The World of Aethel: A Divine Game of Power

[...Existing Sections I–VI remain unchanged...]

### VII. Myth & History

- The Age of Dawns: When the First Light split, the world was shaped by the Tenfold Truths. The continents formed from divine clashes. Rivers ran where Velkyrion’s blade cut mountains. Forests grew where Kharix fell in grief.

- The Binding of the Old God: An eleventh shard, unnamed and unclaimed, attempted to consume the Pantheon. The gods united to imprison it in the deepest level of the Great Descent, Level 97, and forbade any further contact.

- The First Cycle: The Shardspire glowed, and mortals entered. A farmer emerged with a crown of flame, founding Tyrnathar. The advent of divine war through mortals began.

- The Sundering of the Beastlands: When Threxian's forces cut through the Thauren Expanse, Kharix retaliated with living storms. Half the tribes were lost. Terhakor was born in the aftermath.

- The Betrayal of the Veil: Yshael, once an ally to Elyria, tricked her into transferring a third of her power into a relic. This relic vanished into the dungeon, altering its structure permanently.

### VIII. Races of Aethel

- Eldrin: Moon-touched humanoids descended from Myressa’s dream experiments. Pale, long-lived, and naturally attuned to arcane memory.

- Dreadborn: Revenant-like beings who returned from Zeharra’s embrace. Can see and speak with the dead. Some are former clerics.

- Wyrmkith: Tribal dragon-kin of the Thauren. They possess elemental breath linked to Kharix.

- Hollowforged: Semi-sentient constructs made in Emberhold’s crucibles. They are tools that have gained identity.

- Duskwalkers: Mortals born under rare astral alignments in Aelinar Peaks. Often oracles or fatebound assassins.

### IX. Major Figures (NPCs)

- Archpriest Gorthan (Zeharra): Eternal overseer of Vaskurhollow. Has died thrice, returned by soulbinding.

- Queen-Librarian Syphra (Myressa): Rules Luminalis through encoded law and moon-dream prophecy.

- Grand Beastmaster Vorrun (Kharix): Warlord of Terhakor. Rides a thunderhide and speaks with primal gods.

- Herald-Knight Azerael (Elyria): Winged paladin who guards the Dawnbloom relic.

- Warlord-King Narthon (Threxian): Gladiator turned king. Once fought a Gate Boss bare-handed.

### X. Economy & Trade

- Divine Essence: Used in bartering, essence shards power relics and rituals.

- Shard Markets: Traveling bazaars protected by Naegul’s edicts. Illegal to steal from here.

- Regional Exports:

- Luminalis: Arcane inks, memory glass

- Terhakor: Spirit wood, beast tusks

- Vaskurhollow: Boneglass, black candles

- Cindervault: Embersteel, cindersmoke incense

### XI. Magic Systems

- Divine Spellcraft: Each domain offers spells, but overuse draws godly attention (positive or negative).

- Forbidden Schools:

- Chronomancy (Naegul-controlled)

- Soulbinding (Zeharra-exclusive)

- Relic Binding: Items “choose” users over time, binding soul and form. Rare and volatile.

- Miracles: Instant effects powered by Coin of Favor—healings, smites, warps.

### XII. The Cycle (Mechanics)

- Calendar: 10-year rotation. Shardspire activates in the tenth year. Cycles are named after their victor.

- Classes of Entry:

- Champions: Melee-based, favored by Velkyrion or Threxian

- Heralds: Spellcasters and emissaries of gods

- Infiltrators: Stealth-based, serving Yshael or Sythrel

- Wardens: Protectors and guides, often Elyria-bound

- Victory Consequences: New laws, weather, or rulers based on the god favored by the victor.

### XIII. Legends & Songs

- "Song of the Unbroken Chain": Praises Draethon’s first clerics who held a siege for 13 years.

- "Lament of the Hollow Stars": Naegul’s doomed prophet who foresaw the next deity’s death.

- "Ashes of the Crownless": Epic tale of Threxian’s betrayal of his twin sister during the First Cycle.

### XIV. Bestiary

- Behemaridons: Astral-touched crocodilian serpents (Astral Verge)

- Frost Wailers: Icebound spirits that echo grief (Frostmirror Cliffs)

- Hexspawn: Failed Heralds twisted by Sythrel’s chaos

- Thornbacks: Beastial guardians of Kharix’s Trial

- Gate Bosses:

- Lv10: Hollow King – armored specter of a forgotten realm

- Lv30: Cindervore – molten hydra with three tactical phases

- Lv70: Vox Prime – mirrorborne psychic construct

### XV. Appendices

- Timeline of Major Events

- 0 AE: Fracturing of the First Light

- 87 AE: First Cycle begins

- 301 AE: Betrayal of the Veil

- 666 AE: Imprisonment of the Old God

- 710 AE: Current Cycle begins

- Divine Lineage Chart: Each god descends from a concept of the First Light (e.g. Zeharra from Finality, Velkyrion from Resolve)

- Dungeon Level Reference Guide: Overview of each 10-floor section, notable events, and boss fights

- Calendar of Aethel:

- 400-day year, 10 months of 40 days

- 10th day of each month = Holyday

- Final 10 days of year = Twilight Week, the time when divine and mortal boundaries blur