



ISHTORH FAHN DREHMAL

a thousand year speculative chronicle of the Realm of Drehmal
Written by RatseerOfRattesse

LANGUAGE TRANSLATION GUIDE

GLOHSAMLA DREHMIS DIHLIHB

*Compiled with information from the Drehmal Discord Server and
Comma's Translation Guide.*

*Many parts of references were taken as confirmed and canon in
order to flesh out the guide.*

RIHSELCH

Akhlo - long

Apolysohm - absolute

Arvahb - peninsula

Aru - great

Aruos - old

Av - one

Axh - enter

Axh'malrih - approaches

Chardas - rule

Cohrosa - time

Cohloma - colour

Dahr - ocean, sea

Dho - two

Dihdahs - teach

Dihlihb - guide

Dreh - balance, neutrality, centre

Drehmis - translate ('dreh' balance, 'mis' change, to change into an equivalent)

Ertahn - gentle breeze, zephyr

Fahn - of

Framour - strawberry

-g - 's, possessive suffix

Ghata - cat

Glohsa - tongue

Glohsamla - language

Harhte - waters

Hil'har - fucking

Huvahnlar - week

Ihb - vastness

Ihm - era

In - succession, after

Ishtorh - story

Ithlahr - peninsula

Ivahnlar - century
Kahl - forest
Kehalma - bayou
Kehf'ml toth - 'curse/damn insert noun'
Koh - rock, stone
Kohl - wings
Kohsallo - metal
Kohsallo'trahpe - anvil
Kohstollo - crystal
Kuhri - glass
Laen - fear
Lahr - cycle
Lahu - beginning
Lahur - reform, redo
Lai - warmth
Lar - day
Lihb - book
Lo - moon
Lorahnlar - month
Lhynstolo - garnet
Mael - hell, chaos
Maehrн - western
Maelmari - 'chaotic people'
Malrih - distance
Mari - creation, people
Marthropos - man
Manaika - woman
Mihd - zero, nothing, null,
Mihk - shit
Mihkmari - 'shit people'
Mis - change
Moegahi - love
Moechra - joy
Mour - food
Morho - baby
Morkhos - kid
Nath - grave
Nathus - mausoleum
Nari - power
Nahyn- peaks, mountain
Nhos - rodent
Nogur/Nozur - desert

Noha - plains
Nosou - jungle
Nylsh - night
Oe - the
Ohma - rise
Okahp - coast
Olhahan - under
Omla - speech
Oul - is
Parhaln- eye
Perhosa - past
Perhosa'ishtorh - history
Planiskhos - the Disc
Mihk'nhos - mouse
Rohma - rest
Rohshla - giant
Rohzla - pink
Sal - city
Sihf'mihk - bullshit
Sihf - cow, bull
Silnar - light
Sohma - end
Sohm - group
Taihgel - land
Tahsgan - cold
Terh - aspect
Terhmari - 'aspect people'
Terhmis - ascension
Teth - ever
Tohsima - primal energy
Torahn - sun
Toth - those
Torahnlar - year
Trahpe - table
Tosvoy - fall
Tuht - bay
Tuo - bringer
Uhla - crags
Valsa - divine
Valsa'nhos - rat
Valthyntis - boss
Vir - pure

Virmari - 'pure people'

Vhos - wall

Voy - end

Voynath - afterlife

Yvyanlar - decade

RISELCH – FAEHRCYLE DIALECT

RISELCH – FAEHRCYLE GLOHSAMLAN

Amargah

Barhvama

Broeghethem

Dahrbardha

Deih

Doh -

Ferh -

Grelehma

Hahgg

Myrahlehvamahlokrai

Sahva

Sinkloh

TIME FORMATTING

COHROSA CHARDAS

Drehmal's years are divided into avihms (Rilselch: 'one era'), each one's beginning and end marked by an important event. Av1 means avihm one, Av3 avihm three, etc. A year is listed after as a raw number: i.e. Av2 453.

HISTORY

PERHOSA' ISHTORH

Av0 – CREATION OF THE DISC

AVIHM MIHD – MARI FAHN OUL PLANISKHOS

In the beginning, there was the Primal Tree. Its roots speared the empty void with glorious light and life, and its branches sundered the skies under its all-encompassing rule. There was nothing else in its realm but a great wall at its edge, which the Tree called the Veil. Even in this void, the Tree saw potential. Space it could fill, with more potential.

So the Tree gathered its power to forge a canvas. Under each root grew stone and dirt, expanding outwards into a great disc of silt and rock. A blank slate on which to paint.

But the Tree now grew tired. It was powerful, but it was also limited. Its vast reserves of primal energy were (in scale) nearly exhausted by the massive act of creation from Nothing.

