

Races

(updated 2011/07/11)

The following are the civilized races of Ambar, suitable for player characters.



Eldar

Eldar

The Eldar (literally "First Ones") are the original inhabitants of ancient Ambar. They are ancient beyond comprehension, and while most Eldar have passed into history, those who remain still control much of the ancient magic of Ambar. The most influential Eldar races are currently the Alu, Avathar, Baal, Dwur, and Karrocks.

Once a single people, the Eldar became geographically divided and over 40,000 years evolved into dozens of distinct cultures, some of which have small resemblance to their ancestors. While they share common linguistic and cultural roots, they have little or no sense of kinship, and their divisions are not always agreeable. Most races of Eldar waned into myth and legend and have not been seen in centuries, if they are still known at all. Races of Eldar who have passed into history are known as the *Lost Eldar*.

For all their differences, the Eldar still have much that binds them together in the right circumstances. The Eldar were originally created by the gods to guard the *Pana*: the secrets of creation. This is a sacred duty that transcends individual desires, or cultural bounds, and will always unite them if the *Pana* are threatened, such as in the Runesong Wars. The Eldar also share a common affinity with the holy Uru (Dragons) who were similarly created to guard the land. Some Eldar worship dragons.

The Eldar are the deadly enemies of all Ifr'it, such as the Kha'din and Fomorian. In the Runesong Wars, most Eldar became allies of the Aethiiri and learned some amount of Aethiiri sorcery.

In the current day, the Eldar are very rare and seldom encountered. Most never leave their sanctuaries except with purpose. Even then, when traveling in mortal lands most Eldar shroud their true forms in magic to avoid drawing attention. More often seen are the servants of Eldar, such as the Alorns, Karrocks, Baalist, and Baal'Seta who serve the dragons.



Baal'Shem wearing stylized dragonarmor

Baal (Dragon Lords)

Baal (literally "dragon lord") are a race of Eldar dragon worshipers from the "Draconian Empire" of Urulokidor, and along with their Baalist wardum are oft called "Draconians". Baal are extraordinarily beautiful, but have a touch of the Draconic. Their skin is ash-like gray or black, and they sometimes have small horns, bony ridges, and sharp nails that set them apart from softer races.

Haughty, cruel, and greedy as Dragons, Baal are looked upon with fear and loathing by most people. Human life has little value in their immortal eyes, and everyone has heard tales of the age when the Draconian empire stretched from sea to sea, enslaving all those within their reach. Their rituals of dragon worship call for burnt offerings of many kinds, which are horrifying and repugnant to many human faiths. However, the Baal care not that they are misunderstood by mortals, for they are burning with a deeper, holy purpose and the rare strength to carry it out. Long ago the Baal were tasked by the Dragon Gods to serve honorable dragons and destroy the Kaeden-corrupted Wyrms that plague Ambar. The pitiful cries of mortal men trampled during the struggles of immortals and dragons truly fall upon deaf ears.

Regions

The "Draconian Empire" once spanned much of Ambar, but fell like all empires eventually do. Baal ruins abound, and the Baal still hold several cities along the "Orod Uruthanc mountains" near the "Taur-Uruloki forest". The region stretches from the "Dragonroar Falls" in the north to "Great Dragon Blight" in the south.

Population

One commonplace, the Baal have retreated from the world of men to the remnants of the "Draconian Empire" in the inscrutable east. While some merchants or Alorn knightly orders still retain ties, to most people the Baal are little but a bad memory.

Personality

Baal were a violent, expansionist people, who continually conquered all the lands they encountered by the mandate of the Dragon Gods themselves. Their holdings are now limited to a few cities (called "Eries") along the "Dragonspine Mountains" and the range from the "Dragons Maw" to the "Dragonroar Falls". Dragons frequently land in the city marketplaces to demand tribute. Most Baal buildings are ancient construction, built of black basalt and carved with Draconic holy signs. They are an ancient race with many taboos enforced by the Baal'Shem. The practice of magic is forbidden to the public, save for certain songs blessed to the dragons, and the dead must be cremated by dragonflame or Baalfire.

Within the cities, Baal form fragmented tribes called "clutches", which worship and serve a particular dragon or family of dragons. While the dragon is awake the clutch lives to serve the dragon's wishes, but when left to their own device the Baal tend to war among themselves. Fortunately for the world, the Baal clutches are so fractious that fielding an army is nearly impossible.

Baal are famous for their fear-inspiring battle hymns, often accompanied by drum, pipe and horns that sound like the roars of dragons. Baal armies march openly to battle, singing their songs of battle to rout their foes.

The Baal'Shem are the noble leaders of the Baal people. A Baal'Shem expects immediate and unquestioned obedience from those around him. He has the right to claim the life of any of a lower rank who displeases him. This can be by his own hand, the hand of a Baal'Kel warrior, or

by the very hand of the one to die. Most teachings are oratory, passed down by the Baal'Shem dragon priests, and written histories are extremely rare.

Baal are a very magical people--sorcery has an everyday significance in their lives and is held as sacred. The Baal'Shem sorcerer priests are the voices of the Dragons, and are the spiritual advisors and leaders of the people. Baal'Shem are scarred by their Dragon masters when they are chosen, marking the Baal'Shem forever as being set aside from others. The scar is caused by the Dragon's talons and blood as a permanent symbol of power and learning. These scars grant prestige and rank to the Baal'Shem, outward symbols of his control of Sorcery and position in Baal society. When a Baal is chosen by a Dragon to become a Baal'Shem and marked with the symbol of his breath, he becomes a ruler of the Baal people. The ways of the mighty Dragons are beyond those of mortal men and no man may question their judgment.

Physical Description

Baal are one of the more powerful races of Eldar, and with their Draconic mien they are truly majestic. Their skin is an ash-like gray or black color with colorful marbling of yellow, orange or red. They have small horns, bony ridges, and sharp nails that set them apart from the Eldar. Baal tend to become more compact and lean over time. The most striking feature of the Baal are their fiery eyes of yellow, orange, or red, which pierce the veils of darkness and deception. These are the sharp eyes of predators or hunters, but magical and draconic rather than feral. Baal of any rank bear *Seta*, which means "Dragon scars". Seta are the only true mark of prestige in Baal society, so much so that facial tattoos and self-scarring are fashionable. While lesser servants may mark or tattoo themselves as a sign of faith, true Seta carry potent magical power that is apparent to even non-Baal.

Relations

The Baal are greatly respected by the Alorns for their reputation of honorable combat and mastery of armored knightly combat. The Alorns also honor the Baal for their zealous obedience to the dragon gods, particularly in the geas to hunt and slay the fallen dragons known as Wyrms. Tales of knights slaying dragons are well known even to Alorn children. The Alorns worship the same gods as the Baal, albeit under different names, and see the Baal as fellow soldiers in the honorable fight against the many faces of evil.

However, Baal are greatly feared and hated by most other cultures, particularly the Kith, Alu, Rochir and Vozen. During the centuries when the Baal hunted wyrms, they were a violent, expansionist people who crushed and subjugated every nation they encountered. Many Kith, Rochir and Vozen were enslaved, and the Alu have a long standing tradition of hunting Baal to atone for their murderous crimes. If only the Baal had been more respectful of other races even the Kith might have allied with the Baal as fellow slayers of wyrms. Fortunately for their trodden down foes, the Baal clutches are now so fractious that fielding an army is impossible.

Lands

The Baal dwell in Black Eries hewn from volcanic peaks. Dragons frequently land in the towers to receive tribute.

Nobility

The Baal have many titles of nobility and honor, the most general being Baal'Seta, or "dragon marked", those who have chosen by the dragons and marked with holy scars. Most Baal have at least one scar.

The most powerful *seta* grant magic powers from the dragon gods, such as heightened strength, draconic sight, or the calling forth of magical dragon fire, or Baalfire. Tales abound of ancient and terrible Baal lords wielding blade and Baalfire, and backed by the might of the dragons.

Religion

Baal culture revolves around worship and service of dragonkind. The Baal'Shem are the priests of the dragons and rulers of Baal society. The *seta* received by Baal'Shem are distinct in appearance than others, and give them the divine right to rule.

The dragons worshiped by the Baal have fire-hardened black scales and green eyes that glow with hellish light. They breathe a cone of flaming, oily acid. Even their spittle and blood are highly acidic and the few heroes who slay a dragon do not live to tell the tale, burned and trampled in the bloody death throes of the dragon. Baal dragons always return to their caves and become dormant for long periods of time after great exertion. The Baal priests guard the dragons during these long slumbers, act as the mouths of the dragons when they awaken. The priests hand down the edicts and wishes of the dragons to the people, which are followed without question. Typically those wishes involve conquest and destruction.

The Baal priests also look forward to the reawakening of the Pendragon, who will lead the Baal into the next great age of their people and restore their vast empire. History has shown that only the awakening of the Great Dragon can reunite the Baal clutches into a single force.

Some dissidents claim that the Baal religion and doctrine of divine right is a sham. The dragons are not sleeping, but were killed in wars against the Wyrms and to further conquests of the "Draconian Empire". The Baal'Shem are ruling in the name of dragons that no longer live. At best, the "reawakening" foretold by the Baal'Shem is a poetic representation of the rebirth of new dragons, and a new Pendragon. At worst, the Baal'Shem are fork-tongued manipulators who remain in power past their time by manipulating both Baal and the few remaining dragons.

History

The Pendragon created the Baal through his own blood, transforming the Eldar who dwelled in Yr'Kesh into his own people. The Pendragon commanded the Baal to hunt the corrupted dragons who had betrayed their trust and released the foul Kaeden. Furthermore, they were to conquer and subdue all the lands, to make them inhospitable to the Wyrms and Kaeden. Starting from Yr'Kesh, their search took them all around the Dragon Sea, a region where basalt was common. This black volcanic rock, also known as "Dragonstone", was favored by the dragons for lairing and egg-laying. The Baal guarded the black rock, protecting it for use by the good dragons, and denying it to the evil dragons. The Dwur craftsmen build a series of shrines, towers, towns, forts, and cities along the path of Baal conquest. Tall towers enabled the Baal to watch for dragons. The Dwur built all of the Baal works from black Dragonstone, sturdily wrought and skillfully carved with Draconic holy symbols.

The Baal conquest proceeded quickly with their armies of ironclad Dwur troops, Karrock runegolems, and fiery dragons. However, not all of the lands the Baal traveled through were peaceful or amiable to dragon hunting and "invasion". The Baal were draconic in their dealing with the tribes of lesser races that happened to be living on the land they needed. Tribes of humans were typically given an ultimatum to worship the dragons or die. Human lives weighed

little by Baal reckoning, so even those who cooperated had little more than a life of slavery to the "Draconian Empire".

Only the Southmaren Empire and Alu resisted the conquest with any success. The Southmarens bargained with the Baal, forging a trade alliance only superficially subservient to the Draconian Empire. They built a grand dragon temple in their capital, added a black dragon to the gold falcon on their flag, and traded much-needed grain for Dwur stonemasons. During those years the Great Canal of Mrmym was built by Dwur hands, linking the city of Aquila to the "Dragon Sea". This monumental work allowed grain to be transported to any of the Baal holdings with great efficiency.

After an apparently easy conquest of the Alu lands, the Baal were astonished by the Alu uprising that followed. The Alu fought with terrifying precision and stealth, striking quickly and then melting back into the shadows. Generals, captains, dragon priests, and even dragons were assassinated--strangled or beheaded by long strands of grass woven into whip-like weapons. The battle-hardened Baal armies were helpless against a foe that would not take the field, and the leaderless forces were quickly driven from Nan-Surinen. The Baal never returned. The Baal also traveled east toward the sacred lair of the great Pendragon. Eventually reaching that holy land, they build the grand city of Rhi'Uruloki, on the "Dragonwing Peninsula". Rhi'Uruloki became the capitol of the "Draconian Empire", which now fully ringed the Dragon Sea.

At the pinnacle of their power, disaster struck. The great Pendragon, which had been awake for hundreds of years, finally slept as all dragons do. Without her presence to unite the dragons and Baal, the "Draconian Empire" disintegrated into squabbling factions and uncooperative dragons who demanded more and more tribute each passing year. With weak Baal leadership, the Dwur used their Karrock runegolems to retake their ancestral home of Aegis, and proclaiming their independence from the crumbling "Draconian Empire". Barbarian hordes from the north descended on the poorly defended Baal cities, sacking the ancient strongholds none had dared assault before. The desperate Baal demanded that the Dwur return to their duties, who refused, and Dwur who had remained in the Baal cities were slain in anger. The Dwur retaliated by igniting prodigious amounts of *Baalfire* in the tunnels under the city of Yr'Kesh, sinking the island city beneath the waves of the "Dragon" Sea and demanding the release of all their people. The Baal attacked the Dwur with Baalfire and flights of dragons, but the Dwur knew well how to deal with such forces, and simply shut their stone doors to the surface world. With the northern barbarian hordes pillaging their cities, the Baal fell back to the holy city of Rhi'Uruloki to defend it with all their remaining strength.

More and more dragons take the long sleep every year, and the Pendragon still sleeps in her holy shrine in Rhi'Uruloki. Baal await the day when she will awake and once more lead them to glory.

Equipment

Armed with magical weapons, garbed in the skin of dragons and wielding *Baalfire*, few can withstand their armies. Baal soldiers dress in ornate Draconic plate armor and wield flamberge swords, flaming crossbow bolts, and *Baalfire*, while the Baal dragon priests rain magical fire down upon their foes. Many Baal have magical weapons passed down from their ancestors.

The Baal make extensive use of Baalfire, an incendiary acidic oil that ignites with explosive force like the breath of a dragon and remains burning even underwater. This has historically allowed them to breach nearly any defenses with ease.

Adventurers

Baal are superficially human enough to enter human cities, but are rarely welcome. They are invariably drawn toward violent careers in which they can put their natural destructive strengths to good use. Frequently shunned from polite company, Baal often find acceptance and friendship among adventurers, many of who are fellow wanderers and adventurers.

Getting Into Character

You come from a line of divine immortals and could be thousands of years old yourself. Your ancestry is rich with art, culture, wisdom, and power--mortals in contrast seem dirty, unrefined, and only a notch above animals. Over your long years you have learned many skills and likely unlearned any bad habits or annoying personal traits. If you have a fault, it's your dragon-like greed and overconfidence. Since your people have few children and are naturally superior to mortals you will not risk the lives of your fellow elves. Fortunately, you are immortal, so you can afford to be patient and cautious. Hold your head up high and be proud. Listen patiently and speak clearly with carefully chosen words.



Baal Arms and Armor

A flaming sword is the most beautiful, holy, and noble symbol to a Baal, yet, the same weapon appears terrifying and cruel to mortals. Baal swords forged for noble Baal'Kel warriors are often stylized with undulating, flame-like blades such as "flamberge" and "kris" knives towards this ideal, but lances and pikes are the staple of their common infantry. Baal have developed powerful crossbows as well with wickedly barbed bolts or explosive tips that unleash Baalfire. Baal craft exquisite weapons, armor, and shields from the castoff scales of dragons, and magical metals such as Adamant and Orichalcum. These materials are are hard and impervious to flame, yet supple if well crafted. Dragonsilver gifted from the hoards of dragons is also employed, which has magical properties due to its prolonged proximity with dragons. Baal weapons of quality always have names written in runes upon their blades, usually visible only when the blade is heated by dragonflame or Baalfire. Once wreathed in flame, the blade will stay alit for the time in which it is needed, after which the blade sleeps until quenched in flame again. The spoken name of the weapon has power over the blade, enabling the wielder to ignite or suppress the flames upon command.

The combination of Baalfire and a volcanic forge is required to work the hardest and most magical of metals such as Adamant and Orichalcum. Black as dragonscale and red-gold like molten lava, these two metals are both aesthetically pleasing to the Baal, and can be molded to any shape. The volcanic forges of the Baal alchemist-smiths echo both with the ringing of hammers and prayer-songs to the dragons. The blades and helms of these metals glow when heated with dragonflame or Baalfire

The rarest of all blades were made of Orichalcum and quenched both in the purifying lava and in the waters of the Eldar Wells of Life. The Eldar called this metal Angranor and cherished it even above Ithilnaur, for it had a doubly strong blessing against the Deep Ones and Nameless Old Ones from the commingled Eldar and Baal magics.



Baal'Seta

Baal'Seta (Dragon Scarred)

The Baal'Seta (literally "dragon scarred") are those who have chosen by the dragons and marked with the holy dragon scars known as *seta*.

The *seta* are marks of honor and nobility. The *seta* are typically made in a prominent location on the face of the, where they may bring the most honor and glory to the Baal'Seta. Baal'Seta is an honorific title, and in formal use the name of the dragon(s) that issued the *seta* follows the title, such as Baal'Seta'Korbundar.

Tsi'Seta and Tsi'Baal

Those who are unmarked are referred to as *tsi'seta* (literally "unscarred") and as commoners are expected to show the utmost respect and subservience to all of the Baal'Seta noble class. However, since this includes most foreigners, the Baal come across as supremely arrogant. In modern times the numbers of Baal have lessened considerably and very few Baal are *tsi'seta*. As such, the term has come to mean *tsi'Baal* "not Baal". Conversely, the number of foreigners who have gained *seta* has increased, and they are generally considered to be Baal. Thus, a Baal'Seta is anyone with *seta*, whether or not they were born Baal.

Noble Titles

The *seta* are the markings of a Baal noble, but there are additional variations.

Baal'Seta -- a noble, one who bears the *seta'a/* dragon scars that show him to have the favor of the dragons.

Baal'Shem -- dragon priest

Baal'Na -- abbot, ruler of a monastery

Baal'Mot -- Necroalchemist (this practice is forbidden and punished with death)

Baal'Rhi -- king or prince, ruler of a great city

Baal'Si -- duke or count, ruler of a stronghold

Baal'Er -- eyrie lord, ruler of a great watchtower

Baal'Kel -- knight or warrior

Baal'Yr -- artificer, skilled in alchemy and enchantment

Landed titles are also used in the name of the place. Thus, Rhi'Annon is the great city ruled by the king Baal'Rhi'Annon and guarded by the dragon Annon. Both the dragon and Baal lord have a spiritual connection to the place.

Sorcery

The *seta* are not only marks of honor, but gifts of sorcerous dragon magic. The powers range from innate abilities to priestly spellcasting.



Baalist'Kel

Baalist (wardum, servants of the Baal, Draconians)

The Baalist are the mortal, worker caste of the Draconian Empire who serve the Baal. They are not immortal Baal, but rather an amalgam of dragon-worshipping human races whose ancestors first chose to serve the Baal over five-thousand years ago. Some Baalist societies worship the Baal, some serve them with great honor, and some serve as warrior-slaves.

The Baalist who serve a Baal are his *Wardum*, which means "worker" in the Eldarin language.

Draconians

Although their physique and facial features vary widely due to this varied heritage, most Baalist are dark-skinned. This physical similarity to the Baal causes most other cultures to incorrectly assume Baal and Baalist are two ranked orders within a single species. However, the Baal and Baalist are different species, and originally shared no common ancestry at all.

Thus, the term "Draconian" in common usage applies broadly to both Baal and Baalist, and is used to describe the overall culture of both races within the Draconian Empire.

Castes

The Baalist have followed the same highly-structured caste system for over a thousand generations. The castes are arranged in hierarchical tiers that encompass every function within a society, from workers, craftsmen, soldiers, and leaders. The highest tier is the Baalist'Shem, leaders who are responsible for other Baalist.

