, she decided to try anything. After exhausting everything she attempted to cast a dark ritual to return which she lost. As the details to this ritual are lost to time, what is known is that the ritual was unsuccessful, which caused Lilith herself to become cursed as she tried to cheat death. Her punishment was that she is to be cursed with Immortality, never being able to join her true love in the afterlife, along with immortality she was cursed with never seeing the sun again, and if she chose to go into the sun. Her skin would catch flame. Only to reform from the ashes when night fell.

To survive in this form, Lilith was required to consume blood as her only food. Her disdain for drinking blood caused her to starve herself, until the thirst became so great, she would enter a frenzy. During one of these frenzies, she accidentally created more of her kind. These new vampires were feral monsters who endlessly hunted for blood. Over time the strongest of these first-born vampires were able to regain their control. They went on to create their own coven and casts. Lilith had a great dislike for these monsters she created and over time learned to create a new generation of vampires that maintained their senses and control. So, for the next one hundred years she went on creating more immortal beings like herself, she wanted to feel complete again which if she had others like her, she hoped it would help her but, in the end, it made her feel even more empty.

As the times moved on and more vampires were created, the creation of Vampiric Blood Lines came into creation. These were known as the Elder Bloodlines, Silentium, Belator, Necros, Colubri, Draconis, Regis. With the bloodlines created Lilith herself was named Mother of all Vampires.

With her bloodlines made, so were the Blood Items, these items were not made from magic, but of Lilith's Blood. These items have a specific job. When brought together they can be used to summon the mother herself. This was the only way to see Lilith as she had disappeared. She had grown displeased with how her children constantly fought and sought more power.

Time moved forward into the land known these days as Dagger Deep, which brought them their first Vampire His name was Minsor. Then along with Minsor also came the known Six Arcons of Vampires, Calthos, Seth, Theron, Sagisloth, Set and Kyoto. Calthos was a Vampire who was made from magic, with his creation gave us new Blood items. These were known as the Blood Items of Calthos.

In the year 5316 the world fell into the abyss, with the fall many things changed one of those being Vampires, No one can really explain how the abyss changed them, there are theories but nothing has come to truth yet. But these changes were a drastic one, The bloodlines of the second generation were Purged and altered. The Vampires that are known now after the fall, are much weaker than what they were before. The Social status of one's blood no longer mattered as they all shared the same blood, Yet

some vampires still fight over who is more powerful and worthy of “prince” yet, they all truly were the same in power and Status.

Character(s) of Interest

Spirit Walkers

These wonderous creatures are also called the Primal Shepherds. Created shortly after the dragons during the dawn of the cosmos. They are known to move worlds through the stars and guide the lost to their rightful places. They have the respect of almost all the ancient races, no one dares strike at these beings for the wraith of all creation would fall down upon them. These great creatures are pacifists have no ill will towards anyone.

The Bard

The legend of the bard is one of a mysterious tale. He appears and plays his magical instruments granting wishes and creating wonders. The limits of his powers are unknown, but he has battled Sakakuron himself and lived.

The Artificer

Born around the same time as the sisters, the artificer learned magic from Gnimb but quickly learned the dangers of containing large amounts of magic within one’s self. He started to channel magic into wonderous items. Over the centuries he created some of the most powerful items known today. This attracted all sorts of people demanding him to create power items for themselves. The artificers has since stayed in hiding to protect the world from himself.

Artimis the Black

The Warden of Worlds

Created by Sakuron, this omnipresent entity that governs 150 words. Equally dividing his power into 150 separate bodies so he can observe all of them at the same time. His fiery temper has earned him a very unfavorable reputation. He is also tasked with transporting most of Sakakuron’s forces around when needed.

Merl The Hedge Wizard

Damocles, chief chronicler

Wonders

The Crystal Dungeon

The Grand Library

The Grand Library was founded thousands of years ago and contains the largest deposit of books and knowledge in the known worlds.

The Grand Library is a sacred place, and anyone visiting must show the utmost respect and honor for the books and knowledge within. No one will be turned away from the library as it is considered a sanctuary, therefore outside the reach of alliance or rivalry.

Anyone who brings harm to the Library is immediately and permanently exiled from Alsheval. They are escorted to the Whispering Woods and left to find their way out of the undead forest without aid. They will be met with deadly force if they ever set foot in the kingdom again

The Library itself appears to be carved into the mountainside, featuring towering spires and immense windows. It is entirely worked with bright grey stone, creating huge wide halls with an open, bright and airy feel. It is lit using bright mushroom lamps that do not flicker or give off heat. Fire is strictly forbidden in the Library.

Food and drink are also prohibited in the library. Fortunately, there are small rooms tucked away through the library that are filled with all manner of food and drink. These also serve as a safe haven from the defensive wardings (read "Defense") for any citizens or library staff who want to avoid getting sucked into the pocket dimension.

Many of Alsheval's citizens donate their skin upon passing, so it can be made it book bindings and pages. Anyone who visits the library will notices most of the books and scrolls are made from this leather.