So it used the last of its power to create several beings which sprouted from its branches like flowers.

Four Aspects appeared in the realm, each a reptilian avatar of great power.

The first Aspect was a titanic turtle constituted of dirt and interwoven with roots. It gave itself the name Taihgel, the Land-Fall Drake. It immediately went to work, shaping mountains and plains and hills and forests upon the empty disc. These landmasses collected into three continents. The central continent was Primzahl, and it was flanked by Mael to west and Vir to the east.

The second aspect was a winged serpent, whose scales shimmered with spawned starlight. She gave herself the name Rihelma, the Star-Rise Drake. She summoned the air and clouds to surround the disc, and placed pinpricks of starlight within the sky. The land was still dim, however, so Rihelma created the giant pufferfish Torahn to light the world, and forged the moons Lorahn and Loruhn to circle the disc. Underneath the disc, she built another moon by the name of Lo'Veruhkt.

The third aspect was a long serpent with the head of whale, hood of a cobra, and a pair of menacing, clawed hands. He gave himself the name Dahr, the Abyssal Elder. He brought forth the oceans, but was not satisfied with his work. He turned to the sky and made a home for the Aspects in the new divine moon of Lo'Dahr.

The fourth aspect was a large quadrapedal lizard, with a long beard. He gave himself the name Khive, the Mystic Elder. He built the metaphysical channels that allowed primal energy to travel into the realm for the other Aspects to utilize, and defined the ways of magic within the realm. He also hollowed out the core of Lo'Dahr, in order to establish the Numencore inside, a vast reserve of Primal Energy that was far easier for the Aspects to access.

As the four major Aspects forged the world, two other Aspects lurked in the background. The Primal Tree did not know nor create these beings. They had simply spawned into existence when the realm was born, and governed those things that allowed the realm to exist.

One of these outsider Aspects was a white dragon that wore gilded rings along its body. They named themselves Lahrs, the Ever-Chant. They oversaw the completion of cycles of all sorts.

The other outsider was a black dragon with batlike wings. They announced themselves Verrhys, the Silent Herald, and spoke no more.

When the Tree awoke again, it saw the beautiful world that Taihgel, Rihelma, Dahr, and Khive had built. Still tired but recovering, it constructed four more Aspects to govern the new realm.

The first pair were axolotls, one of scorching fire and the other of freezing ice. They were Brightwyrm Lai and Glacial Elder Loe, Aspects of Warmth and Cold. They set to work with Taihgel and Dahr, modulating the temperatures of the disc.

The third Aspect of the second batch was a drake with the wings and six arms of a bee. She was Life-Bringer Vayniklah, Aspect of Life. With the guidance of the Primal Tree, she began to develop the first lifeforms that would inhabit the disc.

The fourth Aspect was a black dragon with webbed, batlike wings, and long, serrated claws. He was Soul-Stealer Voynahla, Aspect of Death. For now he rested, awaiting the souls he would soon ferry across the Veil.

The Tree and Vayniklah worked hard on their lifeforms, and eventually were ready to distribute them across the disc.

First, they sent down the beasts, all sorts of animals and monsters to roam the realm. Governing them was a large mammalian dragon, Greatbeast Muhs, the Aspect of Beasts.

Then, they sent down to the central continent of Primzahl, the Drehmari, intelligent humanoids with the antlers of Aspects. Governing them was a semi-humanoid wyrm with orange scales. He was Mari, the Laughing Dragon, Aspect of the Drehmari.

The Drehmari quickly prospered, crafting tools and developing language. They devised a calendar system based on the moon Lorahn, and designated the current time year zero of the first Avihm. However, they were still centuries before they'd develop into civilizations, so the Primal Tree decided to help them along. It sent down the daughter of Taihgel and Vayniklah, a great grass-weaved dragon, to guide the Drehmari in agricultural practices. This was Harvest-Bringer Noha, Aspect of the Harvest.

The Aspects had more Aspect children to govern the realm and its inhabitants as the need came, and eventually there was a full pantheon of twenty-three Aspects. And so finished the creation of the disc. The Aspects and the Tree, their work mostly done, sat back and allowed the Drehmari to take precedence.

Av1 – THE FELLING

AVIHM AV – ARU TOSVOY

The Drehmari flourished on Primzahl, constructing cities and worshipping the Tree and Aspects. The civilizations of Primzahl grew to extreme size and power, and soon Drehmari began to explore the other two continents: Mael to the east and Vir to the west.