An elaborate system of tattoos indicates both caste and rank within a caste, and the status of an individual can be seen from afar if one knows how to read the markings. The names of Baalist castes also follow Baal castes, for example a Baalist'Shem is a leader-priest and a Baalist'Yr is a scholar or craftsman.

The Baalist caste system forms a complete society that can (and frequently does) exist without Baal leadership and intervention. After all, one does not force their gods to manage their lives for them, for the divine have concerns far more weighty than those of mortals. This is well, for the Baalist are far more numerous than the Baal, perhaps 10,000-to-1. Historians and scholars find Baalist culture fascinating, for in many ways they are more representative of Draconian culture than the Baal.

Baalist'Kel

The Baalist'Kel are the warrior caste--professional soldiers who form the vast bulk of Draconian armed forces. While they are not the highest ranked Baalist caste (above laborers but below craftsmen) they are among the most prestigious, for they are more often called by Baal to serve them directly. The Baalist'Kel are also renowned for their utter lack of fear--Warriors of nearly all cultures place the highest honor on death in battle serving one's gods, and the Baalist have seen their gods in person.

The Baalist'Kel are trained from childhood in the Baal fighting systems--a collection of martial arts that have been practiced by an unbroken line of a thousand generations of Baalist'Kel. All those selected for this way of life dream of being honored by receiving martial instruction from a Baal'Kel, whose lineage is older still.

Seta

Baalist who are graced with *seta* dragon-scars become Baal. The magic of the dragons imbues them with the gifts of immortality and the Eldar magic of a naturally-born Baal. Scholars suspect that most of the new Baal population are "promoted" by dragons from the Baalist population than are naturally born.

The Ophid

The majority of Baalist are dark-skinned descendants of an ancient people known as the Ophid, who dwelled in the Vokrazum jungles. The Ophid were serpent-worshippers, and saw the arrival of the Baal and the great Dragons as the fulfillment of their most sacred prophecies. Today, this sentiment is prevalent within Baalist culture, who consider themselves truly privileged to serve their gods directly.

gallery: Baalist

gallery: Baal

names: Baal

Baal take a personal name, to which they append the name of the dragon they serve, or their family has traditionally served. For example, Baal'Shem Herek'Gaur serves the dragon Gaur.

Sample names:

Ur'Kaol, Ton'Phal, Jav'Tara, Vir'Hajas, Ten'Dihn, Yer'Tith, Nolan'gor, Tal'Had, Tal'Hajas, Phal'Dara, Tars'Nolan, Tar'Phal, Tith'Gor, Jav'Hajak, Ur'Thuvn, Nur'Ash, Jat'Nolan, Ras'Dihn, Tal'Mors, Tar'Tith, Ten'Kaol, Gor'Tars, Tith'Hajak, Tak'Tara, Nur'Kaol, Mors'Jat, Jajas'Ur, Tal'Nolan, Vir'Kajas, Ton'Jat, Nolan'Vir, Gor'Ash, Ras'Phal, Tak'Jat, Tak'Thuvn, Ton'Hajak, Hajak, Tak, Dihn'Nur, Kajas'Gor, Tith'Tar, Kaol'Tara, Phal'Thuvn, Vir'Mors, Ras'Tars, Tak'Hajak, Jat'Tal, Nolan'Ur

Only the lowest members of society have a single name, which may indicate a great dishonor such as the death of their dragon.



Dwur Adventurer

Dwur (Dwarrows)

Dwur are diminutive gnomes who live in lofty mountain peaks and guard the earth's treasures from the Deep Ones beneath. They resemble wizened, grotesque dwarfs and live for hundreds of years.

Sometimes they are confused with Goblins, but Dwur are usually good-natured, hard-working and reliable whereas Goblins are malevolent. Dwur do tend to be sad however, because they rule in cold places. Indeed, they build their cities in high, defensible, mountain peaks where light and air can be readily admitted rather than tunneling down into dark, smelly holes like Goblins do. They spend most of their long lives in mountain tunnels or climbing the mountain summit itself, and average a very muscular three feet tall.

To humans, Dwur are very wise. It is said that they know the exact location of precious metals, and can dissolve into stone to hide from their foes. Humans typically depict them as wearing tight-fitting brown clothes and monastic hoods

Regions

Most Dwur hail from "Alglondor", but their ancestral homes are the lost Dwurdelfs within the "Wintercrown Mountains".

Population

The Dwur have always been reclusive, but their alliances with the Baal and then Alorns have brought a few of their number out of the deep mountain halls into the lands around the "Dragon Sea".

Personality

While suspicious toward strangers, Dwur within their halls are fond of food, drink and revelry, all within large quantities. Dwur are fond of visitors, but can be elusive when they want to be. They work and play with passion, but when left alone tend to appear aged and sad.

Dwur tend to be serious, determined, and very honorable. They are inquisitive, and revel in arts such as engineering, exploration, mining, and metalworking. Dwur are deep-delving miners, masons, metalworkers and the most wondrous stone-carvers. They are also expert soldiers and mountain climbers, and always keep their armor, weapons, and tools close at hand. It seems whatever they do Dwur do with determination, attention to detail and innovation.

Physical Description

Dwur are hearty but not tall, being three to four feet tall and weighing only 100-150 pounds. They resemble wizened, grotesque dwarfs, and live for hundreds of years. Dwur value their beards or sideburns highly and groom them very carefully. Their skin is leathery and ranges from dark tan to woody brown, their hair is fair, their noses long, and their eyes are usually blue. They like to wear simple, comfortable, practical clothes, although when entering battle they usually wear stylized leather or chainmail and stout helms or hoods. They decorate their clothes with intricate stitching or fine jewelry.

Relations

Dwur get along fine with humans, although the comparatively short-lived humans have a hard time forging truly strong bonds with Dwur. Dwur are fair-minded, but they mistrust or hate Goblins and their ilk altogether.

Lands

Dwur dwell underground in lofty stone halls skillfully carved and decorated by countless artisans. Their cities are ancient and vast, built of thousands of proud halls, foundries, and defensive works carved into the mountains themselves. While they often raise crops and livestock on the outer surface of their mountains. Dwur also grow mushrooms in specially constructed halls. This hidden food supply makes siege of a Dwur stronghold folly--they simply won't come out.

Religion

The Dwur say that the world was created by the Allfather and bound together by Runes of power. The Dwur were his first children, born of the earth on the Altar Forges of the Allfather, and entrusted with the protection of the "World Runes". Should the "World Runes" ever be broken, the lands will crumble and quake in dust and fire, so the Dwur have hidden the Runes away far underground and created many wards to guard them.

Under the rule of the Baal, many Dwur worshiped the dragon gods and served the dragons, seeking to learn their secrets of guardianship. Ever since the fall of the Draconian Empire, worship of dragons by Dwur has become extremely rare.

Some Dwur spend their lives dedicated to a quest or a lofty goal called a "Lifequest". Some Dwur seek to master a craft, while others strive to build grand halls of glittering stone.

History

Dwur predate humans and Eldar alike, born of the earth itself before life existed on the surface. Their tunnels are concentrated in the "Wintercrown Mountains", but stretch across the globe. Some Dwur ventured onto the surface, and grew taller under the open sky, birthing what was to become the human races. Some of the Northmen languages are dialects of the Dwur tongue.

Equipment

Dwur smiths are renowned for their metalwork and armor, forging armor from plates instead of rings. The greatest secret of the Dwur smiths is "Dwur Silver", or Mithril, which is as bright as silver but even stronger and lighter than steel. Dwur never sell Mithril, for it is extremely rare even in their own armories and mines.

Dwur are tough and fierce in combat when defending their treasure hordes. Dwur are also strong magically, enchanting their already formidable weapons and armor with holy Runes of power. When climbing through stone tunnels they can see quite well with just the light of a torch, but when walking among the world of men, however, their eyesight is short and not keen.

Dwur are expert miners and metal smiths. They have a vast network of tunnels in the "Wintercrown Mountains" that allows passage through the normally impassible mountains. Dwur of old were talented in the holy arts of "Thaumaturgy", or "rune magic". Holy Runes of power were inscribed on metal, stone, or jewels to imbue the object with magic power. The Karrocks were created by the Dwur in this way.

Adventurers

Dwur leave their snug homes to pursue quests or simply explore the world. Most Dwur think adventurers are silly to leave the comfort and safety of home and forge, but all are eager to hear the stories of their travels. As lovers of gems and other fine items, some Dwur take to adventuring as a quick, if dangerous, path to wealth and status. Depending on his relations to his home clan, an adventuring Dwur may be seen as a vagabond or even something of a traitor (for abandoning clan responsibilities). In most cases, adventuring is less of a career than a temporary opportunity, and they eventually return home.

Quotes

The difference between an acquaintance and a friend is about a hundred years.

No friend ever did aid a Dwur a favor, no enemy a wrong, without being repaid in full.



Dwurgaur (Gray Dwur)

Ancient Dwur tales speak of distant cousins they call the Dwurgaur, or "Gray Dwur", who walk a shadowy path of secrecy, guile, and sorcery. They are almost never seen and tend to avoid contact with other Dwur.

For the most part the the Dwurgaur are only known from descriptions given to them by their cousins. The Dwurgaur are said resemble other Dwur, but tend to ashen-gray appearance. Whereas the High Dwur often tend towards inflexibility and bluntness, the Deep Dwur are typically described as indirect, evasive, and untrustworthy. The Dwurgaur are said to practice forbidden magic arts, particularly illusion and alchemy.

If the rumors hold true, they even delve in the deep roots of the mountains instead of their branches. Perhaps some clans were driven beneath the surface in the ancient wars against Old Ones and Wyrms, perhaps they followed veins of precious ore to their roots, or perhaps they simply preferred the quiet beauty of deep caverns.

Dwurgaur of Inguildris

In 879 the Burners discovered an enclave of Dwurgaur dwelling here in the Inguildris Caldera, under cover of powerful illusions. The Dwurgaur were exiles from their home underneath Na'Nerath, which had been overrun by the liche dragon Nerath. Like most of their kin, the Inbuiltris Dwur are master weaponsmiths, but tend to rely guile and their formidable magic skills for protection rather than armor.



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Gargoyles (Dwur Guardians)

Powerful, sleepless, and as enduring as stone, the Gargoyles are relics of ancient times, but many still maintain their vigilance at the most holy sites of the Dwur.

The Gargoyles were created by the Dwur long ago as perfect, sleepless guardians--triumphs of Dwur artistry and magic. Gargoyles were widely varied in appearance depending on the vision of the artist, available materials, and needs in the guardian. Large or small, they were created from the hardest materials, such as stone and metal. A Dwur priest might choose single block of stone and draw the gargoyle within to the surface, skillfully removing chips of stone until it had fully emerged. The body would be engraved with Thaumaturgic runes, inlaid with precious metals and given a pair of glittering gems for its eyes. Finally, they were were imbued with the semblance of life through sacred rites of worship to Xohm, the "Earth Mother", for it was Her

treasures that the Gargoyles were being created to watch over. The construction and rituals were performed at the location they would guard, binding them to the place physically and spiritually.

They were perfect guardians, patient, watchful, never sleeping, and able to pierce the veil of magic. Their link with the place and mystic eye gems allowed them to see through all manner of smoke, illusions, and trickery. Born of the earth itself, the Gargoyles were strong nearly impervious to harm. Even if a Gargoyle was destroyed it would reform from the stone and energy of its home, resuming its vigilance. The minds of the Gargoyles were simple, suited for guarding much like a well-trained, faithful hound. Some were even capable of rudimentary speech.

Ages passed, during which the Dwur faced countless Goblins invasions, and then the great Wyrms. True to their purpose, the Gargoyles defended the Dwur from their foes, but even their might was not enough to stand against the Wyrms who tunneled into the Dwurdelf halls. The Dwur fled, but the Gargoyles were forced to remain behind by their binding ties to the land. The Dwur allied with the Baal to hunt down the vile Wyrms and eventually regain their Dwurdelfs. They desperately needed new Gargoyles who could accompany them into the field of battle against the great Wyrms and barbaric human hordes who impeded the advance of the Baal armies. The Dwur also wanted assistance in the construction of the Baal Dragonstone keeps that followed the path of the armies. The guardian Gargoyles were ill-suited to these tasks, so the Dwur Stoneshaper priests chose to recast them in a humanoid form that could lift massive hammers to quarry stone and fell foes. Thus, from the memory of the Gargoyles were the Karrocks born.



Zuhls (Dark Dwur)

Zuhls are what remains of the Dwur who were trapped in the Underhalls of the "Dwurdelf of Zirakzigil" during the "Battle of the Thousandfold Curses". While most Dwur fled the collapse of the Dwurdelf gates, some were trapped in the mountain city deeps with hordes of undead. These clans fled into the deepest mines of the mountain Underhalls, hoping that they would lose their pursuers in the passageways and be safe underneath miles of rock. Many escaped in this way, but the deeps changed them forever. Necromantic energies spilled from above and strange gases from the earth's core drifted upward. They also discovered that Wyrms had already tunneled into the core, driven to the deep, dark places either by Baal Wurm-hunters or the whispering call of the Kaeden.

Hundreds of years dwelling in the light-less and often water-filled bowels of the Zirakzigil have twisted the forsaken Dwur into a dark, cruel race bent on destruction and revenge. The Zuhls bear scant resemblance to what they once were, retaining their Dwur-like stature but sprouting loathsome vestiges of their undeath. Their faces have become twisted into hideous mockeries of the sacred guardian Gargoyles of the Dwur. Some have adapted to their semi-aquatic life by gaining aquatic appendages such as tentacles or fish-like fins.

Naturally, Zuhls have an intense loathing for the Dwur who abandoned them to their dark fate. Unlike Dwur, who dwell in mountain peaks, Zuhl now prefer to dwell deep underground in abyssal halls. For years, the Zuhls have been training the Goblins to fight with skill and organization, and to worship the Serpentmother. The Zuhls currently control the Underhalls of the "Dwurdelf of Zirakzigil" miles beneath the city of Aegis, struggling daily against the Dwur living above.



Zorlim

Zorlims (Zuhl Priests)

The priests of the Zuhl people are called Zorlims. They have forsaken the worship of Xohm, the Earthmother, to worship the dark gods of the deeps, such as the Serpentmother, Kraken and Kaeden. Zorlims are greatly feared for their ability to control the minds of their foes, creating thralls who obey their every command. They have also been known to summon Kaeden to bless their allies and devour their foes. Such magic is not without its price, and the Zorlims are taking their race even deeper into darkness.

The Dwur have traditionally worshiped Xoden, the Allfather, and his bride Xohm, the Earthmother. Deep in the bowels of the earth, a new cult sprung up and flourished, falsely worshiping the Earthmother as the Serpentmother, Hypsiglena. Over many years the priests, who called themselves Zorlims, converted all those living in the deeps to worship of the Serpentmother. The forsaken Dwur now called themselves Zuhls, chosen of Hypsiglena. While their priests are persuasive, they find that slaves are easier converts, and the Zorlims have developed great skill in capturing and ensorceling their prey. Many slaves have been taken from the surface throughout Ambar and taken to the Underhalls for conversion. The Goblins were once bitter foes, and even they now serve the Serpentmother. Even some clans of Drow pay homage to this dark faith.

The Zorlims now wish to spread their faith to the surface world. Finding willing roots in some lands, their faith has already begun to prosper in Aquila and Nan-Avathar. However, many lands resist their priests, such as Alglondor, calling their faith an evil cult that must be subjugated by force of arms.

gallery: Zuhls

gallery: Dwur

names: Dwur

Male Names -- Aethelweard, Alrik, Anfauglir, Anlaf, Anskar, Ari, Arinbjorn, Arngrim, Arnulf, Askold, Askr, Beowulf, Bjarni, Bjorn, Buri, Ceowulf, Egill, Eirik, Elrik, Einar, Erling, Fjornir, Godfred, Gorm, Gunnar, Guthorm, Haki, Hakon, Kalfdan, Hall, Hallfred, Harald, Heardred, Helgi, Hemming, Hengist, Herigar, Herjolf, Hjordleif, Horik, Hrethel, Hrolf, Horsa, Hygelac, Ingjald, Knut, Knute, Leif, Olaf, Ottar, Ragnar, Rognvald, Rollo, Rorik, Rurik, Saemund, Sigred, Sighvat, Sigmund, Sigrid, Sigtrygg, Sigvaldi, Skapti, Sokki, Sturla, Strybjorn, Svenk, Thorfinn, Forgeir,

Torir, Thorkell, Rhorleif, Thormod, Thorolf, Rhorvald, Tryggvi, Ubbi, Ulf, Uni, Vorlund, Floki, Hrothgar, Snorri

Female Names -- Aelgifu, Alfild, Asa, Asfrid, Astrid, Aud, Brynhild, Elsa, Elva, Erika, Freydis, Gundrid, Grunnhild, Ragnhild, Siglinde, Sigrid, Rhora, Thyri, Tosti, Tovi, Yrsa

Eldar Language

The Eldar Language (a.k.a. Eldarin, the "Elder Tongue") is the most ancient language native to Ambar. Each of the Eldar subraces has a different dialect, some of which vary wildly from each other, but remain similar enough that they can still communicate.

The most prevalent dialect of Eldarin still in existence is hal'Baal, so it is the de facto standard for the language.

basis language

I am using the Sumerian language as the basis for Eldarin. This has the particular feeling/sound I was looking for, and avoids the need to fully invent a new language.

Eldarin Terms

The following terms are used by Eldar, at least by the Eldar races who are more prevalent in this time: the Baal and Alu.

a'ani

"Honorable combat" consisting primarily of single combat between matched warriors with ancient weapons.

ab'aak

a kind of stew, made in the field of whatever is available

ai'a

"self-peace, being right with one's place"

an-hi

a greeting

as'en (pl. as'ei)

Throwing knife used by kel'ein in playing shon'ai, or worn sheathed on the belt. Its hilt can be touched to give warning that an intruder is not wanted.

ath-ma'ai

Tomb-guardians.

av-kel (pl. av'ein-kel)

"Kel-sword" The long blade characteristic of the kel.

av-kel-ani

A Kel sword mounted on a longer pole.

av-tlen

A heavy utility blade, sometimes used as a backup weapon.

bu'ina'anein

presumptuous

ch'au (!)

an expletive of frustration

edun (pl. edunei)

Literally meaning "mirage fortress", an edun is a fortified monastery in which an Alu clan makes its home.

e'ed su-shepani

Entryway to the tower of the she'pan

e'esin

inner robe of the Kel

e'nai

remove it

er

watchful, or watch-tower

eshai'i

"lack-honor," an insult

fen'anth

senior fen'en

fen'ein

"the Husbands," kel'ein who are associated with the she'pan and sire the children on the kel'e'ein and kath'ein

ghaa

hair

hne'mi

friend

i

all

ika'al

ritual suicide of a kel'en as a point of honor, comparable to Japanese seppuku

islan (pl. islai)

knot

j'tal (pl. j'tai)

A medallion of honor, won by a kel'en through meritorious service to the clan or through victory in a'ani, worn on the siga.

ka'ani-nla

arrogant (perhaps more literally "buried by the weight of combat")

ka'islai

Weighted, knotted cords that hang from the belt.

kel

Literally meaning "sword", this word is also used to indicate the warrior caste of the Alu, for they are the "sword of the people".

kel'anth

the senior member of the Kel

kel'anthein

plural of kel'anth

kel'en

a member of the Kel caste

kel'e'en

female kel'en

kel'ein

plural of kel'en

kel'e'ein

plural of kel'e'en

kel'es-jir

the high songs of the Kel

ken

An alternative spelling of *kel*, used in some Alu dialects. As with *kel* it means both blade and warrior.

komal

a drink or drug used to bring sleep

kur

mountain, or land

kuta'i

peace, "the tranquility of nature"

lij'aiia

the beginning of the Watch of the Dead, a ritual

lo'a-ni

a form of respect

mez (pl. mez'ein)

veil worn by a kel'en to hide the face

mot

death

na

temple

nla'ai-Alu

burying place of the People, Sil'athen

Pana

The Revered Objects, the Mysteries, the Forbidden, usually kept in the sen-Shrine, behind the screen beyond only the high priests may pass.

pan'ai-khan

The status of a kel'en who has handled a pan'en, halfway holy and halfway accursed.

pan'en

Sacred item, part of the Pana.

sa'ahan

peace, "the tranquility of strength"

sa'jiran

is made

schenti

Traditional silk loincloth worn by members of the Sen caste, similar to the siga'sen.