Defense

The Grand Library has a series of unique and powerful wards to protect it against damage. The Head Librarians most sacred duty is to activate these wards as a last resort in times of danger. Activating the wards takes the librarians life and is fatal to anyone not evacuated from the halls (there are safe rooms citizens take shelter in outside the wards all within the library). Once the wardings are activated the library folds into its own pocket dimension, taking the accumulated knowledge of Alshevals ancestors into a safe sanctuary. Once the danger is passed, anyone of Shevalan blood can summon the library back from its pocket dimension. It can be summoned anywhere and will sculpt itself into whatever landscape is around, making it appear as if it had grown there. Though the cost of summoning the library is immense and some might consider building one from scratch to be cheaper.

Magic

Types of Mana

Divine

Arcane

Abyssal

Infernal

Primal

Wild

Celestial

Alchemy

Potion

Brewing alchemical potions is a fairly common practice and has been passed down through the generations. Herbalism is a form of Alchemy though generally this fact not known to most. But it follows the basic rules: take a certain amount of ingredients, prepare them, add into a vessel and consume. The divide in herbalism verses alchemy is formed by the different groups that use them. Druids using more natural ingredients and methods, call it herbalism and mages in their labs call it alchemy. But its all the same, taking the magical or special properties of the ingredients isolating them condensing them into a liquid form for consumption. Potions can be used in a variety of ways from healing wounds to protecting the body from fatal strikes.

Runic

Runic magic or runic Alchemy is a form of magic that is used in the place of casting words or cumbersome alchemy labs. As other forms of magic require the skill of memorization of casting words, hand gestures and other components, runic alchemy requires a steady hand. Runes are drawn, craved or engraved to create their alchemical effect. Runes can be used to change ingredients from one from to another, concoct potions, create artifacts or cast spells. It all depends on what runes you use and how you put them together. For Alchemy usually the runes are written at focus points in a circle. The more complex the potion the more complex the circle must be. One wrong rune or miss drawn circle can lead to disaster. Imagine stacking glasses in a pyramid so you can pour a bottle of wine filing every glass with one pour. Now imagine that one glass is missing or of a different shape or size. The whole thing will come crashing down once you start pouring. But unlike this example you won't know something is wrong until you start pouring and once started you can't stop until the bottles empty. Runic users must memorize and study like most arcane casters. Pouring through books and tomes learning as many runes and circles as they can and then learn how to put them all together.

Sparks

Sparks are not souls but a force of energy within a person or creature

Primal Sparks of Creation and Destruction

Said to be the rarest of all the sparks and the most dangerous. These sparks compel the bodies they reside in to enact as often as they can their creative or destructive tendencies. One would think the creative one would not be bad, but creative is subjective, you can create a lot of bad things in the world. Though the Creation spark tends to be selfless it often gives too much and dies in some fashion. While the destructive tend to have a little bit more of a survival instinct. The Danger is that only a Creation spark can destroy a destruction spark and vice versa and the Creation spark tends not to want to destroy.

Plainswalker Sparks

There are only three ways someone can attain a plains walker spark. Born with it, gain enough power or skill to "unlock it" yourself or have it done by another Plains walker. The spark of a Plainswalker is a spark like any other that has been shattered. Instead of the spark residing in the core soul of the body its has broken and spread into every part. This is what allows them to traverse realms as if walking through the door. Most people must travel through the astral to get to other worlds. Plains walkers can just

bypass the astral all together. Plainswalker sparks are extremely rare. They are often hunted by powerful beings so they can gain their power.

Dragons Sparks

All Dragons contain an immensely powerful sparks, simply call draconic sparks. They are the same color of the dragon they reside in. Their sparks are much more powerful than any of the other sparks. It gives them their power and allows them to age extremely slowly. In rare moments dragons can give up their sparks to another. This does not kill them as their spark will slowly rekindle and grow. These sparks can also be forcefully removed, it is extremely dangerous to all involved and most likely will kill the dragon. When a dragon loses its spark they are extremely weakened, and their life becomes linked to the body they gave the spark to.

Heroes Spark (Light)

The heroes spark or light spark is what is found in all people who rise to greatness, whether it be great evil, great good or something in between. The light spark is not comparing light and dark as good and evil but rather something that is there and something that is not. The heroes spark is what allows mages to regain the mana faster than most, or warriors to heal their wounds. Without a Heroes spark a person would not be able to return from death even with spells like resurrect and revive. Every hero (PC) has one of these sparks within them and most are unaware. Some will go their entire lives without knowing what lies within. But they are all drawn towards something, driven, passionate willing to leave their mark on the world. There are two states to the light spark dormant and awakened. There isn't much of a difference between the two, except while awakened the hero gains knowledge and can learn new skills much faster than normal. The most notable thing is when the light spark awakes for the first time. This is usually brought on by some important moment in the person's life. A bard would call this the start of our tale. But during this time and for weeks after the spark emanates a powerful field around body protecting it from most magics and other fatal attacks (peasant immunities) but like all good things this field fades with time, leaving the body vulnerable again.