The first colonies established on each continent became the first civilization and greatest authority. Mael hosted the volcanic metropolis of Vorahng'Chardas, the Burnt Capital of the Maelruhn Empire. Vir upheld the elegant spires of Kohstollo'Kohl, the Bright Capital of the Viruhn Empire. Both civilizations quickly grew to eclipse the scattered city-states of Primzahl.

It was around this time that the Aspects took more interest in Drehmari affairs. Khive in particular saw the potential of the Drehmari and the realm's primal magic, and sought to unite them. Previously, Drehmari's use of magic was limited to those few born with high potentia, allowing them to intrinsically use primal energy, though always with limitations.

Khive sought to democratize this system, and so he developed a system of rune magic for the Drehmari's use. He limited the system to prevent the Drehmari from stepping into realms beyond them, making sure that it would interact with primal energy with the rigidity of a machine.

With the system complete, Khive took to Karesh, the central region of Primzahl. He worked with the other Aspects and the Drehmari to establish the city of Ihted right underneath the Primal Tree's canopy, where he and the other Aspects would educate the Drehmari. His lessons took great precedence, preaching the uses of rune magic to the masses. It was only then that things such as arcanism and alchemy truly began to develop.

One of Khive's students stood out from the rest, his capability made clearer by Khive's seeming friendship towards him. This was Aok, the First Necromancer. As his title suggests, he invented necromancy and was also one of the greatest alchemists of all time. Having mastered alchemy, Aok looked further. He wanted to use primal energy freely; he wanted to be a god. And he succeeded, finishing the greatest goal of alchemy: the Great Work, true apotheosis.

Aok's attainment of the Great Work and his prompt complete disappearance from the disc set Khive to great regret. He had underestimated the Drehmari, and now one of them had overstepped. It was too late for him to revoke rune magic, so he abandoned Ihted and secluded himself on Lo'Dahr, even transporting the entirety of an empty Ihted Academy to his domain on the divine moon. He vowed never to interact with the Drehmari again; his knowledge was too dangerous.

Aok would not be the only disaster caused by rune magic, however. Soon after Khive's disappearance, conflict between the Drehmari sparked over the remnants of Ihted. The now-abandoned city had previously been explicitly under the Aspects' protection, but now they had vacated it and it (along with the wealths of knowledge in its libraries) were up for grabs.

Two factions rose in this conflict: the Maelruhn and Viruhn. Far more powerful than whatever societies resided on Primzahl, they took precedence and the smaller factions either chose a side or were crushed underfoot. Eventually the tensions devolved into outright conflict, and soon both sides were marching to Ihted. Khive saw this and panicked, dispatching some of

his most loyal devotees with primal energy shields to protect Ih ted. Together, they formed a great barrier of divine magic that neither faction could break through.

Reduced to fighting in the Karesh plains outside Ih ted, the Maelruhn and Viruhn battled for days on end. Tired of the fighting, both factions took a gamble and brought out the greatest weapons in their arsenals, rune magic devices of catastrophic destruction. By the time the rune weapons were assembled, armed, and fired, they had sidled up against the trunk of the Primal Tree.

Swamped with blood, sweat, and tears, the two sides didn't stop fighting until they heard the great creaking sound from above, below, all around them. And then there was a crash, and then there was silence.

In their bloodlust, the Maelruhn and Viruhn had felled the Tree.

Av2 – REFORMATION

AVIHM DHO – LAHUR

The destruction was not instantly apparent. The first signs were not on the surface. They started belowground, as the sound of tearing earth reverberated up to the surface. One side of the disc was lacerated by the roots, and the other crushed by the Tree's bulk. All of Drehmari's accomplishments, crushed in an instant, and the Drehmari population itself near-disintegrated. Even Ihted, protected by Khive's power, could not withstand the pure mass of the Primal Tree's trunk. When it was done, there was nothing but crumbling stone, dirt, and wood, scattered in the now-uneven oceans.

As a final act, the Tree used invested the last of its power into three beings on the ground beneath it. The first was a simple earthworm that had sheltered in its roots, which the Tree turned into a miles-long serpent with green scales and antlers. This was Drehmal, the Shaper-Serpent, Liege of All, Deity of Equilibrium, Neutrality, and Balance.

Then the Tree ascended a Drehmari of the Maelruhn faction. Previously known as Naurduul, a general of the Maelruhn army, he became a fifteen foot tall red-skinned Drehmari with white horns. He was now Maelihs, The Burnt Lord, The Radiance, Deity of Chaos, Conflict, and Corruption.

Finally, the Tree ascended a Drehmari of the Viruhn faction. Previously known as Ael Irien, a general of the Viruhn army, she became a twelve-foot tall orange-skinned Dremari with blue hair and horns. She was now Virtuo, Lady of the Mirror, The Goddess, Deity of Purity, Peace, and Perfection.