Sen

the priest caste

sen'anth

the senior member of the Sen caste

sen'en

a member of the Sen caste

sen'e'en

a female sen'en

sen'ein

plural of sen'en

sen'e'ein

plural of sen'e'en

seta

cut, incise, but also informally refer to *seta'kel*

seta'kel

Distinguishing scars of a Kel, three blue-stained lines across the cheekbones.

shem

sacred priests of the Uru. There are *shem* for each race of Eldar (or perhaps type of Uru), such as Baal'shem and Alu'shem.

shon, shonau

Pass, a core concept of the Alu, shown both in the shon'ai or passing game and the Shon'jir or Passing ritual. To understand it is to understand the Alu.

shon'ai - The passing game or Game of the People, in which stones, swords or staves are tossed back and forth following the rhythm of a chant that describes the characteristics of the three castes of the Alu.

siga (pl. sigai)

long, flowing black robe worn by a kel'en

siga'sen (pl. sigai'sen)

Traditional silken robes worn by members of the Sen caste. Some siga'sen were worn on a daily basis, while others were richly embroidered and reserved for holy days.

Sil'athen

Alu burial ground

sov

brother

sov-kela

kel-brother

t'a

Feather; perhaps the etymology of Tyaa.

tsi

no, not, un (negativizing particle)

tsi'daith'

"un-son," an insult

tsi'Alu

"Not-people," all other sapient species beside the Alu.

tsi'seta

lacking seta'al, the caste-scars of the Kel

uru

A dragon. Note that the appearance of dragons varies by Eldar culture, for example in Alu culture dragons are depicted as having scales and feathers.

yi

tradition, traditional

yin

traditional combat

yin'en

singular of yin'ein

yin'ein

traditional weapons, used in a'ani, in which innovation is shameful

zahe

modern

zahren'en (pl. zahren'ein)

A nontraditional (literally "modern") weapon.

zaidhe (pl. zaidh'ein)

tasselled headcloth with a visor, worn by kel'ein

zu

storm

hal'Alu (the Alu Language)

While there are common roots between the Alu language (hal'Alu) and the other Eldarin languages, particularly Baal, the Alu language also consists of body language, bird calls, and subtle hand gestures. Alu can communicate with each other efficiently and with secrecy using this language, a skill that has served them well in warfare. The language can only be fully learned by deep immersion in Alu culture.

hal'Baal (the Baal language)

The Baal language is the most prevalent dialect of Eldarin still in existence, so it is the de facto standard for the language.

sumerian common phrases

ana harrani sa alaktasa la tarat
road whose course does not turn back
ati me peta babka
gatekeeper, open your gate for me
eli baltuti ima"idu mituti
dead will be more numerous than the living
erset la tari
land of no return
harsag zalazalag
peak which emits the brilliance
kibrat erbetim
regions of the four
kima parsi labiruti
treat her in accordance with the ancient rites
nise matati kisitti qatiya
people of the land which i conquered
peta babkama luruba anaku
open the gate for me so that i can enter here
sa belet ersetim ki'am parsusa
rites of the mistress of the netherworld
sada emedu
reach the mountain
usella mituti ikkalu baltuti
raise up the dead here consuming the living
zi dingir anna kanpa!
spirit god of the sky, remember!
zi dingir kia kanpa!
spirit god of the earth, remember!

sumerian dictionary

conjunctions

and
ma
as (or like)
kima
as much as

mala
but
ma
either ... or
lu ... lu
from
ina
him
su (add to word)
he
su
if
summa
in
ina
let
lu
like (or as)
kima
on
ina
or
u lu
that
su or su'ati
the
ina (?)
they
sunu
this
annu
through
ina
thus
ki'am
unto
anna
what
minu or sa
whatever
mimma
where
asar

which
ayyu or sa
whichever
ayyumma
who
mannu or sa
whoever
mamman
why
ammeni

dictionary

abandon
wussuru
able
le'u
abomination
anzillu
above
elenu
abyss (ocean)
tiamatu
accuse
eberu
accuser
mubbirum (an accuser)
after
warki
afterwards
warkanum
against
eli
aid
tapputu
all
gabbu or kalu or sihirtu or gimru or gimirtu
alliance
kataru (to make an alliance)
alone
ina ahisa or edis
amen
cacama
antimony

guhlu
anything
sumsu mimma (anything whatsoever)
army
ummanate or erimha
arrive
kasadu
artisans
ummani
ashes
ditallu
assembly
puhrum
attacker
gudanna (anu`s attacker)
at my feet
ana sepiya
aura
ni (awesome aura)
awake
negeltu
awesome
kashurra (pure which opens)
axe
alani (axe that produces power)
back
seru
bad
lemnu
badly
lemnish
barely
she
bat
sutinnu
battle
tahazu
battle line
sidru
battle onslaught
ina qitrub tahazi
be
basu

bear
nasu (verb, to bear)
bed
gisnu or ersu or isersu
beer
sikaru
before
lapan or ina pani
beginning
apsu (one who exist from the beginning)
behold
annitu or me
belly
titi
belong
sa
besieged
alme
bestow
talamu (to bestow on)
bird
essuru
bird city
sippar
bite
nasaku
black
salmu
black
salamu (to become black)
body
zumru
bond
duranki (bond heaven-earth)
born
mummu (one who was born)
bow
isqastu or gisban
bowl (reed)
kuninu
bracelet
semiru
break

palasu
break out
napahu
breast
irtu
bridle
rappu
bright
neperdu
bright
melammu (awe-inspiring luminosity)
bright
laraak (seeing the bright glow)
brightness
enir (house of brightness)
bring (to hurl)
nadu
bring to naught
adi la basi alaku
broke out
innapih
bronze
zabardibba (he who bronze obtains and divides)
brother
ahu
build
tabannusi
burn
qamu
buyer
sayyamum
cage
quppu
calm down
nahu
came
illikam (he went there)
campaign
girru
carry
wabalu
case
dinum

case of
din
celestial body
mul (who shine in the heights)
celestial body
mulki (the celestial body that had been cleaved apart)
celestial horizon
anur
change
enu
changed
usemi (turned into)
chariot
isnarkabtu or gisgigir
chariot
margidda (celestial chariot)
cheek
letu
child
amelserru or damu
chocolate
sukulutu
choice
restu
choral bands
khauiki
citizens
mare ali
city
alu
city (the city)
ur
city gate
kagal or abullu
claim
rugummum
clay
tiddu or im
clay
duggae (lifeless mass of clay)
close
qitrubu (to draw near)
clothed

labasu (to be clothed)
come
alka
commanded
alaksu qabu
commanders
sut resi (those of the head)
compensate
rabu
concubines
sinnis.sekretu
confine
kalu
conquered
iksuda
container
habannatu
contract
rikistu
convict
kanu
corpse
pagru
count
manu (to count)
course
alaktu
creature of enki
enkidu
crevice
nigissu or kiindar
crossing
nibiru (planet of the crossing)
crown
agu or aga
crownlike
duga (dark)
cult figure
assinnu
cut
parasu
currency
kaspam (money)

curse
ezeru
cutting
niksum
daily
umisam
dangerous
aksu
dark
etu (to be dark)
dark
duga (crownlike)
dark room
itima or kissum
darkness
etutu or asbu
date
suluppu
dead
mitu
dead ones
mitutu
dead person
mitu
decide
parasu (to render)
decision
purussum
declare innocent
ebebu
deeds
damqati
deep water
apsu
defeat
dabdu
demons
dalkhu (evil spirits)
denouncer
munaggiru
deport
nasahu
destroy

abatu or napalu
die
ana simtim alaku (to go one's fate)
die
adi la basi alaku (to bring to naught)
difficult
namrasu
diminish
seheru
direction
gug (direction determining)
disease
mursu
district
nagu
divide
zazu
dogs
kalbi
dog of death
urbat
door
daltu or gisig
dragon of fire
uru or uruloki (baal guardian dragon)
dragon node (place of magic)
nashta
dragon line (ley line connecting dragon nodes)
nabsanu
dragon realm
nabzu (dragon region, place of dragons)
dragon shrine of fire
na or na'uruloki
draw near
qitrubu
drink
nag
drink
asatta (i will have to drink)
drinks (beer)
kashi
dust
epru

dwell
 etuti
 dwell in darkness
 ina etuti asbu
 dwelling
 subtum
 dwelling place
 manzazu
 ear
 uznum
 earth
 ki or gi or kia
 eat
 akalu or ikul
 earth
 ersetu or ki
 eighth
 samnu
 encourage
 takalu
 enemy
 amelnakru or lukur
 enlarge
 rapasu
 enter
 eribu (those who enter)
 enter
 ana biti sa eribusu (house to which those who enter it)
 entered
 erumma
 envelope
 sahapu (to envelope)
 environs
 limetisunu (their environs)
 escape
 naparsudu
 established
 ukinnu
 equal
 masalu (to make equal)
 ever
 istu
 ever since

istu ullannumma
evil eye
nekelmu (look at malevolently)
eye
inu
eye
asar (all-powerful, awesome, all-seeing eye)
excavation
kila
executed
daku (to be executed)
exit
asu (those who exit)
extinguish
belu
face
pana
fall
maqatu
far
ruqu
falsehood
sarratum
fashioned
ibtani
fate
simum
fate speaker
dugnamtar
father
abum
father of
abi
favorite
migru
fear
adaru or palahu
female
sinnis
flee
abatu
fifth
hamsu

fifty
eninnu (house of fifty)
field
eqlum
fire
uru or girru or isatum or dingergisbar
first gate
isten baba
fishes
haaki (place of the water-fishes)
five
hamsum
flood
amarubaurrata (the flood swept thereover)
food
akalum or bubussunu
foot
sepu or gir
forbidden
ikkibu (forbidden thing)
force
emuqa (by force)
foremost
belet or gal
forests
kharsaanu saquutu (thick forests)
forever
darisam
for the purpose of
ana
fortified
badgaldingir (great fortified place of the gods)
fortification
alhalsu
fortresses
bit durani
fought
imtahas (he fought)
fourth
rebu
from
ultu or istu
front

ellamu
furious
ezezu
furnishings
numatu
garment
tug (toga-like garment)
garment
tugtushe (garment which is worn wrapped around)
gate
babu
gatekeeper
atu or amelatu
gateway peak
ka harsag
gaurd
nasaru
gave (he gave)
isruk
gave
isrukam (he gave to me)
ghosts
bu'idu
gift
igisum
give
nadanu
give (to pay)
nadanu
go
alaku or alik or du
god (a god)
ilu
goddess
ilati
going
situ (going out)
gold (money)
hurasam or guskin
good
damiq
glowing
dirga (dark glowing chamber)

grains
se'im
great
rabum
great
rabu (to make great, to rear)
hair
malu (long hair)
hand
qatu
hands conquered
iksuda qataya
hang
alalu
happy
neperdu
have
isu
head
sag
hear
nisme
heart
libbu
heaven
an
heaven
anunnaki
heavenly
anu (the heavenly one)
heavens
anzu (he who knows the heavens)
heavens
kuan (opening the heavens)
heavy
kabitu
heir
aplum
help
resussun (to their assistance)
herald
nagiru
hide

masku
high
ul (high as the sky)
hire
agaru
hold
kalu
holy of holies
baraggal
home
esharra (home of the ruler/prince)
home
eridu (home in the faraway)
home
eridu (home of going afar)
homes
dadmesun (their homes)
horn
qannu
horse
sisu
hour
kaspu (two hours)
house
e or bitum
house
ehus (terrifying house)
house of
bit
hunter
sharur (supreme hunter)
hurrah
karra
idea
zikru
immediately
hamta
impose
emedu
impregnate
eru
imprison
eseru

incantation
nusku (incantation word, budding branch)
innocent
utebbibassu
innumerable
la nibi
inscribe
sataru (to have inscribed)
instead
kima (instead of)
interruption
batlu
iron
parzillu
ivory
sinnu
joining
ankida (heaven-earth joining)
joyfully
hadis
judge
dayyanum
judges
dayyani
judgeship
dayyanutum
kill
daku
king
sarrum
king of
sar
kings (of)
sarru/i
kingship
sarrutum
kiss
nasaqu
knot
ka keshda
know
idu
know

mudu (one who knows)
knowledge
mudutu
lack
samu (to thirst)
lady
beleti
land
matum or kur
law case
dinum
lead (to lead)
redu
lead
duggae (pot of lead)
learn
lamadu (or to teach)
leave
ezebu or wasu
liar
sarru
lie down
utulu or naparqudu
life
napistum or ti
life
tiit (that which is life)
life
shi (breath of life; soul)
life
ziana (heavenly life)
life
gishtil (vehicle of life)
light
nuru or immaru
light
summu nura (they are deprived of light)
lightning
zamani (?)
lightning
baraqu (to strike with lightning)
lip
saptu

live
baltu
live
titaan (those who in heaven live)
liver
kabattu
living ones
baltutu
living person
baltu
lock
sikkuru
look at
nekelmu (evil eye)
lord
rhi or baalum or belum or en
lord of
baal or bel
lose (to lose)
halqu
lost
halqu
love
arammu
lower
saplu
luxurious
ulmash (glittering)
made out
ezebu (to have made out something)
male
zikar
man
lu
man (a man)
awilum
man of
awil
mankind
salamat qaqqadi
mankind
namlugallu (civilized mankind)
march

allik (war march)
message
wu"uru (to send a person a message)
messenger
rakbu
metal
anbar (heavenly metal)
metal
zabar (gleaming double metal)
metals
zag (the shine of metals)
middle
ina qabal (in the middle of)
midsts
ina qereb (in the midst of)
mist
imbaru or imdugud
month
warhum
moon
nanna
mother
ummum
mound
eduku (house of the holy mound)
mount
sahatu (to mount)
mountain
sadu or shadu or kur
mountains
hursanu or hursag or gabri
mountainhead
imkurgar (who beside the mountainhead abides)
mouth
pu or ipusma
murder charge
nertum
name
sumsu
near
qerebu (to draw near)
netherworld
kurnugi or erset la tari

newness
essutu
nimbus
melam
ninth
tisu
nose
appu
not
la or ul
nurse
sud
oath
mamitu
oath
tamu (to make swear)
oath
nis ilim zakaru (to mention the life of the god)
obey (to hear)
semu
ocean (abyss)
tiamatu
offerings
maqlu or maklu (burnt offerings)
oil
iazu (one who knows oil; physician)
old
labiru or rabi
one
isten
open
petu
open for me
peta
orchard
kirum
ornament
dudittu
overcome
kasadu
overlay
zanu (to stud with precious stones)
overturn

nabalkutu (remove)
paid
ileqqe
palace
ekallim
penalty
arnum
personality
teema
perfect
gitmalu
physician
azu or iazu
pig
sahu
place
asru
place
nibruki (earth place of nibiru)
planet
mul apin (plante where the right course is set)
plow
eresu
plumage
subat kabbi
plunge
salu
poured
sabuh (is poured)
power
emuq
powerful
sepsu
precious
nisiqtu
premature
ina la umisu (prematurely)
presence
mahru
priest
zagmi or tanittum (of praise)
priest
gala or kalum (of lamentation)

primeval
abzu (primeval source)
prince
malku or mar sarrim (son of the king)
proceed
panu sakanu
property
mimmum or makkurum
property of
mimmi
prophet (seer)
nabu
pull
satu
pure
ebebu (to be clean)
purification by fire
shurpu
put
sakanu
queen
sarratum
quickly
arhis
quiet
suharruru (to be quiet)
raise up
elu
rags
karru
ramp
arammu
rare
aquu
receive
maharu
red
sandu
red
hush (reddish colored)
red
laarsa (seeing the red light)
regions

kiprat arba (the four regions/races)
regions
shulim (supreme place of the four regions)
rejoice
hadu
release
wussuru
religious duty
parsu
remove
tebu or nabalkutu
render
parasu (to render a decision)
reorganize
ana essuti sabatu
request
eresu
rest
sittu
return
taru
rib
im or ti
ride
rakabu
rider
iddugga (flowing leaden rider)
righteous ruler
ensi
rings
insabatu
rival
sananu
river
margidda (river of the night)
road
harrani
roam
nagasu
rob
habatu
rope
absanu

royal attendant
manzaz pani
ruby
abanyarahhu
ruin
karmu
rush
sube'u (to dash out)
safe
salamu (to be safe)
sanctum
barag (inner sanctum)
save
eteru
saying
izzakkara
scented house
eresh
sea
tamtu or aabba
seal
kunukkum (sealed document)
seal of
kunuk
seat
kussum
second
sanu
second gate
sana baba
see
amaru or nuru
see
nuru ul immaru (the do not see light)
seed
zeru
seed
ekishnugal (house of thirty, the great seed)
seer (prophet)
nabu
seers
mudi (oracle readers)
seller

nadinum
sent
ispur (he sent)
sent
ispuram (he sent to me)
serpent
azag (great serpent)
set
sakanu
set the ear
uzna sakanu
set the face
pana sakanu
settle
subta ramu (to settle oneself)
seven
sebet
seventh
sebu
seven gates
sebet babi
shade
sillu or gissu
sharpen
selu
shine
zag (the shine of metals)
ship
magan (the shine of metals)
ship
magururnuabzu (ships for the ores of the abzu)
shows
usmi (he who shows the way)
sick
marus (is sick)
side
im
sieze
sabatū
siezed
qatisu
silent
suqammumu

silver (money)
kaspum or kubabbar
sin (to sin)
sha hatti
since
istu
since
ullanumma (from before or no sooner than)
singer
amelnaru or narum
singer (female)
sinnishartu
single
edu
sister
ahatu or ahatki
sit
wasabu
six
sessum
sixth
sessu
skin
masku
slave
wardum
small
wasu (to be small)
smite
mahasu
smiter
shargaz (supreme smiter)
snakes
emush (home of the snakes)
soldier
redum
son
maru
sorcery
kispu or kishpu
sorrow
ebih (abode of sorrowful calling)
speak

qabu
spirit
zilittu (spirit of the mist)
spirit
zini (spirit of the wind)
spirits
genii
spirit world
la'atzu
splendor
baltu
spoil
sallati
spoke
iqbu
spread out
supparruru
sprinkle
salahu
stake
gasisu
stand
uzuzzu
steep
zaqru
stir
dalahu (to stir up)
stole
isriq (he stole)
stone
abnu
stone
abanayyartu (type of stone)
stone
sagkal (sturdy stone which is in the front)
stop (stoppage)
batiltu
street
suqu
strike (hit)
imhas
strong
dannum

strong (bull)
gud
stronghold
bit tuklati
subdue (sumbit)
kanasu
substitute
rabu
summons
sisitu
sun
samsum or utu (power in the sun)
supreme
ilat
surround
saharu
suspend
suqallulu
sustenance
bubutu
sweetsmelling lady
irini
sword
shuhadaku (supreme strong bright weapon)
tablets
edubba (house of scribal tablets)
take
lequ
take away
tabalu
tear
dimtu
tell
sanu (to inform)
ten
esrum
ten
dingiru (the god ten)
tenth
esru
terrain
eqel namrase (difficult terrain)
territory

patu
terror
pulhu
testimony
sibutum
there were
basu
thief
sarraqum
thigh
penu
third
salsu
thirst
samu (to lack)
thirty
salasa
threshold
abanaskuppatu
throw it down
tanaddassi
time
adannu (appointed time)
time
ultu ulla (since time immemorial)
tomb
kimah
tower
dimtu
treasure house
bit nisirtisu
treat
epesu (to treat)
tremble
rabum (to shake with fear)
tribute
mandattu or biltu
true
kanu (to be valid)
try
danu (to try a case)
tunnel
pilsu

turbid
dalhu
turn
emu
turned into
usemi
twelve
sinser
two
sina
unrivaled
la sanan
unsubmissive
la magiri
until
adi
upper
elenu
up to
adi
utensil
unutu
vassal
bel ade u mamit
verdict
dinum
vertical
su
victory
litum
vizier
sukkallum
wall
duru
want
wabalu
want
mina (to desire)
wanted
libbi ubla (i wanted)
warrior
kel; etlu
watcher

nergal (great watcher)
water
mu or a
water
azu (one who knows water; physician)
water
utukagaba (light established at the gate of the waters)
watering place
maltitu
weak
ak
weapon
iskakku or gistukul
weep
baku
well
damqis (the emotion)
went
usi (he went there)
west
amurru or kurmartu
whatever
mimma
wide
napalku (to be wide)
wide
rapas (is wide)
wife
assat
wild
rimanis
wind
im
wine
iskaranu
wing
kappu
wise
emqu or zu
with
itti
within
ina

without
balu
without number
la minam
witness
sibum
wood
isu
word
awatum
worker
lulu amel (mixtured worker)
worry
adaru
year (new year)
akitu
yoke
niru
young
seher
young men
etlutu
young woman
sinnis wardatu
zenith
anpa (point of zenith)
ziggurat
eunir (house-ziggurat rising high)