Simply put the light spark is what allows heroes and villains to resist effects, be revived or resurrected. If someone was not in possession of this spark, death is a very real and permanent thing. One can say rushing into battle is brave, but others can say living without the light spark is the bravest thing of all.

Technology

Airships

Recently the plans for airships have been revealed to the world, no longer a closely guard secret of the Ankhadian Military. These incredible machines are a blend of magic and science. There are several shapes and sizes of these wonderful creations. The styles are completely dependent on the builder most have some form of sail but then others do not. Some are made of wood and others made of metal. Skiff, Corvette and battleship or the three main sizes of airships. The skiff is smaller and faster while the battleship is more armed and armored. There are two other sizes of airships but the knowledge to create them has been lost or is still a closely guarded secret. The Alfred which is a sloop class ship. It is very small but fast personnel transport. It has been said it is so quiet if you were to close your eyes it could pass just above you and all you would feel is a gust of wind. The Titan class Battleship, The Old King, was the flag ship of Ankh. It is about five times the size of a battleship and can carry several thousand soldiers at a time. It has several levels of cannons and can rain down fire upon the battlefield.

During the early years when Airships were first created the plans were stolen by a far-off empire. Which over time they were able to build their own flying wonders. In the current day there are only two places airships can be built. Ankh and Apparatika the flying city. The Empire lost the ability to create new airships during an internal struggle which destroyed their construction yards.

Science

Science in the world is on a level similar to steam punk but its uncommon. Gnomes and those of the Church of Apparatus are the main drivers of science and technology. Electricity and the basic light bulb can only be found in the most high-tech of laboratories. The most common scientific creations that can be found in the world is gun powder and clockwork. Still it isn't found everywhere. But most kingdoms have access to them in one form or another.

Artifacts and Relics

The Pools of Clairvoyance

These magical pools formed naturally on the slopes of Shadowvale. They gave anyone who gazed into them the sight to answer any questions they wished answered. The last of these pools have dried up and no more have been seen on the mountain.

Planer Keys

These keys were said to control time and space, but really, they just allow its user to open portals between worlds and planes. For them and whoever else they wanted to bring. It was as simple as opening a door and walking into another room. The portal stayed open until the wielder walked far enough away, then the portal would close. One of the keys was broken and turned into two matching staves. The Staves of the Planes. The remaining keys are still in the possession of the Warden of Words.

There was one other Planer key made but its ability was to lock any form of planar travel of an area. So no magical means of travel was permitted.

Primal Cube (Astral Stone)

Also known as the Astral cube. This cosmic item was created during the destruction of the First race. When they were struck down by the primal and the planes were created. It is rumored to be the heart of a Primal Dragon. While other scholars believe the cube was forged by the gods and gifted to those more worthy. The cube can control the astral plane, the plane that connects all others together. The cubes current location is in the astral plane. It has embedded itself and now acts like a gravity well pulling everything towards it. Due to this Arrakis has become a place where unsuspecting travelers end up with no way to return home.

Soul Grinder

A powerful mort and pedestal created by the Artificer. It is one of the only ways that a Phylactery can be destroyed. Its current whereabouts is somewhere on Arrakis.

Staffs

The Yak Staffs

There are 5 yak staffs, the teacher, the planes, the mind, the wild staff of the planes and the yak staff. These staves' range in power and appearance. They were created by the order of the Yak and are carried by some of their more predominate members

The Black Staff

Carried the dark lord. Its true powers are unknown, but it is said to give its wielder the ability to control powerful magical beings.

The Blood Items

The Blood items were first created by ??????. The second set was created by ??????. These magic items were infused with blood and grant great powers to their wielders. They grow in even more power when the set is complete. There are two sets. The first one is the ring, sword and shield. The second set is the staff, wand, and amulet. The staff was destroyed in 5316 by Yohan.

Missions

5324	5323	5322	5321	5320
			There was no MC Year	Breaking the weave
				Fallen from grace
				Cheeba's
				Strangers
				A Dark Pact
				Breaking the Curse
				The First
				A Fair Fight
				Fatal Terrain
				Shipment
				Arrival

5314					
5313					
5312	Red Keep	Hrogn	Willy/Drake	Drake (Bronzes Light)	Battle of Bar Osis
5311					
5310					
5309					
5308					Bonnie Bonnie Shores
5307					
5306					First Darkest
5305	No Darkest	-	-	-	-

Others

Year	Cheebas	Osis	Willies	Sunday Slaughter
5320				N/A
5319		Kendrid-Ryan Carlow	Sofia-Kaitlyn Dawe	Stryxx- Sage
5318	Kendrid-Ryan Carlow	Perseus-Scott M.		Milo-Todd Conrod
5317				Kendrid-Ryan Carlow
5316	Kendrid-Ryan Carlow	Perseus-Scott M.	Kendrid-Ryan Carlow	Kelly
5315	Kendrid-Ryan Carlow	Perseus-Scott M.		
5314			Kendrid-Ryan Carlow	
5313				
5312				
5311				
5310				
5309				
5308				
5307				
5306				
5305				

Maps

If you have a map of your kingdom please submit it to the Lore Marshal or Plot Officer

Melune



Alsheval