Karrock monk

Karrocks

Karrocks were created by the Dwur using ancient Runes of power to be the perfect shock troops of the Baal dragon armies. Constructed of stone they needed no armor, being naturally resistant to blades, fire and necromantic magics, and their fists were equally effective crushing walls or men. They were incredible machines of war, instrumental in achieving the many conquests of the Draconian Empire. But the Karrocks far exceeded their makers' expectations--once mere automatons, they have grown to become truly living beings with the capacity to think, feel, and have children just like other creatures.

Karrocks have a chiseled stone appearance like fine statues, reflecting the great skill of the Dwur craftsmen. They are incredibly strong and hardy, making formidable adversaries in battle. Karrocks traditionally follow the Exemplar Way, a monastic path to self-perfection. Thus, their personalities are austere and strangely gentle with a quiet wisdom as patient as the earth itself.

Regions

Karrocks originally hail from the "Aglondor", also called the Shieldlands, a war-torn land with a castle or fortress on every hill. However, their propensity to wander has spread them, albeit thinly, to every corner of Ambar, particularly the mountainous region of "Nan-Surinen", the Valley of the Wind.

Population

Karrocks are not commonly seen, being few in number and prone to spend long periods of time in monastic isolation.

Personality

Karrocks are as stone--hard, strong, and patient as the earth itself. Their hearts and minds are calm, strong and unyielding. Karrocks are long-lived, and have a patience gained through ages of meditation that make them pensive and stone-faced with friend and foe alike. Karrocks strive for physical and mental perfection, desiring equilibrium in all things. Since their creation by the Dwur, Karrocks have trained in traditional martial arts and meditation, often spending years dwelling in mountaintop monasteries honing their skills, bodies and minds. Karrocks disdain anything that interferes with their quest for self-perfection, such as excessive personal belongings or leisure pursuits, showing remarkable discipline in their training.

Physical Description

Karrocks are similar to humans, but with completely hairless and have a chiseled stone-like appearance. Their eyes are commonly stone-gray, and their bodies have a chiseled appearance like fine statues. They are incredibly strong and hardy, making formidable adversaries in battle, and their tough skin makes them naturally resistant to cold and minor wounds.

Their rocky skins are able to turn the blade of most weapons, and their great strength allows them to wield huge stone clubs. Karrocks have little need for armor or clothing, and their heavy bodies tend to rapidly ruin any tight-fitting garb or armor. They instead wear loose clothing such as flowing robes or loose pants, or even a simple loin cloth. The robes are often dyed in bright colors, but otherwise Karrocks prefer an spartan lifestyle, and find open displays of wealth materialistic and unappealing.

Karrocks do not need to drink, and only occasionally eat. When they do, they consume rock and stone high in certain minerals, preferably gemstones.

Relations

Karrocks are strongly allied with the Dwur, for it was the Dwur who created their race. Karrocks are perhaps the one race who have earned the respect of the Alu people through their discipline and adherence to the old ways. Karrocks have similar respect for the Alu, and both races have allied in the past against common foes.

Lands

Karrocks dwell in mountaintop monasteries carved from living stone. Miles of stone steps lead up to the broad, stone walls and gates.

Religion

Karrocks traditionally follow the "Exemplar Way":[searchid?TheExemplarSaint](#), a path to self-perfection through exacting obeisance to the "Exemplar Virtues" and emulation of the "Exemplar Saints". The saints were holy ancestors who demonstrated the virtues in their lives.

Each of the saints is typically remembered for "inventing" a single virtue, such as "Arith the Patient".

Karrocks monasteries and shrines are typically named for one of the Saints. Traditionally, each step is carved with one of the Exemplar Virtues or Exemplar Saints of the Karrocks Exemplar Way.

History

The Karrocks were created by Dwur Thaumaturgy from the memory of the Dwur guardian Gargoyles. The Karrocks were constructed to aid Baal-Dwur alliance in their hunt to slay the great Wyrms who had driven the Dwur from their mountain halls, the Dwurdelfs.

Language

Karrocks speak the Dwur tongue with a slow, rumbling gait. They also learn the tongue of the local region. They sound like mountains speaking, with deep, powerful voices.

Names

Karrocks often take "Dwur Names":[searchid?DwurNames](#).

Equipment

Karrocks have little need for material possessions, and their quest for spiritual perfection lends them to ascetic lives. Karrocks have little need for weaponry, but in war they have been known to wield large two-handed mauls, iron-shod staves, great clubs, great hammers, or tetsubo.

Adventurers

Karrocks walk the earth seeking self perfection and exploration of the world and their inner selves. Some Karrocks also feel a need to atone for their deeds in war while serving the Draconians, and actively combat evils and aid the peoples they once crushed under stone heel. They are welcome in all but the most evil of lands, and can provide a solid moral backbone in an adventuring party.

gallery: Karrocks

Lost Eldar

Once a single people, more than 40,000 years of divergent evolution resulted in dozens of distinct cultures, some of which have small resemblance to their ancestors. While they share common linguistic and cultural roots, they have little or no sense of kinship, and their divisions are not always agreeable. Most races of Eldar waned into myth and legend and have not been seen in centuries, if they are still known at all. Races of Eldar who have passed into history are known as the *Lost Eldar*.



Norn

Norns (lost)

The Norns are a long lost race of Eldar from Hrivlyggdor, the lands of the midnight sun. They were said to be tall and cold, beautiful in the Eldar fashion with fine featured, skin as white as snow. Their icy eyes and hair ranged in color from mountain snow white to ice blue. Norns served their Winter King, Hrivlygg.

Sind (lost)

This ancient race of Eldar is mentioned in ancient lore songs, yet, thought to be extinct. The Sind worshiped Xohm, goddess of the Earth, storms and lightning. Like the Baal, the Sind bred dragons, but with the scales and breath of storms rather than volcanic fires. None have been seen for many hundreds of years.

Notable Eldar

Ancient and powerful, some Eldar have names that leap from the pages of history, yet, they might walk amongst you even now.



Rastigar

Rastigar (Ra'Sigar)

Lord Rastigar is an ancient half-gargoyle alchemist sorcerer who has created the "Elixir of Transformation", a powerful potion that can affect a permanent change in form. He owns a rich manor house in Aquila but more often dwells in his "Castle of Brass" deep in the Sind desert. He calls himself a "Sind" rather than half-gargoyle, and his self-stated goal is to find a way to transform his gargoyle kin back into the Sind they once were. Originally he experimented upon himself, achieving his half-Sind half-gargoyle state, but seeks to do better for his kin. He has also cured many humans of Aquila of their ills, aiding those who have been permanently disfigured by accidents of birth, war, or Gobbah magic. Most of them choose to stay with Rastigar out of gratitude and hope for better lives.

While awaiting Rastigar's restorative elixirs, his gargoyle kin continuously struggle to survive in the Sind, opposed by the Wyrms and slithering horrors birthed by the ancient Wurm Korgada. Even bearing the curse the dragon gods has placed upon her for betraying the world and releasing the Kaeden from their prison, Korgada still seeks greater harm, attempting to destroy the remainder of Rastigar's people and then the world. Only Rastigar keeps her power in check, and the war contained within the valley of the Sind.

The secret ingredient of his Elixir is a few drops of the "Elixir of Life"--the powerful Aethiiri healing waters of the "Wells of Life", but this is not enough. Rastigar seeks an magical artifact he calls the "Alembic" within Korgada's hoard to rarefy the "Elixir of Life". This device will allow him to more rapidly perfect his "Elixir of Transformation" and end Korgada's attacks upon his people. His "Castle of Brass" is an ancient place of power, and he has created a "Solar Forge" to forge blades of Orichalcum for his kin.

Incarnates

The Incarnates are magical beings from outside Ambar, in that whirling void of magic known as the Astral Sea. In order to walk the world of Ambar they are forced to take a physical body, which is relatively limited compared with their true spirit form.

The best known Incarnates are the Aethiiri and Ifrit. The Aethiiri are bright beings renowned for goodness, while the Ifrit are dark, daemonic spirit beings.

... While most Ifrit are truly repulsive, this is not always the case, such as with the Aethiiri. When the Aethiiri first emerged on the shores of Ambar, the witnessing Eldar "gave" them luminous forms of astonishing beauty. The Eldar believed this occurred because the Aethiiri had a moral framework similar to the Eldar, but in a more enlightened form. No other Ifrit have been found like the Aethiiri, but some undiscovered culture may yet exist in the vast boundless space of the Astral Seas. Since "good" Ifrit are so different in nature from most Ifrit, they are known as Incarnates. The primary three races of Incarnates are the Aethiiri, Illythiiri, and Kessrith.



Aethiiri (Aether'Rhi, Ithilrhi, Ithil'Rhi)

The Aethiiri (literally "Lords of the Aether", but a.k.a. Ithil'Rhi "Silver Kings") are beautiful and wise, yet they are not of our world. They washed ashore long ago, and since then have all but disappeared into the mists of myth.

Ancient tales of shining celestial angels, "moon elves", and other holy visitations are generally attributed to the Aethiiri and their ancient ancestors the Avatara. The fair folk also at times took the roles of advisors and war leaders called "Silver Kings" to the Alorns, Lothians, and Kith, leading the young tribes of men in holy wars against evils that threatened the land.

The majority of their beloved race tragically perished during the Breaking--the cataclysm when the moon shattered and fell from the sky and heralded the beginning of the Battlesong Wars. During the wars the Aethirii rallied many human tribes of Alorns and Kith against the Kha'din, to whom they were known as the "Silver Kings". Afterwards the Aethiiri took refuge in hidden corners of the world, where common belief holds they dwindled over many years and eventually became extinct.

However, this belief is not entirely true. Many of the Aethiiri returned to their original world--a magical realm beyond the lunar sphere known as the Aether--where they dwell in immortality, joy and song with their goddess. They only make the rare journey to our mortal realm in times of great need, such as advising the Alornean kings or working against a great evil that threatens both worlds. Even then they carefully hide their presence, for their foes in our world remain numerous and powerful still. Some Aethiiri have also been known to visit our world to retrieve pieces of the shattered moon.

Regions

Aethiiri once roamed the western coastal forests and seas of Ambar, with their later cities mostly in Dorthonien. Illythiiri dwelled in their sacred Weirwood groves, which could be found in any deep, ancient forests. Norns were said to roam the northwestern mountains and forests of icy Hrivlyggdor. Drow ruled various subterranean realms and forests near Rhi'Annost, and are said to dwell there still.

While the Aethiiri have returned to the Aether, they still watch and exert some degree of influence over the regions they once ruled in the mortal world. Perhaps it is an attachment they yet retain after so many centuries of dwelling in a place, perhaps they guard the mystic gateways between this world and the next, or perhaps they have secrets to protect.

Population

The Aethiiri are few in number, dwelling in seclusion in remote Weirs.

Personality

Aethiiri are not humble, but they are pure of heart and delight in acts of good and beauty. They are true aesthetes, delighting in beauty, art, and song. They use their long lives to create works of art, mastering musical instruments, song, and sculpture. Their musicians are famous throughout the lands, and even their warriors weave song with blade or bow. Aethiiri are true aesthetes, delighting in beauty, art, and song. If the Aethiiri love anything as much as music it must be the sea. They build swift, graceful ships that only occasionally wander into a human port.

Aethiiri are the consummate warrior poets, blending art and beauty. They can become swordsmen of legendary skill over their long lives. True to Aethiiri aesthetics, their graceful movements more resemble a beautiful dance than fighting.

- Bladedancers are Aethiiri monks who study the traditional blade dances in quiet Aethiiri monasteries of white stone. Their ancient martial art utilizes the traditional Aethiiri longsword. This elegant weapon has a light, double-edged, leaf-shaped blade with exceptional balance and swiftness.
- Battlesingers are Elven warriors who serve as the elite special forces of the Aethiiri people, as stealthy and graceful as they are deadly. They are often sent on dangerous missions that take them far away from their homeland. Through trials of battle and living the martial art known as the *Battlesong*, they attain a mystical connection with the longsword and longbow.
- Bladesingers weave magic, music, and swordsmanship. They use the blade of the longsword itself as a music instrument, humming and whooshing through the air to create eerie battle music. Some Bladesingers employ special "singing swords" with grooves or holes in the blade to create different sounds.

Physical Description

Aethiiri are the most beautiful of all the races of Ambar, in both body and musical voice. Even their war arts are breathtakingly beautiful. They have traditional martial arts forms using the silver, leaf-bladed longsword and white-wooded longbow that resemble dance more than combat.

Relations

Aethiiri rarely venture into the mortal world, yet alone human lands. Such visitations are both cherished and dreaded, for the Aethiiri seldom appear without purpose, and are likely to be the bearers of difficult news.

Lands

Aethiiri love to roam the coastal forests and seas. While traveling through the forests and grasslands, Aethiiri dwell in lively camps of colorful silk tents. At sea, they build graceful white ships shaped like swans or sea birds.

The ruins of ancient Aethiiri cities are wondrous places with tall towers and graceful bridges, tree-lined streets, and hanging gardens. The buildings are made of white stone, marble, and whitewashed wood, with flowering plants hanging from windows and roofs.

The Aethiiri have left the mundane world and gone to a mysterious otherworld called the Aether, which is thought to be a region of Astral space yet untouched by the horrors of necromancy and Kaeden that have ravaged Ambar. Others say that the Aether is an undiscovered continent elsewhere on Ambar.

Religion

The Aethiiri were created by and worship their celestial gods, the Menelion. Their artists and bards lead the hearts of their people, and they have a great reverence for beauty, song, and the sea.

Aethiiri were created by the gods themselves and magic is in their blood. They find it easy to call forth magic from within, and their workings are always wondrous to behold. Their magic revolves around themes of song and light, and is interconnected with their religion.

History

The Aethiiri are descendants of the Avatara, the "first ones" of myth whose noble kind died out long ago during the "Battlesong Wars". Some may have survived by fleeing to remote corners of Ambar. Some Alorns (especially Dorthons), Avathars, and Baal also trace a portion of their bloodline to the Avatara.

Equipment

Aethiiri excel at making beautiful things, such as ships, musical instruments, and objects of art. The most accomplished of their artists weave music and art together, such as a wind sculpture or singing sword. When they must take up arms, the weapons and armor they create are painfully breathtaking. Fine elven longswords, longbows, and chainmail are legendary in their beauty and elegant efficiency.

Adventurers

Aethiiri take up adventuring out of wanderlust. Aethiiri find careers that allow them to wander freely, set their own pace, and express themselves artistically. They enjoy demonstrating their skill with the longsword or bow, or mastering music or magic.

Getting Into Character

You come from a line of divine immortals and could be thousands of years old yourself. Your ancestry is rich with art, culture, wisdom, and power--mortals in contrast seem dirty, unrefined, and only a notch above animals. Over your long years you have learned many skills and likely unlearned any bad habits or annoying personal traits. If you have a fault, it's your lack of faith in other races. Since your people have few children and are naturally superior to mortals you will not risk the lives of your fellow elves. Fortunately, you are immortal, so you can afford to be

patient and cautious. Hold your head up high and be proud. Listen patiently and speak clearly with carefully chosen words.

Aethiiri Language

At the dawn of the world, the Avatara were taught the musical tongue of their gods. Over millennia the language changed and formed the basis for the languages spoken by the Eldar races. The Rhi hold most closely to the root forms of this language, which is commonly known as Aethiiri.

Aethiiri Dictionary

Aethiiri is based on Sindarin.

[A] [B] [C] [D] [E] [F] [G] [H] [I] [J] [K] [L] [M] [N] [O] [P] [Q] [R] [S] [T] [U] [V] [W] [Y]

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abandon/awartha-
 abandonment/awartha-
 abhor/fuio-
 abhorrence/deloth-
 abhorrent/thaur-
 abide/baro-
 able(be)/turo-
 abominable/deleb,thaur-
 abound/ovro-
 about/nia,os-(es)-
 above/or-
 abundant/ovor-
 accent(acute)/andaith-
 according to/egor-
 account/narn,trenarn-
 accross/thar-
 across(on two sides)/ath-
 administrator/condir-
 affect/presto-
 affected/prestannen-
 affected thing/prestanneth-
 affection/mbr-
 again/ad-
 against/dan-
 against the/di(n)-
 age(14400 years)/anrand-
 agile/celeg-
 ago/io-
 air/gwiliith,aiwenor-
 air(a.)/gwelwen-
 air(substance)/gwelu-
 alas!/nae-
 alive/cuin-
 alive(be)/cui(n)o-
 allegiance(hold) to/buio-
 allow/dabo-
 alone/eriol-
 and/a(h)-
 angel/aenil(f.),aen,aenos(m.)-
 anger/rr-
 angle/nas,bennas-
 animal/radag-
 animal(mammal)/lavan-
 annals/as-
 anniversary/edinar-
 appear/thio-
 April/Gwirith-
 arch/c arm/ranc-
 army(<i>wall-formation</i>)/thangail-
 army(<i>wedge-formation</i>)/dirnaith-
 around/os-(es-),heb{pe.--hebi-}
 arrive/anglenno-
 art/maenas-
 article/bach-
 as/sui-
 ash/lith-
 ashen/lithui-
 assembly/h-
 associate/gwador,gwathel-
 August/Urui-
 authority/balan-
 Autumn/lavas-
 awaken/echuivo-
 awakening/echui-
 awe/gae,anwar-
 axe stroke/hast-

System Message: WARNING/2 (<string>, line 79)

Explicit markup ends without a blank line; unexpected unindent.

babble/glavro-
 babbling/glavrol-
 baby/laes-
 bad/foeg,um-
 bald/rr-
 ball/cor(o)n-
 ban/bodo-
 bane/dagnir-
 barb/cego-
 barbarian/daug-
 barbarians/balchoth-
 bark/rbr-
 barren/muil-
 barrier/cai-
 basin/tal(a)v-
 bath/fr-
 battle/maeth,auth,dagro-,dagor-
 battle cry/h-
 be/no-
 be off!/ego-
 beach/falas-
 bear/breglis-
 bear(black)/meglivorn-
 beard/fang-
 beast/radag-
 beat/dringo-,blebi-[bl-
 bed/haust-
 bedridden/caeleb-
 beech tree/neldor,far.)-

beget/edonno-
 begin suddenly/henio-
 begun again/eden
 behind/adel
 behold!/elo
 bell/neld
 bend/l> bent/c> Betelguese/Borgil
 betray/gwerio-
 betrayel/gwareth
 betrayer/gwarth
 between/imb
 beyond/haer,athan,thar
 Big Dipper/Cerch i Mbelain
 bind/gwedhi-[gw]
 birch tree/brethil
 bird(small)/fileg,ae,filigon
 birth/nost,n> bite/nago-
 biting-gnashing of teeth/naeth
 bitter/saer
 black/moru
 blood/agar,sereg
 blossoms(cluster of)/gwalth
 blow with fist/drambor
 blue/l> blue(pale)/gwind
 board(fixed)/pein
 board(fixed)/pbr> boat/lunt
 bold/cand,beren
 bolster/nedhu
 bond/gwedh,gwaedh,gwent,n> book/parv
 border/edrein,glan,rrain
 born/n> boss/dolt
 both/ui-
 bound/naud
 boundary/hebrim
 bow(for shooting)/peng
 bowed/c> bowstring/tang
 branch/golv
 bread/bas(t)
 bread(<i>way-bread</i>)/lembas
 breaker/falv
 breath/chwest,th> breathe/thuio-
 breeze/chwest
 bride/dbr> bridegroom/daer
 bridge/iant
 brightness/galad
 brilliance/ril
 brilliant/celeir
 bring/tulo-,tegi-[tbr> broadsword-axe blade/hathel
 brooch/tachol
 broth/salv
 brother/gwanur[-nwador,muindor,tr> brown/rosc
 bud/tui
 building/adab
 burn/narvo-
 butterfly/gwilwileth

System Message: WARNING/2 (<string>, line 177)

Explicit markup ends without a blank line; unexpected unindent.

cake(pound)/cramb
 calculation/genediad
 call/nallo-,esto-
 camp/echad,estolad
 can/turo-
 canopy/daedelu,orthelian
 canyon/res(ris)
 caretaker/cast
 carpenter/thavron
 cart/rach
 castle/cardhon
 cat/miog,miel(f.){pe}
 catch/gado-
 cave/felag,gathrod
 cave(high roof)/rond
 cavern/gath
 cavernous/raudh
 center/nedh-,enedh
 chain/angwedh
 chamber/thamb(samb)
 champion/rod
 chant/linn(ad)o-
 charm/lr> chaser/r child/hbr> children/hbr> chill/ring
 chilling/girith
 choke/faugo-
 chop/dravo-[p.dramp]
 circle/rind,ringorn
 circular/rind
 circular enclosure/cerin
 city(underground)/othrond
 clamor/glamb
 clan/nos
 clasp/tae
 claw/gamp
 clean/puig
 cleared(land)/laden
 clearing(in forest)/lant
 cleaver/crist
 cleft/cris,cirith,cbr> clever/maen
 cloak/gr> closed/hollen
 clothe/habo-
 clothing/hammad
 cloud(white)/faun(f
 cloudy/fanui
 club(mace)/grond
 co-/go-
 coat(fur)/heleth
 cobweb/filling
 cold/ring
 cold(bitter)/helch
 com-/go-
 come/tulo-,teli-[tbr> command/conno-
 commander/cr> compulsion(driven under)/horn
 conceal/doltho-
 conceive/nautho-
 confirm/tangado-
 conquer/ortheri-[orthor]
 continually/him
 contract/gowest
 control/tortho-
 cool/himb
 copper colored/goer
 cord/nordh
 core/enedh
 corn/iau
 corner/nas
 corpse/dung,daen
 corrupt/thaw
 count/nedio-,ned
 count up/gonodo-[-nodo-]
 counting/nediad
 counting up/gonoded
 country/gwaith
 county/drand
 courage/huor
 course/iath,rant
 courtyard/pand
 cover/tobo-
 craft/curu,maenas
 create/tono-
 creature/> crescent/c crooked/raen
 cross/athrado-,trevedi-
 crossing/athrad,i
 crossway/tharbad
 crow/corch
 crowd/ovras,rimb
 crown/rr> crowned/rbr> cruel/baug,balch
 cry/nallo-,ninio-
 cunning/coru
 cup/ylv
 curse/rac
 cushion/nedhu
 custody/band
 custom/hae
 cut/risto-,rest
 cut/geri-[g
 cut around/esgeri-[osgar]
 cutless/lang
 cycle/anrand

System Message: WARNING/2 (<string>, line 290)

Explicit markup ends without a blank line; unexpected unindent.

daddy/ada
 dagger/sigil
 daily/ilaurui
 daisy/eirien
 damp/nbr> dare/bertho-
 dark/dold,dond,d> daughter/ield,rbr> dauntless man/thalion
 day/aur,erin
 day(12 hours)/arad
 dead/gwand,gorth
 dead one(of elves)/gwanwen
 dead(of mortals)/fern
 deadly/delu
 dear/meld
 dear(a.)/muin
 death(act to elves)/gwanu,gwanath
 death(state)/gurth(gr> debate/athrabeth
 December/Girithron
 deep/tovon,n> deer/aras
 delving/sabar
 delving(dwelling)/groth(grod)
 demon/raug
 demon(<i>demon-god</i>)/balrog
 den/torech
 deny/abo-
 depart/gwanno-
 departed/gwand
 deprive/neitho-
 <B style="color:black;background-color:#A0FFFF[desert/eru
 desire/an-
 device/gaud
 dew/m
 die/belo-,gwanno-
 difficulty/tarias
 dig/sabo-
 dimness/d direction/mbr> dirty/gwaur
 discussion/athrabeth
 disgusted by(be)/fuio-
 distance(remote)/haered
 distinct/minei
 district/drاند
 disturb/presto-
 divided/thanc
 divine/bal
 do/ceri-[c
 dog/h dome/telu
 don't!/baw,avo
 doom/manadh,amarth,martho-,h
 doomed/marad
 door/annon
 dot/peg
 double/ui-,tadol,adu{b}
 dough/moeas
 dove/cugu
 down/dad
 down(field)/torn
 downhill/dadben
 dragon/llug
 drain/sautho-
 draught/sr> dread/gor(oth),gae,gost,gosto-
 dreadful/gaer,gortheb
 dream/olor(ltho-
 dreary/muil
 drink/sogo-[p.sogenne-],sr> dry/parch
 dungeon/gador
 dusk/moth
 dust/ast
 dwarf-folk/gonnhirrim,naugrim,nogothrim
 dwarf(friendly)/norn
 dwarf(race)/naug(ol),annfang,nogoth
 dwell/dortho-
 dying/beleth

System Message: WARNING/2 (<string>, line 373)

Explicit markup ends without a blank line; unexpected unindent.

each off/fain
 eager/baras
 eagle/thoron
 ear/lewig
 ears(2)/law
 earth/coe
 Earth/Am(b)ar
 earthen/ceven
 east/amrven,r> eastern/rbr> eat/medi-[m
 eavesdrop /lathr(ad)o-
 eavesdropper/lathron
 echo/laum(lglamor
 echoing/l,glambren
 eddy/chwinio-
 edge/pel,rbr> egg/pelos
 eight/toloth
 elephant/annabon
 elf/edhel,penedh
 elf/elen
 elf-friend/elvellon
 elf-folk/golodhrim
 elf(ar.)/eledh
 elf(dark)/morben
 elf(exiled)/eglan,golodh
 elf(f.)/elleth
 elf(light)/calben
 elf(m.)/ellon
 elf(silvan)/afor
 elm tree/lalv(en),lalorn,lalwen
 elves(green)/galadrim
 elves(silvan)/tawarwaith
 elvish/edhelen
 ember/> embers/i> eminent man/rod
 eminent/orchel
 emotion/laith
 employ/iuithio-
 empty/lost
 encampment/estolad
 enchant/l*
 enchantress/ln
 encircle/echerio-
 enclosure/obel
 end/meth,teleth,ttelo-
 endurance/bronwe
 endure/bronio-,r
 enduring/bronadui
 enemy/coth
 enlarge/panno-
 enough/farn,far
 ent/onod
 ent-folk/onodrim
 entangle/gonathro-
 entanglement/gonathras
 enter/minno-
 envelope/ui
 errant/raun
 error/mist(rad)
 escape/edraith
 especially/edregol
 establish/tangado-
 eternal/uireb
 eternity/uir
 evening twilight/aduial
 exalted/hald
 excavate/rosto-
 exile/eglechio
 exile(go into)/eglechi-[egl]
 exile(person)/egledhron
 exiled/eglen
 expression/thbr> extreme terror(extreme)/gorgor
 eye/hend
 eyrie/thrond

System Message: WARNING/2 (<string>, line 453)

Explicit markup ends without a blank line; unexpected unindent.

face/nthbr> fade/thinno-
 Fading(4th season)/Firith
 faint/chwind
 faintness/chwbr>
fair/bein
 faith/estel,sod
 faithful one/
 fall/danto-[p.danne-]
 falling/talt

falter/luithio-
 family/nos
 fang/car(a)ch
 far and wide/palan

fashion/echedi-[ech
 fasten/taetho-
 fat/t> fate/manadh,amarth
 fate(bad)/h

father/adar
 fathom(distance)/rae
 fear of death/guruthos

fear/nifred,gosto-,gor(oth)
 feast/mereth
 February/Ni
 feelings/emel,elu

fence/i,thoro-
 fence(pointed)/cail
 fenced field/pel
 festival/asar,mereth

festive/meren
 fiery/baras
 fifth/lefnoi
 fight/cost
 fight(of a
few)/maetho-,maeth
 fill/pathro-
 filling/pannod
 final/medui
 find-make a
way/rado-
 fine thread/flr> fine/trflind,brand
 finger/lebed
 fire brand/iolv

fire/ur
 firm/tanc,thbr> firm(make)/tangado-
 firmament/menel
 first/erui

fish/limb
 fist/paur
 fit/maer
 five/leben
 fix/penio-
 flame(burst
into)/lacho-
 flame(leaping)/lach
 flame(red)/ruin
 flame(sparkling)/almir

flap(wings)/blebi-[bl
 flat /dalath
 flatlands/talath
 flee/drego-
 flesh/rbr>
flet/talan
 float/lodo-,gwilo-
 floor/panas,tal(a)v
 flow like a torrent/ribi-[r

flow/sirio-
 flower/lbr> flower(<i>golden-bell</i>)/mallos

flower(<i>immortal</i>)/alfirin
 flower(<i>pail-point</i>)/niphredil

flower(<i>rock-crimson</i>)/seregon
 flower(<i>yellow-star</i>)/elanor

flowing/cel,sirith
 fly/gwilo-,renio-
 foam/falv,faltho-,ros
 foaming/espalas

fog/h
 foggy/hethu
 foliage/golas
 folk/gwaith
 follow/afado-

follower/hechil],beor(bior)
 food(cooked)/aes
 foot/td
 foot(of animal)/pr>
footprint/rein
 footstool/tharas
 for/an(-)
 ford/i,athrad,tharbad

forest/glad,eryn
 forest(great)/taur
 forgive/dno-,goheno-
 forked/thanc

form/canto-
 formed/cadu
 forsake/awartha-
 fort/othrond
 fortress/garth

fortune(good)/galu
 four/canad
 free(d)/lain
 free(release)/letho-

frequent/rem
 fresh/loeb
 Friday/Rodyn,Orbelain

friend/mellon,meldis(f.),meldir(m.)
 friendly/milui
 friendship/gwent
 frog/cabor

from/o(h-)
 from the/uin
 front/nbr> fruit/iav
 fruitful/iavas,ivren
 full/pant

fullness/pathred
 fungus/chwann
 fur/helv

System Message: WARNING/2 (<string>, line 574)

Explicit markup ends without a blank line; unexpected unindent.

gap/gas,dbr> garment/hamp
 gash/cris
 gasp/faugo-
 gate/annon

gateway/fennas
 gaurd/tiri-[p.t-],tirith
 gaurded/tirnen
 gay/meren

geography/dorgannas
 germ/eredh
 giddiness/chwbr> giddy/chwind
 gift/ant

girl/gwen,seld
 give/anno-
 glance at/glintho-
 glance/glbr>
glass(substance)/heledh
 gleam/glim
 glimmering/gael
 glint/tinno-
 glint(of
eyes)/glim
 glisten/thilio-
 glittering/bril
 globe/cor(o)n

gloom/dimb,daw,maur
 gloomy/dom,dovon
 glorify/eglerio-
 glorious/aglareb

glory/aglar,claur(ar.)
 go/glenno-{--anglenn-&Q.lend-}
 go!/ego
 goblet/s>
goblin/orch
 god/aen,aenos(m.)
 God/Eru
 goddess/aenil
 gold/malt

golden/malthen
 golden brown/baran
 good(of things)/maer
 goose/gwaun

gore/naith
 grass(stiff dry)/thbr> grave(tomb)/haudh,sarch
 gravel/brith
 great/beleg,daer(ar.)
 greedy/melch
 green/calen(galen),laeg(leg)
 greet/suilanno-
 greeting/suilad
 grey/mith,thind
 grey(a.)/mithren
 ground/tal(a)v
 group/h> grow/galo-,tuio-
 growl/nuro-
 growth/galas
 grumble/nuro-
 guess/inc
 gulf/ir> gull/mae
 gully/cris

System Message: WARNING/2 (<string>, line 640)

Explicit markup ends without a blank line; unexpected unindent.

hack through/hasto-
 hail!/ai
 hair/fin,laus
 hair(braided)/findel
 hair(lock of)/loch
 hair(shaggy)/fast
 half/per,perin
 halfling/perian
 hall/rond,thamb(samb)
 hall(great)/thammas
 halt/deri-[d,post
 halve/period-_*
 halved(a.)/perin
 hammer/dam,dring,damno-[p.dammint]
 hand/mab
 hand(cupped)/camb
 handle/matho-
 handy/moed
 hang/glingo-
 handsome/bein
 happen suddenly/brago-
 harass/trasto-
 harbor/hobas,h> hard/r
 harp/gandel
 harp(play a)/gann(ad)o-
 harper/talagant
 harvest/ivanno-,ivanneth
 hassock/tharas
 hateful/delu
 haunt/gortho-
 have/garo-
 haven/hobas,cirban,h> he/ho
 head/dr> heap/cumb,ovras
 heart/emel,elu
 heart(physical)/h> heat(white)/bras
 heaven/gilith
 heavens/menel
 heavy/long(lung)
 hedge in/thoro-
 hedge/cai
 heighth/tain
 heir/hechil
 hell/ud> helm/thr> hem/rbr> her/hen
 herb/athel,salab
 herb(<i>king's foil</i>)/athelas
 here/sr> hero/callon,thalion
 hew/dravo-[p.dramp]
 hewn stone/gondram
 hidden/dolen,hold
 hide/delio-
 hiding/esgal
 high/hald
 hill/amon,tund
 him/hon
 him(ar.)/dbr> his/hon
 his(ar.)/dbr> historical/gobennathren
 history/gobennas
 hit/drammo-
 hobbit/perian
 hold/garo-
 holder/tae
 hole/gaw,gas,dath
 hollow out/rosto-
 hollow/raudh,nof(n.)
 holly/ereg
 holly tree/eregdos
 holy/aer
 holy place/iaun
 home/bar(mar)
 honey/glbr> hook/gamp
 hop/labo-,labeled
 hope/estel,amdir,hartho-,harthad
 horde/hoth
 horn/raes,rom,ravan,tild,rasag
 horn(animal)/tarag
 horn(play a)/aravo-
 horns(sound of)/romru
 horrible/deleb,gortheb
 horror/gor(oth),del
 horse master/rochir
 horse/roch
 host/rimb
 hot/urui
 hot(white)/brassen
 hound of chase/r house/car(dh),adab,bar(mar)
 household/herth
 howl/gawo-
 howling/gawad
 human/firen
 hummock/gwastar
 hump/tump
 hundred(144)/host
 hunt/faro-,faroeth,ruir
 hunter/feredir
 hunting/faras,ruir
 hurl/hedi-[h
 hurry/lago-
 hurt/negro-,harno-
 husband/herven,bend

System Message: WARNING/2 (<string>, line 640); [backlink](#)

Inline emphasis start-string without end-string.

System Message: WARNING/2 (<string>, line 753)

Explicit markup ends without a blank line; unexpected unindent.

l/im
 ice/heleg
 icicle/aeglos
 idea/naw,inc
 ill/flae
 imagine/nautho-
 impetuous/gorn,alag,ascar
 impetus/gorv
 incline/talad
 insecure/talt
 insert/nestegi-[nestag]
 inside of/min
 insult/eithad,eitho-
 intelligent/hand
 intend/thelo-
 intent/innas
 invention/gaud
 iron-like/angren
 iron/ang
 island/told
 isolated/ereb
 it/ha(n)

System Message: WARNING/2 (<string>, line 777)

Explicit markup ends without a blank line; unexpected unindent.

January/Narwain
 jaw/anc,nae
 jerk/rinc,ritho-
 jewel/mbr> journey/lend
 joy/gel,glas
 joyous/meren
 jubilation/gelam
 judge/badhron,badhor
 judgement(legal)/baudh
 juice/saw,peich
 juicy/pichen
 July/Cerveth
 June/N
 jut out/budo-

System Message: WARNING/2 (<string>, line 794)

Explicit markup ends without a blank line; unexpected unindent.

keen/laeg
 keep/hebi-[h
 kill/beltho-
 killer/belthor*
 king/ara-
 king(of region)/aran
 king(of tribe)(ar.)/taur
 kingdom/arnad
 kingfisher/heledir
 kinsman/gwanur[-nr> knife/sigil
 knight/rochon
 knock/tamno-
 knot/nardh
 knotted/norn
 knowledge/ist
 knowledge(have)/isto-[p.sint]

System Message: WARNING/2 (<string>, line 813)

Explicit markup ends without a blank line; unexpected unindent.

labor/mudo-,tas
 lady/hl,heryn,brennil,arwen,rian(rien)
 lair/cae,torech
 lake/ael
 lake(cold montain)/rim
 lament/nurn,nurno-
 lamentable/naer
 lamentation/naeth
 lamp/calar
 land/iand
 land(dry)/dr> language/lamb
 last/methen,medui,brono-,dartho-
 lasting/bronadui
 laughter/lalaith
 law/thenid
 lay/lair(gl
 lay(long)/glaer
 lead/tegi-[tbr> leaf/las
 lean/flein
 leap/cabed,cabo-
 leaping down/thr> learned/golwen,istui
 leaves/golas
 left handed/hargam
 left(hand)/heir
 leg/telch
 legal/thenin
 letter/tt
 level/land
 level space/pathu
 lick/lefi-[
 life/cuil
 light/cal(ad)
 light(bright)/gail
 light(white)/silim
 line/tr> lion/raw
 listen/lasto-
 listen in/lathr(ad)o-
 little/dilthen,tithen
 live/baro-
 lode/rant
 lofty/brand
 log(hewn)/draun(dravan)
 lonely/erethren
 long/and
 long and thin/taen
 look/thbr> look afar/palandiri-[p.-d-]
 look(at)/tirio-
 look(quick)/glbr> lookout/ethir
 loop/l> lord/hbrannon
 lore/golu,ist
 lot(adv.)/lim
 loud/brui
 love/mmelo-,meleth
 lover(f.)/melethril(f.),melethron(m.)
 low/tovon
 lust/mael
 lustful/maelui
 lying in bed/cael

System Message: WARNING/2 (<string>, line 880)

Explicit markup ends without a blank line; unexpected unindent.

mace/grond
 magic/g> magician/gollor
 maid(ar.)/seld
 maiden/gwen
 maiden(garlended)/riel
 make/echedi-[ech,tono-;ceri-[c
 maker/hael,tbr> male/dbr> man/gweg,dafadon[afadrim],bend
 man-friend/edennil
 man(mortal)/firion
 man(of the 3 houses)/adan
 man(<i>p/i>)/drn
 manhood/gweth
 mansion/cardhon
 many/limb
 March/Gwaeron
 march(n.)/daur
 margin/hebrim{pe.--heb}
 mark/taith
 mark(long)/andaith
 marry/hervo-
 mast/breth
 master/herdir,ortheri-[orthor]
 mastery/t> matter/ron
 mauler/haroth
 maw/haroth
 May/Lothron
 me/nin
 me(for)/anim
 meadow/laer
 meager/flein
 mean/foeg,thelo-
 meaning/ind
 meat/aes
 meet/govanno-{govo-?}
 meeting/govanneth*
 melody/lind
 memory/rbr> merriment/glas
 mesh/remb
 meshed/remmen
 met(a.)/govannen
 metal/tinc,raud
 metal(<i>black-sheen</i>)/galvor
 mid-/nedh-
 middle/en
 mighty/beleg,taur
 mine/sabo-,sabar
 miserable/neithel
 mist/h
 mist(grey)/mith
 misty/hithui

mocking/iae
 moisten/limmidi-
 mommy/nana
 Monday/Oriithil
 monster/r>
monster(deformed)/ulund
 monstrous/uanui
 moon-silver/ithildin

moon/ithil,elfaron,rbr> moon(when crescent)/cbr> morning twilight/minuial
 morning/erin

mortal(n.)/feir
 mother/naneth
 mound/cumb,haudh,tund
 mountain/orod

mountain peak/aegas
 mountain range/aegliir,orodrim
 mountaineer(-man)/orodben

mourning/nienor
 much/limb
 muscle/t my/nin

System Message: WARNING/2 (<string>, line 960)

Explicit markup ends without a blank line; unexpected unindent.

naked/held
 name/esto-;eneth
 narrator/pethron
 narrow/nach,aglor

neat/puig
 neck/iaeth
 need/baur
 net/gwemb
 netted/remmen

new/eden,gwain,sein
 news/siniath
 night/d nightengale/dtin
 nighttime/daw

nine/neder
 no!/baw
 noble/brand
 nobleman/callon,orfen
 noisy/brui

north/formen,forod,forn
 north(ar.)/forven
 northern/forodren
 nose/nemb,bund

not/al-,> not(I will not!)/avon
 not(we will not!)/avam
 notice/glintho-
 notion/inc

November/Hithui
 now/hi
 number/gwanod,nod
 numerous/rem

nymph/gwingil

System Message: WARNING/2 (<string>, line 995)

Explicit markup ends without a blank line; unexpected unindent.

oak tree/doron
 oath/gwest,gwaedh
 oblique/atlant
 obscure/dold,hethu

obstinate/tarlanc
 occur suddenly/breitho-
 ocean/aearon
 October/Narbeleth

odor/> ointment/glac
 old age(suffering from)/ingem
 old/iaur,brant
 old(of
things)/gem,gern
 ominous/dom
 on/bo
 on this side of/nev

one/er,pen,min(ar.)
 open/edro-,laden,panno-
 open space/land
 opening/dbr>
oppress/bauglo-
 oppression/thang
 oppressive/baug
 oppressor/baugliir

or/ben
 orc/orch,glamog
 orc-troop/glam
 orc-horde/glamhoth
 order/conno-

Orion/Menelvagor
 our/mvbr> out/e(d)-
 over/nia

System Message: WARNING/2 (<string>, line 1030)

Explicit markup ends without a blank line; unexpected unindent.

pain/naeg
 pale/nim(f)
 pale/gael,malu,maidh,nimf(nimp),thind

pallor/nimfred(nimpred),nifred
 palm of hand/camland,dalv
 pardon/dno-

parent/odhril(f.),odhron(m.)
 part/thand
 pass/lond,cirith,crath

pass(narrow)/aglon
 pasture/nadhras
 path/rbr> path(narrow)/lond
 pathway/bbr>
pause/daur,post
 peace/s
 peak/ras
 pearl/brithil
 pebble/sarn

peddler/bachor,banc
 pen/tegol(tegil)
 people/hoth,gwaith,n> permission/dbr>
permit/dabo-
 person(ar.)/gweg
 petty/niben
 picky/niben
 piercing/maeg

pilgrim/randir
 pillar(wooden)/thavan
 pillow/pesseg
 pin/tachol,taes
 pine
tree/thaun
 pinion/roval
 pinnacle/thrond
 pit/dath
 pivot/pelthaes

place/sad
 plain/lad,talath
 plank/pein,pbr> plant/galas,redhi-[r]
 plateform/talan

play/te(i)lio-,teilien
 pledge/ber
 Pleides/Remmirath
 plug/dilio-

poem/lair(gl,glaer
 poem(long-verse)/ann-thannath
 point/nas,aeg,naith,ment

point(of spear)/theleg
 point(to side)/ravan
 pointed/megren
 poison/sae

pollen/mbr> pondering/idhren
 pool/lael
 pool(small)/both
 pools(of a
marsh)/loeg
 poor/foeg
 poplar tree/tulus
 post/thavan
 potter/cennan

powder(yellow)/mbr> power/polod
 power(great)/balan
 powerful/balar, polodren
 praise/eglerio-
 precipice/ras
 preferable/sennui
 pretty/bein
 prick(ercho-, eitho-, nasto-
 prick(ercho-
 prince/ernil, cund, cr> prison/gador, band
 prohibit/bodo-
 prominent/orchal
 promise/ber
 prop/tulu
 proper/sennui
 property/garn
 protect/berio-
 puddle/both
 puff/chwest
 purpose/thelo-
 put out/eglechio-

System Message: WARNING/2 (<string>, line 1117)

Explicit markup ends without a blank line; unexpected unindent.

quarrel/cost
 queen/rian(rien), rbr> quick(very)/breg
 quite/far

System Message: WARNING/2 (<string>, line 1123)

Explicit markup ends without a blank line; unexpected unindent.

race/n> radiance/galad, glaw
 radiant/fein(foen)
 rain/rost
 rainbow/eilianu, ninniach
 raining(it is)/eil
 raise/ortho-
 range/lbr> ransom/danwedh
 rapid/legin, lagor
 rat/nadhor
 raven/craban
 ravine/res(ris)
 re-/ad-
 readiness for action/h> ready/hbr> reap/critho-
 rear/teleth
 recite/linno-(glinno-)
 recount/treneri-[trenor]
 red/goer, naru
 red-brown/gruin
 red/col(od), car(a)n
 reek/osp
 refusal/avad
 refuse/abo-
 regiment/gweth
 region/arth
 region(great)/ardhon
 release/leithian, leitho-
 relenquish/luithio-
 remade/echain
 rend/narcho-
 rest/idh, post
 resting place/cae
 return/rinno-
 reunion/aderthad
 reuniting/aderthad
 revolve/rinno-
 reward/manadh
 rhyme/linnod
 rider(of horse)/rochon, rochben
 ridge/pind
 right handed/forgam
 right/forn
 right(correct)/tbr> right(hand)/foeir
 rim/pel
 ring a bell/nello-
 ring(outer)/echor
 ringing(of bells)/nelladel
 rise/erio-
 rising(n.)/orthad
 river/celon, sbr> river(long)/duin
 riverbed/rath
 rock tooth/carag
 rocky/ondren
 roll/noro-
 roof/tobo-, orthelio-
 roof(high)/telu
 roofing/tobas
 root/thond
 root(edible)/solch
 rose/gwir{--Q.v like Gwirth}
 rotten/thaw
 rough/dorn, r
 round knob/dolt
 row/ltr> royal/ar-
 ruddy/gruin, crand
 rule/thenid
 run/noro-
 rune/certh
 running/cel
 rush/lago-
 rushing/alag, ascar
 rustle/flos

System Message: WARNING/2 (<string>, line 1203)

Explicit markup ends without a blank line; unexpected unindent.

sad/naer
 sadness/dimb
 sail/gwilo-, renio-
 salve/glac
 sanctuary/iaun
 sapless/tharn
 Saturday/Orgilion
 savage/bereg
 say/pedo
 saying/pent
 scorn/iae
 scratch/thribi-[thr
 screen above/orthelio-
 screen/esgal, holtho-
 sea chant/aerlind
 sea-serpent/limlug
 sea/aeear, gaer
 seashell/halv
 seaweed/aeruill, uil
 second(a.)/edwen
 secret/dolen
 seed/eredh
 seem/thio-
 send for/toltho-
 September/lvanneth
 serve/buio-
 set/penio-
 seven/odog
 seventh/odothui
 shade/lumb
 shadow/dae, morchant, gwath
 shadow(deep)/fuin
 shadow(in)/gwathren
 shady/lumbren
 shape/cant, canto-
 shaped/cadu
 shapely/cadwar
 sharp/aeg, crisege, laeg, maeg
 sharp-eye/maicheneb
 she/he
 shelf/thim
 shield/than
 shine/calor-, thilio-
 shine(like jewels)/m-
 ship/cair
 shipyard/cirban
 shore/habad, falas
 short/thent
 short(very)/estent
 shortness/thinnas
 shouting/glamb
 shudder/giri-[g
 shuddering/girith

shut/hollen
 sick/caeleb,flae
 sickle/cerch
 sickly/gemb,flae

sickness/fliw,cael,paw
 side(on that side of)/haer
 sign/taith
 silence/dain(d

silent/dn
 silhouette/morchant
 silver-like/celebren
 silver/celeb

silver(of)/celevon
 silver(<i>true-silver</i>)/mithril
 sin/h
 sinew/t
sing/l-(gl-),linn(ad)o-(glinno-)
 single/eriol,minei
 sir/herdir
 Sirius/Helluin

sister/gwathel,muinthel,theth)
 six/eneg
 skill/find
 skilled/maen,moed
 skin/rbr>
skip/labeled
 skip/labo-_*
 sky/gwilith
 sky(lower)/aiwenor
 slant down/penno-

slant/atlanno-
 slanted/atlant
 slave/m> slay/degi-[d,mago-
 slender/flind,tnind

sling(for throwing)/haglath
 slipping/talt
 slope/atlanno-,talad,pend

sloping/atland
 slot/rein
 smoke/osp
 smooth/flad,path
 snag/gado-,cego-

snake/lyg
 snare/n snatch/ritho-
 snout/bund
 snow/los
 snowflake/nifredil

snowflake(wet)/nm
 snowy/lossen
 soap/glr> socket/tae
 soft/moe

soil/cev,maw,gwatho-
 sole of foot/tellein
 solitude/ereth
 somebody/pen

son/iond,rbr> song/glaer,lind(glind),lair(gl
 sorcery/grgul,morggol(ar.)
 sorrow/nienor

soul/faer
 source/celu
 south/harad
 south(to the)/acharn

southern/harn,haradren
 sow/redhi-[r]
 space(outer)/gilith

spark/gil[geil],tint,tinu,tim
 spark(silver)/gildin
 sparkle/ido-
 speak/pedo-
 speak
out loud/lamo-_*
 speaker/penedh
 speaking out loud/lamed
 spear/ecthel,ech

spearpoint/aith
 speed/hortho-
 spell/lr> spider/flingil,fling,ungol

spike/carag,ceber(geber)
 spirit/laith,faer
 spirit(departed)/mbr> spit/puio-

splendor/claur
 spoken/lammen
 sponge/chwann
 sport/teilien
 spot/sad

spot(small)/peg
 spouse/bereth
 spray/gwing,ros
 spread/pelio-

spring/celu,eithel
 Spring/Ethuill
 sprout/tui,tuio-
 stab/eitho-,eithad,sigo-

stain/maw,mael,gwatho-,gwas
 stained/mael
 stair/thim
 stairway-passage
up/pendrad
 stake/ceber(geber)
 stalwart/tolog
 star/gil[geil],elenath

star(small)/tinu
 starlight/gilgalad
 stay/dartho-,dortho-
 steadfast/him,boron

steady/thbr> stem/telch
 stench/angol,th stick out/budo-
 stick/nasto-
 sticky/hbr>
stiff/tarag,tharn,dorn
 stiff necked/tarlanc
 Stirring(6th season)/Echuir

stirrup/dalraf
 stone/gond,sarn
 stone(of)/sarn
 stones(broken)/brith
 stop
up/dilio-
 stop short/nuitho-
 stop/deri-[d,daur
 stopgap/gasdil
 stopper/dbr>
story/pennas
 straight/lond,ttoer
 strand/iand
 strap/raf
 stray/misto-

straying/mistrad
 stream(in mountains)/old
 street/ostrad
 strength/polod

strife/goth
 strike/drammo-
 stroke/matho-
 strong/balar,polodren
 stuffing/dbr>
stunt/nuitho-
 substance/ron
 sudden/bragol
 suddenness/breged
 sum
up/gonodo-[nodo-]
 sum/nediad
 Summer/Laer
 summit/tain

summon/toltho-
 sun/anor
 Sunday/Oranor
 sunrise/amr> sunset/ann>
superior/orchel
 support/tulu
 surface/palath
 survive/brono-,r

swallow/flugo-
 swamp/l> swan/alf
 sword/parth,pathu
 swarthy/dond

swear/gwesto-
 sweet(sound)/lend
 swell/tuio-
 swift/lagor,celeg,legin

swooping/thr> sword/crist,lang,megil,magol
 swordsman/magor
 syrup/peich

System Message: WARNING/2 (<string>, line 1203); [backlink](#)

Inline emphasis start-string without end-string.

System Message: WARNING/2 (<string>, line 1203); [backlink](#)

Inline emphasis start-string without end-string.

System Message: WARNING/2 (<string>, line 1429)

Explicit markup ends without a blank line; unexpected unindent.

tale/gwanod,narn,trenarn,pent
 tale(novel)/sinnarn
 tall/halad,orchal,tond

task/tas
 taut/tong
 tear/narcho-,nnbr> tearful/nniniel
 teeth(row of)/anc

tell/naro-,treneri-[trenor]
 ten/caen
 tender/cast
 terrify/gruitho-

territory/ardhon
 terror/gost,gorog
 terror(feel)/grogo-
 that/t> that(conj.)/i

thatch/taus
 the/en,e
 the(pl.)/in,i(ar.)
 thee/le
 there/ennas
 these/hin

they(f.)/hbr> they(inan.)/hain(hein)
 they(m.)/huin
 thick/t> thin/flein
 thing/nad

thirsty/faug
 this/hr> thong(leather)/lath
 thorn/br> those/tuin
 thought/nauth

thought(inner)/ind
 thoughtfulness/idher
 thousand/meneg
 thrall/m>
thread(<i>mist-thread</i>)/hithlain
 thread(woven)/lain
 three/nel-,neled

threshold/fend
 throat/lanc
 through/tre-,trr> throw/hedi-[h
 thrower(of
spear/hadron,hador
 thrust/nasto-
 Thursday/Oraearon
 tidings/siniath

tidy/puig
 tie/nudo-,nodo-,taetho-
 tied/naud
 tight(of strings)/tong
 time/l
time(fixed)/asar
 time(for a long)/anand
 tiny/pigen,tithen
 to/na
 to the/ni

tobacco(<i>pipe-weed</i>)/galenas
 today/sbr> together/go-
 toil/mudo-

tolerate/goheno-
 tongue/lamb
 tongue(my)/lammen(lamb nin){b}
 tooth/neleg,nbr>
top/caw
 torment/baul
 torrent/old,th
 tough/tarag
 toughness/tarias

tower/barad,minas,mindon
 track/rein,rbr> track(beaten)/bbr> trade/bango-

trader/bachor,banc
 traditional/br> trample/batho-
 trap/n traverse/athrado-,trevedi-

treasure/mbr> treaty/gowest
 tree/galadh
 tree(<i>black-wood</i>)/lebethron

tree(<i>golden-tree</i>)/mallorn
 tree(large)/orn
 tree(low growing)/tos

tree(<i>voice-tree</i>)/huorn
 tree(<i>white-tree</i>)/nimloth
 tri-/nel-

triangle/nelthil,naith
 trick/rinc
 trill/l-(gl-)
 triumph/gel
 triumphant/gelui

troll/torog
 troop/gweth,herth
 trot/pad(ad)o-
 troth/gwaedh

trouble/presto-,trasto-
 trumpet sound(ar.)/r trumpet/rom
 trust/estel
 trustworthy/br>
trusty/tolog
 Tuesday/Orgaladh,Orgaladhad(ar.)
 tune/lind(glind)
 turf/parth

twang/ting
 twelve/rasad
 twilight/dinnu,uial
 twilight(without moon)/tindu

twin/gwanunig
 twine/rigo-
 twins/gwan> twirl/chwinio-
 twisted/norn

twitch/rinc,ritho-
 two/tbr> tyrant/bauglir

System Message: WARNING/2 (<string>, line 1553)

Explicit markup ends without a blank line; unexpected unindent.

unclothe/heltho-
 uncountable/arnediad
 under the/nuin
 under/no

understand/heni-[h
 understanding/hannas
 union/erthad
 unique/minei

unite/ertho-
 uniting/erthad
 up/am,or-
 uphill(a.)/amben
 urge on/hortho-

us/mammen
 us(for)/ammen
 use/iuith,iuithio-
 useful/maer
 utter/lamo-

uttered/lammen

System Message: WARNING/2 (<string>, line 1574)

Explicit markup ends without a blank line; unexpected unindent.

vague/hethu
 valley-grassland(wide)/nand
 valley/lad,tum
 valley(deep)/imlad

valor/caun
 valuable/mbr> vassal/beor(bior)
 vast/taur
 veiled/hold
 vein/rant

Venus/Gil-estel
 verse/thand
 vessel(for water)/calf
 victory/t> vigor/hrv

vigorous/hbr> violence/breged
 violent/ascar,bragol
 virginity/gweneth
 viscous/hbr> voice/hu
 voices/laum(lbr> void/iaw

System Message: WARNING/2 (<string>, line 1599)

Explicit markup ends without a blank line; unexpected unindent.

wagon/rach
 wait/dartho-
 wake up/echuivo-
 walk behind/afado-
 walk/pad(ad)o-
 wall/ramb
 wall(great)/rammas
 walled city/ost
 walled area/obel
 wander/renio-,ranno-
 wander(up and down)/amro-{pe}
 wanderer/amrod,randir
 wandering/mist,raen
 wane/belo-_*
 waning/beleth
 Waning(4th Season)/Narbeleth
 want/an-
 war/goth,auth
 war(make)/dagro-
 ware/bach
 warm/laug
 warrior/maethor,daug
 waste/eru
 watch/tiri-[p.t.]
 watch for/ethirio-
 watching/ethir,tirith
 water/nen
 waterfall/lanthir
 waterlilly/ninglor
 watery/nend
 wavecrest/gwing
 way/tbr> we/mbr> weariness of spirit/gumlaith
 weary/gum
 weave/nathro-
 weaver/nathron
 web/nath,gwr> Wednesday/Ormenel
 weep/ninio-
 weeping/nbr> well/eithel
 well(good)/mae
 werewolf/gaur
 west/annn
 western/annui
 wet/nbr> when/ir
 while/ir
 whirl/chwinio-
 whisper/flos
 white/fein(foen),nim(f)(nimp)
 white(dazziling)/glos
 white(shining)/thilivren(sil-)
 whiten/nimmidi-
 whoever(rel.)/ai
 wide/land,pand
 wield/matho-,tortho-
 wife/bes,heres,bereth
 wild/bereg,r
 wilderness/r> wildfire/bregedur
 willow/tathar
 willows(of)/tathren
 wily/coru
 wind/gwae,thl)
 wind storm/alagos
 window/henneth
 wine/mirth
 wine(way-mead)/miruvor
 wing/ram,ravan
 wing(great)/roval
 Winter/Rbr> wise/istui,golwen,gold,idhren,sael
 wish/an-,iest
 withered/tharn
 without/ar-,ben,> wizard/curunir
 wolf-horde/gaurhoth
 wolf howl/gaul
 wolf/garav,draug
 woman(bes,d)(ar.)
 woman(mortal)/fel(firieth)
 woman(of the 3 houses)/adaneth
 woodpecker/tavor
 woods/glad
 wool/taw
 word/peth(beth)
 World/Am(b)ar
 worn/gern
 wound/harno-,haru
 wounded/harn
 wreathe/rigo-
 wright/tbr> write/teitho-
 wrong/roeg
 wrong doing/h

System Message: WARNING/2 (<string>, line 1599); [backlink](#)

Inline emphasis start-string without end-string.

System Message: WARNING/2 (<string>, line 1698)

Explicit markup ends without a blank line; unexpected unindent.

year/idhrind,br> years(144)/ennin
 yellow hammer(bird)/em(me)lin
 yellow-brown/maidh,malu
 yellow/malen
 yolk/ianu
 you/le;cin*
 young/neth
 your/lc
 youth/n

Aethiiri Dictionary (Abridged)

-able -- -ui
-est -- -wain
-ey (the one that is) -- ui
-ing -- -ren
-ish -- -en

-ish -- -ren

-like -- -ielsor

-y -- -ui

A

abominable -- thaur

abroad -- palan-

abyss -- ia

across -- thar-

afar -- palan-

afterborn, the -- apanonar

alas -- ai

aldebaraan -- borgil

anger -- ruth

angle -- egladil

April -- Gwirth

ash -- lith

ashen, ashey -- lithui

at -- na

August -- Urui

B

bald -- rudh

bane -- dagnir

barrow -- haudh

battle -- dagor

battle -- ndak-

beech -- nel-

beech -- neldor

beginning -- wain

belonging to -- -a

beneath -- di

birch -- brethil

black -- mor-

black chasm -- moria

bleak -- muil

blood of stone (plant) -- seregon

bloodstained -- agarwaen

blue -- luin

boundary stream -- glanhir

bow and helm -- cuarthol

bow, strong -- cuthalion

bow -- cu

bridge -- iant

bright -- calen

bright light -- galad
bright spark -- gil
brown, golden -- baran
burning -- -ruin

C

camp of the faithful -- echad-i-sedryn
camp -- echad
cape of land -- rast-
chamber -- sam(m)
chant -- aerlinn
characters -- tiw
chocking ash, under -- nufauglith
circles -- cerin
citadel -- os(t)-, -ost
city -- caras
cleaver -- -rist
climb -- rath-
cloak -- -gol
closed -- hollen
cloud -- fan
cloudy -- fanui
constrainer, the -- bauglir
cool -- him-
country -- -nor
course (river) -- rant
crow -- craban pl. crebain
cry (I) -- nallon
cut -- -ris

D

dale -- nan
dark shapes -- morchaint
dark -- dur
dark -- duir, vorn
day(light) -- calan
day -- aur (or-)
dazzling-white -- glos(s)
death-horror -- nguruthos
death -- gurth
deep valley -- imlad
deer's leap -- cabed-en-aras
deer -- aras
delvings -- -habar
demon -- gaur

demon -- gor-
demon -- raug
dimness -- uial
dimness -- du-
distance(at a) -- -chaered
doom -- amarth
door -- annon
door -- fen(n)
doorway -- fennas
double stream -- adurant
down (mound) -- torn
dread helm -- gorthol
dreadful death -- dungorthed
dreadful doom -- naeramarth
dream -- lor
dream land -- Lorien
drear -- muil
drew -- teithant
dusk -- moth-
Dwur -- naug
Dwur-folk -- nogothrim
Dwur road -- men-i-naugrim
Dwur, petty -- nibin-neog
dwelling -- -mar

E

eagle -- thoron
east -- rhu-, rhun
echoing -- lomin
elf-maid -- elleth
elf -- edhel pl. edhil
elixir -- miruvor
elven, elvish -- edhellen
encampment -- estolad
end of the wood -- method-en-glad
enemy -- sauron
ent -- onod pl. enyd
enter! -- minno
evening twilight -- adual
everlasting -- ui-
evermind -- alfirin
eye -- hen(n)

F

fade (fading) -- firith

faithful -- sedryn
fang -- carch
faster -- lim
fatherless -- ben-adar
fear -- daedelos
feast -- mereth
February -- Ninui
female -- -riel
fence -- pel
fenced -- pelen
fence -- iath
field -- -dalf
fire -- naur, nar-, nor-, -nor
flame -- -ril
flame, leaping -- lhach
flame, hanging -- glingal
flet -- talan
flooding -- -eithel
flower -- loth
flowery -- lothron
flower (type) -- mallos
flower (type) -- niphredil
foam -- -ros
foe-hammer -- glamdring
foe -- glam
folk -- -rim
foot (of) -- rindal
for -- an
ford of stones -- sarn athrad
forest -- taur
forest under night -- taur-nu-fuin
forrester -- tauron
fortress -- os(t)-, -ost
fortress, the great -- belegost
forward -- lim
Friday (last day) -- Orbelain
Friday -- Rodyn see Orbelain
friend -- mellon
from -- o
G
gate -- annon pl. ennyn
gateway -- fennas
gave (I) -- onen

gazing-afar -- palan-diriel
gazing -- tiriél
gift -- -or
glass -- heledh
gleam (of eyes) -- glin
glittering caves -- aglarond
glittering white -- silivren
gloom -- fuin
glorify -- aglar'ni
glory -- aglar
go! -- noro
goblin -- orch pl. yrch
gold flower -- alfirin
golden brown -- baran
golden -- mal-, mallen
gore -- naith
gravel -- brith
great -- -on
great, the -- bele-
green -- galen
green leaf -- lasgalen
grey -- mith-
grey -- mithren
grey -- thin(n)-
group -- -ath, -iath
guard -- tirith
guard! -- tiro
H
hail -- ai
hair -- fin
half -- per-
halfling -- perian(n)
hall of feasts -- merethrond
halt -- daro
hammer -- dring
hand (of) -- rimbor
hanging flame -- glingal
haunted -- gorgor
haven (harbour) -- lond
head (as in mtn. peak) -- -dhol
head -- dol-
hearing -- lhaw
heaven -- menel

height -- dol
hell -- udun
here -- nef
here -- si
heroes -- conin
hidden -- dolin
hiding -- esgel
high -- bar(a)-
hill -- amon
hill -- dol
hoar -- mith-
hobbit -- periannath
holly -- ereg
home -- -mar
hope -- estel
horn (mtn.) -- ras(s)
horror -- del
horse -- roch
horse-lord -- rochir
hot -- urui
howl -- ngwaw
hunter -- faroth
I
I -- -n, im
icicle -- aiglos
into -- an
ire -- -ruth
iron of death -- gurthang
iron -- ang
iron -- angren
island -- tol
J
January -- Narwain
jaws -- carach
jewel -- mir
jewel smiths, people of -- gwaith-i-mirdain
July -- cerveth
June -- Norui
K
kept (I have) -- -chebin
Khazad-dum -- Moria
kindler -- -thoniel
king -- ar(a)-

king -- aran pl. erain

kingsfoil -- athelas

L

lair -- torech

lake -- aelin

lamp -- calar

lampwright -- celairdan

land of -- -ien(n)

land -- -an(n)

land -- dor pl. doriath

land -- -n(n)

land -- -nor

land -- -waith

last -- method

last -- vedui

lawn -- parth

leaf -- -glas

leaf -- las(s)

leaflock -- finglas

leap, place of the -- cabed

leaping flame -- lhach

letters -- tiw

light -- calen

live! -- cuio

lonely -- er(e)-

lonely -- erui

lonely -- ereb-

long mark -- andaith

long wall -- andram

long -- an(n)-

long -- anann

long -- an(d)

lord -- ar(a)-

lord -- aran pl. erain

lord -- -dor

lord -- hir

lord -- tur

loud -- brui- or *bruin-

System Message: WARNING/2 (<string>, line 625); [backlink](#)

Inline emphasis start-string without end-string.

Lover of birds -- aiwendil

M

made -- echant

maker -- -dan
man -- adan pl. edain
March (month) -- gwaeron
mark -- taith
masters of spirits -- feanturi
May (month) -- Lothron
me -- anim
me -- nin
meres -- aelin
mesh -- rem(m)
met -- govannen
Middle-earth -- Ennor
mighty -- meleg-
mist-thread (elf rope) -- hithlain
mist -- hith
misty peaks, line of -- hithaeglr
Monday (3rd day) -- Orithil
moon -- ithil
moon -- Rana
morning twilight -- minuial
most -- -wain
mound -- cerin
mountain -- -bor-
mount -- dol
mountain -- orod
mount fang -- Orthanc
mouth -- carach
mumenorean -- dunadan
myself -- anim

N

naked -- lanc-
narrow pass -- aglon
Nazgul, 2nd -- khamul
necromancer -- guldur
new -- wain
night -- fuin
night -- du-
Noldo -- Golodh

north -- for(o) [*foron forod](#)

System Message: WARNING/2 (<string>, line 713); [backlink](#)

Inline emphasis start-string without end-string.

not -- u-

November -- Hithui

Numenor -- mar-nu-falmar

O

ocean -- aearon

October -- Narbeleth

of the -- -en-

of -- na

of -- o

old -- iaur

oldest -- iarwain

onward -- lim

open! -- edro

open! -- lasto

open, opening -- edraith

oppression -- thang

goblyn -- orch pl. yrch

Orion -- Menelvagor

outer ring -- echor

outer fence -- ephel

outflow -- ethir

P

pass (mtn.) -- cirith

pass, narrow -- aglon

peak -- ras(s)

peaks -- aiglin

people -- -(h)oth pl. -men

people -- -rim

petty -- nibin

petty Dwur -- nibin-neog

pilgrim -- randir

pine -- thon pl. *thonion

System Message: WARNING/2 (<string>, line 781); [backlink](#)

Inline emphasis start-string without end-string.

pinetrees -- thonian

pipe-weed -- galenas

plain -- -dalf

plain -- -lad

platform (wood) -- talan

pleiades -- Remmirath

point -- til-

pool -- aelin

power, angelic -- balan pl. belain

praise -- aglar'ni

praise! -- eglerio

prince -- ernil

prophesy -- linnod

Q

queen -- bereth

quick -- bre-

R

rainbow -- ninniach

rainy stair -- dimrost

ransom -- danwedh

realm -- ardhon

realm -- arth

red -- car-

red -- caran (caradh before r)

remote -- -chaered

ridge -- pinnath

ring -- cor

riven -- -ris

river -- -duin

river -- sir

river under veil -- esgalduin

rock -- tol

room -- sam(m)

rope (see mist thread)

rows -- -as

Royal harbour -- Pelargir

run(ning) -- cel

rune rows -- angerthas

rune rows -- certhas

rune -- certh

russet town -- Rhosgobel

S

Saturday (1st day) -- Orgilion

screen -- esgel

sea, the great -- belegaur

sea -- aear

September -- Ivanneth

shadows -- duath

shadowy -- wethrin

shadow -- dae

sharp -- brandir

sharp -- maeg

shine -- kal-, gal-

ship -- cair pl. cir

shore -- falas
shuddering -- girith
sight -- hen(n)
sight -- tir
silence -- din
silent -- dinen
silver -- celeb
sing (I will) -- linnathon
skill -- curu
skinbark -- fladrif
sky -- menel
slain -- ndengin
slant down -- penna
slender -- fim-
slim -- fim-
snake -- lyg
snake -- lhug
snow-white -- fanuilos
snow -- loss
snowy -- lossen
song(Elvish) -- ann-thennath
song -- linn
south -- har(a)-, harad
sparkling -- miriel
speaking -- hu-
speak! -- pedo
spider -- ungol
spies -- ethir
spike -- brandir
spire -- -dil
spring (season) -- ethuil
star kindler -- gilthoniel
star-fading -- minuial
star -- el pl. elin, elenath
star -- gil
starmoon (magical) -- ithildin
stir(ring) -- echuir
stone -- gon
stoney -- gonui
stone, small -- sarn
stop! -- daro
street -- rath
stream -- sir-

sudden -- bragol
summer -- iavas
summer -- laer
sun star (flower) -- elanor
sun-waning -- narbeleth
sun -- anor
Sunday (2nd day) -- Oranor
sunrise -- amrun
swan fleet -- nin-in-eilph
swan -- alph
swordsman -- vagor
sword, short -- eket
sword, black -- mormegil

T

tall -- hal-
tangled -- remmen
tears -- nirnaeth
the -- e(n)
them -- han
these -- hin
thorny -- ereg
thread -- -lain
Thursday (6th day) -- Oraearon
to thee -- le
to -- an
to -- na
tongue -- naith
tooth -- -chost
tower -- bar(a)-
tower -- barad pl. beraid
tower -- min-, minas
towering blue head -- mindolluin
tree (type of) -- lebethron
tree (type) -- mallorn pl. mellyrn
tree-people -- galadhrim
tree -- galadh
tree -- -horn, -orn
treebeard -- fangorn
trees (of the) -- galadhon
troll -- torog
truesilver -- mithril
Tuesday (4th day) -- Orgaladh
twilight -- uial

two -- -ad

U

undead -- firn-i-guinar

under -- di

under the -- -nu-

under the stars -- nuingiliath

V

vale -- nan

voiced -- hu-

void -- ia

W

wall (great) -- rammas

wall -- ram

wanderer -- randir

wanderer, the -- Rana

waning -- -beleth

watch, watch over -- TIR

watch! -- tiro

water -- nen

water of awakening -- cuivienen

waterfall of echoing voices -- lanthir lamath

waybread -- lembas

weather -- sul

Wednesday (5th day) -- Ormenel

well (adv.) -- maees

wave, foaming -- falma

waybread -- coimas

we two -- met

week -- enqueie

well -- ehtele

West-elf -- Elda

west -- andu-

west -- andune

west -- numen

wherein -- yassen

white, like -- SIL

who? -- man

will -- -uva

willow -- tasare

wind, in the -- surinen

wing -- rama

winter -- hrive

Wizard (white) -- Istar pl. Istari

Wizards (white) Order -- Heren Istarion

Wizard (black) -- guldur

Wizardry (black) -- morgul, -gul-

woman, mortal -- firiël

world -- Ambar

Y

year, solar -- coranar

year, last day -- mettare

year -- loa

years, 144 solar -- yen

Aethiiri Phrases

- I was born in the month of
(January/February/March/April/May/June/July/August/September/October/November/December) : Im nant onnen ne en cerveth na
(Narwain/Ni/Gwaeron/Gwirth/Lothron/Norui/Cerveth/Urui/Ivanneth/Narbeleth/Hithui/Girithron).
- I love you. : Im mel le
- You are a snob. : Le naa te'laya.
- Damn! : Gya'she!
- Damn you! : Gya'she le!
- Damn it! : Gya'she han!
- Damn them! : Gya'she hain!
- I hate you. : Im del le.
- Listen to my laughter. : Lasto na nlalaith.
- You disgust me. : Le del nin.
- Your head is empty. : Ldol na lost.
- You are beautiful. : Le naa bain.
- You look good. : Le thman.
- Hail. : Ai.
- Your heart is that of the lion. : Lg ta o en raw.
- My heart sings to see thee. : Ngn an cen le.
- Pleasure meeting you. : Maus omentielvo le.
- Well met. : Maes govannen.
- Fair winds. : Bain gwae.
- Good Hunting. : Man faroth.
- May the wind fill your sails. : Lothron en gwae panna nrhenio.
- May thy paths be green and the breeze on thy back. : Lothron Italeg n galen a en hwest erin lad.
- May your ways be green and golden. : Lothron lbad n galen a malta.
- Rest well. : h eithel.

- Do you understand (me)? : Car le henia (nin)?
- Do you feel well? : Car le matha eithel?
- Do you need a drink of water? : Car le thaed sog a o nen?
- Do you speak elvish? : Car le ped edhellen?
- Long journey? : Anann lend?
- Where? : Yass?
- Which one? : Ya pen?
- Who? : Man?
- Why are you here? : Mankoi naa le si?
- Why? : Mankoi?
- Ah! : Ai!
- At last! : Na brana!
- By the sea and stars! : Na en aear a elenath!
- (It is a) trap! : (Han na) neuma!
- Look! : th
- Now! : Si!
- Oh! : Ai!
- Run (for it)! : Cel (an han)!
- Stop (that)! : Dar (ta)!
- Be silent! : N dn!
- Camp here. : Echad si.
- Circle around behind them. : Echar os adhel hain.
- Come, sit near the fire. : Tol, havo nev en naur.
- Follow (them/it). : Aphad (hain/han).
- Follow me. : Aphad nin.
- Give it to me. : Anna han an nin.
- Hide. : Moru.
- Look out. : Thed.
- Rest here. : h si.
- Tell (us) the tale. : Trenar (ammen) en gwanod.
- You go first. : Le nor erui.
- I will go first. : Im uva nor erui.
- Come, eat and drink of the feast. : Tol, mad a sog a o en mereth.
- I wish to speak. : Im iest na ped.
- That was not good. : Ta nant u man.
- Sit down. : Havo dad.
- The world is changed. I can feel it in the water, I can feel it in the earth, I can smell it in the air. : I amar prestar aen. Han mathon ne nen, han mathon ne chae, han noston ned wilith.

Aethiiri Names

Male names

Aegnor, Aerandir, Anarion, Anar, Annael, Aradan, Aranwe, Beleriond, Beren, Bregolas, Caranthir, Celeborn, Celebrant, Celegorm, Cirdan, Lorindol, Isildur, Ciryon, Culurien, Curufin, Curufinwe, Cuthalion, Earindil, Earendur, Eanil, Eearnur, Earrme, Ecthelion, Edain, Ekkaia, Elemmire, Elendil, Elendili, Elendur, Elrond, Elros, Eluchil, Elured, Elurin, Eol, Eru, Falathar, Faelivrin, Falathrim, Feanor, Feanturi, Fenarfini, Fingolfin, Fingon, Finrod, Firimar, Gelmir, Glorfindel, Gwindor, Ingwe, Logolin, Legolas, Lenwe, Maglor, Maeglin, Maedhros, Olorin, Olwe, Orodorth, Sulimio, Saeros, Soronume, Vilya, Vala, Valimar, Valandil, Valinor, Valmar, Vanyar, Voronwe, Varda, Thranduil, Turgon, Ulmuri, Vaire, Umanyar

Female names

Aerin, Amarie, Aranel, Dora, Dior, Earwen, Eilinel, Eilistraee, Elbereth, Eledhwen, Elenna, Elentari, Elerrina, Elenwe, Elwe, Luthien, Morwen, Miriel, Olosse, Oromea, Tinuviel, Elwing, Emeldir, Eonwe, Este, Finduilas, Finwe, Galadriel, Gloredhel, Ilmare, Indis, Laurelin, Nenuviel, Nessa, Nienna, Nienor, Niniel, Osse, Rian, Tintalle, Uinen

Surnames

Aerhiiri family names are combinations of Aerhiiri words, and some Aerhiiri traveling among humans find it easier to translate their names into the local human tongue.

Aldaron ("Treelord"), Celeblass ("Silverfrond"), Celebrindal ("Silverfoot"), Cuthalion ("Strongbow"), Dorontellen ("Oakenheel"), Elenloth ("Starflower"), Elerrina ("Starcrown"), Elenya ("Starday"), Elessar ("Elfstone"), Elwing ("Starspray"), Fanya ("Whitecloud"), Galadhrindal ("Treeroot"), Galavathar ("Moonshadow"), Galondel ("Moonwhisper"), GwalothlhBlueblossom", Hathollina ("Bladesinger"), Isilsir ("Moonbrook"), Lendgannel ("Sweetharp"), Lasselanta ("Leafall"), Lomelindi ("Dusksinger"), Lorindol ("Goldenhead"), Mallos ("Waterflower"), Moth ("Gemflower"), Motte ("Gemblossom"), M ("Dimond dew"), Mithmeril ("Grayflower"), Nailo ("Nightbreeze"), Narmiriel ("Flamejewel"), Nallos ("Goldflower"), Ningloron ("Waterflower"), Ninquelote ("Whiteblossom"), Niphredil ("Snowdrop"), Ondolinde ("Stonesong"), Ordan ("Leafdancer"), Seregon ("Redstone"), Sereloth ("Redflower"), Silima ("Elfcrystal"), Singollo ("Graycloak" or "Graymantle"), Sinsule ("Greywind"), Talagan ("Harper"), Tathren ("Willowvale"), Tinuviel ("Dusksinger"), Toss ("Blackthorne"), Undomiel ("Evenstar"), Ungholhorn ("Spiderwood"), Vingilot ("Foamflower")

Weapon names

Aeglos ("Snowpoint" or "Snowthorn"), Aegnor ("Fellfire"), Agarwaen ("Bloodstained"), Anduril ("Flame of the West"), Anglachel ("Iron of the Flaming Star"), Anglinde ("Ironsong"), Angrist ("Iron Cutter"), Anguriel ("Ironstar"), Belthroning (""), Earrame ("Sea-wing"), Glamdring ("Goblynbane"), Gurthang ("Iron of Death"), Kalrist (""), Maegnas ("Spiderbane"), Menelmacar ("Skyblade"), Mormegil ("Black Sword"), Narsil ("Fire" and "White Light"), Orcrist ("Foecleaver"), Ringil

http://www.tolkiendil.com/langues/english/i-lam_arth/compound_sindarin_names

More Aethiiri Names

Aduranith	M	Sinda	Radeithron a Ganneldan	Mapmaker and Instrument Crafter
Aglarien	F	Sinda	Narfaron a Talagand	Tale-hunter and Harper
Daemoth	M	Sinda	Gwain Mirdan	Apprentice Jeweller
Eledurima*	F	Silvan	Hiril nos Denethor o Laiquendi, Lindis	Lady of House Denethor of the Laiquendi, Singer
Fealos*	M	Noldo	Hir o Curufin, Bookmaster of Mithlond	Lord Under Curufin, Bookmaster of Mithlond
<u>Galdor*</u>	M	Sinda	Hir Eruywaedhbedor	Lord Chief Ambassador
<u>Galgaerlin</u>	M	Sinda	Talagand	Harper
<u>Gildor*</u>	M	Noldo	Heru o nos Finrod	Lord of House Finrod
<u>Glintaur*</u>	M	Silvan	Taureindir	Chief Pathfinder
<u>Lalwende</u>	F	Sinda	Pennasben	Historian
Lindloss	M	Sinda	Trenarphen a Radben	Storyteller and Guide
Linnelei	F	Sinda	Nethril a Haldan a Ganneldan	Healer, Crafter of Seashells and Instruments
Menelyth	F	Sinda	Narnathron a Goluben	Tale-weaver and Lorekeeper
Methenauth	M	Silvan	Linnor a Nethron	Minstrel and Healer
<u>Mistradion*</u>	M	Sinda	Thavron a Tiron a Gwain Cirthavron	Carpenter, Guard, and Apprentice Shipwright
Naenerg	M	Sinda	Celdir	Messenger/Courier
Randerithrin	M	Sinda	Randir	Wanderer
Sidthoniel	F	Sinda	Nethril	Healeress
Sulraen	M	Sinda	Parvasson a Glaerphen	Librarian and Poet

Tatharwen	F	Sinda	Istui a Sauhaerphen	Philosopher and Vintner
Thangil	M	Sinda	Eruidir	Chief of the Mithlondhrim Guard and Shield of Gil-Galad

Origins of the Aethirii

The Aethiiri are not originally from Ambar, but rather the mysterious Aether, their realm of the Astral Sea. They washed up on the shores of the Dragon Isles shortly after the Breaking.

The Dreamsong of the Aether

Our story begins in the Aether, the ancient magical realm of the Aethiiri.

The Aether began as the *Shys'anthen* "Dreamsong" of the gods, a wondrous realm of light, beauty and song. As in a dream, the lands and forests were insubstantial and ephemeral, and unfettered by the limits of physicality, and so were the dream-like beings that were created there--the Aethiiri.

In this wondrous place life and springtime were eternal, and magic flowed as easily as easily as song. The Avatara cultivated the art of the *Shys'anthen* and shaped many bright and beautiful works of art. Shining castles and silver ships were created from the clouds by magical songs. The living dream ever grew in beauty and the skies were filled with bright, heavenly music. Beneath the cloud-isles of the Aether was an endless primordial ocean. In some places there were gaps in the clouds and the sea was visible from Aether. The Aethiiri called this the Astral Sea, for it was a seething mass of storms and raw, primordial magical energy that raged below. This place was no dream, and the Aethiiri Dreamsongs held little ability to shape it, excepting the edges of the Aether. Only the most daring Aethiiri ventured into the Astral Sea, sailing on silver Dreamships powered by powerful *Shys'anthen*.

The Age of Nightmares (60,000 years before HC)

The Avatara encountered a vast sea while exploring the Astral Sea. Thus began the Age of Nightmares.



Emergence of the Deep Ones

While exploring the Astral Seas, the Aethiiri encountered creatures which were truly cursed, for the beautiful *Shys'anthen* Dreamsongs were anathema to them. The Aethiiri simply called them the Deep Ones or Deep Old Ones, for they came up from the depths of the Astral Seas and were far, far older than even the Aethiiri.

The Deep Ones were always found near strong eddies and currents of raw magic within the Astral Sea. They constantly swam through these currents to feed on the raw magical energy and new life forms that would often be spontaneously created within the magic. The Deep Ones were horrid looking, with many traits of swimming predators such as fish, lizards, squid, crocodiles, frogs, and dragons. This was largely due to their propensity to gobble up anything other than gray formlessness within the Astral sea.

The Deep Ones spitefully opposed the taming of magic required for the expansion of the Aether, unraveling the tapestry of creation at every opportunity and nibbling at the edges of the Aether. The Aethiiri armed themselves with bright silver Dreamswords to push back the Deep Ones, but the Deep Ones only attacked more savagely, and isolated skirmishes escalated into outright war.

By perfecting martial aspects of their Dreamsongs Aethiiri became mighty sorcerers and warriors, but the Deep Ones were far older and wielded magic more ancient still. Yet, for all their power, there was no apparent cohesion or strategy in their resistance to the Aethiiri, and the Aether continued to grow despite their opposition. The Aethiiri eventually learned that this was due to the traditional civil wars between hundreds of Deep Ones factions and species, such as the Illithid, Kessrith, and Slaadi. Some Deep Ones claimed that they were merely defending

their territory, but the wars had progressed too far for the Aethiiri to turn back, and the Aethiiri pressed their advantage in order to defeat the Deep Ones before they could unite or perform the rituals to summon more of their gods, the Great Deep Ones. Unable to stop the sudden Aethiiri advance, many Deep Ones factions were entirely wiped out.



Kaeden (Nameless Old One)

The Nightmare of the Kha'din

The relentless Aethiiri pushed the Deep Ones back to the rim of the Astral Sea, wiping out entire species of the ancient creatures.

The rim was like nothing the Aethiiri had seen before. Even in the eons that the Deep Ones had dwelled in the Astral Sea, none had dared to look into the dreadful *Nothingness* that surrounded it. It was the edge of the universe--a dark void where shadows appeared solid, and from which came an eerie buzzing, warbling drone that like tuneless humming or slithering whispers. Faced with extinction at the hands of the Aethiiri, the Deep Ones fought with their backs against oblivion. The Deep Ones feared that end even more than death, and fought ever harder to hold their line. The Aethiiri laughed and sang their most potent and terrible Dreamsongs of battle, for they knew that the end of the war was near, and the whatever mystery the Deep Ones were desperately defending--their gods, kings, queens, or treasures--would soon be vanquished.

The Aethiiri knew not to avert their gaze from the *Nothingness*, and as the battle raged on, the eerie sounds and shadows intensified and began to take shape. Like nightmares, the *Nothingness* stole from the fears and Dreamsongs of the Aethiiri to gain shape. This was a place like the Aether where dreams became reality, and it became a living nightmare. The Aethiiri saw what they feared most--what surely must be the unholy gods of the Deep Old Ones--shadowy writhing masses of tentacles, mouths, and eyes.

A great and terrible battle ensued and between the Aethiiri their nightmares made manifest. Many were slain, some dragged into the *Nothingness*, many went insane or despaired, and some were possessed with a madness that caused them to attack friend and foe alike. The most horrifying were those whose very flesh seemed to become mad, losing its form and becoming like those *things* from the shadowy void. Even as the Aethiiri retreated, their bright souls drew the nightmares forth like dark, tentacled moths.

Despite the rout of their foes, even the Deep Ones knew terror, for they knew of the nightmares, and called them the Nameless Old Ones, or Kha'din. These were ancient and terrible beings who had been cast out long ago by the Great Deep Ones, their True Names forbidden and lost to prevent their summoning. Now they only existed as tuneless humming, slithering whispers, or a tugging at the soul.

The Aethiiri desperately prayed to their gods for deliverance, and their invocations were answered with a place of refuge. The Dragon Isles of the Ambar appeared before them out of the roiling mists--a safe haven against the Kha'din. It was as if the gods waked the Aethiiri from their nightmare. This refuge of the world was a foil for the *Nothingness* of the Kha'din.

The Aethiiri retreated to the island fortress of Ambar, chased by a howling wind of a thousand eyes that devoured the rearguard who stayed behind to save their kin. Moreover, many other beings who dwelled in the Astral Seas fled to the lands as well, seeking any refuge from the Kha'din. Some were Deep Ones but there were other creatures as well, whose stories are yet to be told.

Thus ended the first war of the Aethiiri against the Kha'din.

gallery: Aethiiri



Gobbah (Fomorians, Deep Ones, Sea Devils)

The Gobbah (also Formosans or Deep Ones) are the mythological aquatic daemons that dwell in the inscrutable dark waters beneath the mountains, ocean deeps, and Astral Seas. For eons, they have warred against each other for control of the oceans of Ambar, as well as emerging from the waters in conquest of the Eldar and other surface dwellers. The Eldar slew a great any of the repulsive sea devils, but their numbers are seemingly without end.

Ancient and terrible, the Deep Ones are beings are loathed and feared as no other except perhaps the Kha'din, for they are the source of wizardry, masters of the Goblyns, and terror that stalks from inscrutable ocean deeps. Human history is rife with stories of Deep Ones creeping out of the waters and stealing away people quietly in the night. The rabid hordes of Goblyns who worship the Gobbah are believed to be bred from human captives long ago.

A Gobbah is said to look like a commingling of Goblyn and fish, presenting a cold and horrid appearance. A typical specimen looks much as if a paunchy body had been covered with scales and topped with a fish's head. The huge fish eyes of the head tend to swivel in different directions when observing an area or creature. At the sides of their thick necks are palpitating gills, and their long paws are webbed. They are mostly shiny and slippery, but the ridges of their backs are scaly, concealing the stamina and strength inherent in their piscine ancestry.

Coloration varies between grayish-black, gray, and red, though they have white bellies. Their croaking, baying voices, clearly used for articulate speech, hold all the dark shades of expression which their staring faces lack. Gobbah tend to hop irregularly, sometimes on two legs and sometimes on four.

Origins

Nodes exist everywhere in Ambar, not just on land; there are Nodes in the skies and in the ocean deeps. The Gobbah were originally Ifr'it who came through the Deep Gates in the oceans abysses eons ago, but have dwelled in the depths for so long that their forms evolved into

something half-daemon, half-fish, that is uniquely "Deep One" or "sea devil" and no longer considered Ifr'it or "Astral daemon". Like the Eldar, the Gobbah are effectively natives of Ambar.

Regions

Deep Ones dwell in the deeps, though they sometimes walk the shores in search of human prey. There are a vast number of subraces, yet, very little is known of most of them. Broad stone steps lead from the deeps up to shoreline shrines and subterranean temples where the Goblyns worship their masters. The Deep Ones have vast undersea palaces and labyrinths throughout Ambar, many of which were once below the seas but were thrown ashore by the movements of continents or the Breaking.

The Great Goblyn Empire to the south is ruled by hordes of Goblyns. While the Goblyns worship the Gobbah, they leave governance to the "Great Goblyns", or Hobgoblyns, who are the Goblyns champions.

Personality

Fearsome creatures and the darkest of Warlocks, Deep Ones are as ancient as they are evil. Various noble houses of Deep Ones have bred their dark armies of Goblyns for thousands of years to war on humans or elves, but usually fight among themselves for control of the empire. The Deep Ones style themselves as nobles but they are often as base and cruel as the Goblyns they created.

It is thought that the Deep Ones feed on raw magical energies found in the Astral Sea, powerful magic, and young life. Some restrict their feeding to non-sentient life and have even been friendly to humans, but most see no reason to discriminate on what they consider to be lesser beings.

Physical Appearance

Similar to the faeries of *Earth* legend, countless varieties and seemingly-conflicting descriptions are found in the legends of Ambar. The only consistencies are descriptions of horrid watery daemon creatures, evil and cruel, and far too alien to fully comprehend. Although bipedal and vaguely humanoid, there is little other constancy—they might have scales, rubbery skin, tentacles, horns, webbed claws, or even multiple limbs. There are also many tales of the Deep Ones (and Great Deep Ones) appearing in disguise, though humans are usually said to have retained an instinctual fear of them. The consequences of ignoring such intuition is a frequent cautionary tale in seaside cultures.

There are apparently an unlimited number of varieties, subraces, and unique individuals that all appear strangely different. Variations are common even with those of the same ancestry. Nevertheless, there are some consistencies within particular bloodlines and subspecies. Thousands of often-interchanged names have emerged from this confusion, such as: Deep Ones, Deep Ones, Sea Devils, Deep Deep Ones, Aboleth, Fomorians, Illithid, Kessrith, Kuo-Toa, Slaadi, and Sahuagin. Little is known about these beings, and the human names do little justice to their true horror. Whether they are factions in a greater race of Deep Ones or separate subspecies is unknown. There is even speculation that the Deep Ones, Great Deep Ones, and Kha'din are somehow interrelated.

Equally numerous are the slaves of the Deep Ones. There appears to be a very complex hierarchy of Deep Ones enslaving each other and members of various species, creating or enlightening new races when necessary. Some are merely thralls, but in most cases the Deep

Ones leave their slaves with a vestige of free will, but somehow limit their ability to escape or turn upon their masters. The best known example is the Gobbah and their Gobllyn minions. The Gobllyns can do as they please so long as they worship and obey; their fear of water is a safeguard against rebellion.

At the top of this vast master-slave hierarchy are the Great Deep Ones, beings of tremendous godlike power who are worshiped and obeyed by the Deep Ones. Just as the Deep Ones elevate slaves that please them, so oft do the Great Deep Ones.

Relations

Deep Ones are little known, for they are almost never seen on the surface of the earth. They prefer to act in secrecy. The Gobbah direct their Gobllyn hordes strike against the cities of men in order to capture slaves to build their great expanses, caverns and tunnels ever larger. However, the Deep Ones know of each other, and continuously struggle for dominance. Some Kessrith work in secrecy to undermine the machinations of the Deep Ones, leading to odd alliances with Elves, who share a common foe.

In spite of being mainly marine creatures, they can survive for some time on land and will sometimes come up to the surface to make deals with humans. In exchange for human sacrifices and various gifts the humans receive gold jewelry and abundant fish in their waters, herded nearby by the Deep Ones.

Lands

Deep Ones are thought to build their kingdoms far below the ocean's surface in eerie palaces hewn from living coral. Deep Ones ruins are often found on the shores--eerie temples and shrines on the surface with steps leading down into the sea. These ruins abound are unsettling to humans, for the stones are "strange in design":[sid?DeepOneArchitecture](#) and contain great power. The temples are typically hewed from green stone and carved with ancient "glyphs":[sid?DeepOneGlyphs](#) that instruct the lesser races on wizardry or rites worship of the "Great Deep Ones".

Religion

Just as they have thousands of subraces, so do the Deep Ones worship thousands of aquatic gods, whom they call the Great Deep Ones. Little is known of these gods, but it is suspected that they are actually Deep Ones who are more powerful and ancient (i.e. "Ancient Ones") than the others.

History

The Deep Ones are aquatic daemons born of old magic in the darkness of the Astral Sea, where they took many forms and warred against one another for eons before the coming of the Eldar.

Language

The Deep Ones tongue is known as the "Black Speech" by humans and Eldar. Probably better spoken underwater, this ugly language has been taught to a host of dark races by the Deep Ones, primarily the Gobllyns.

Equipment

In their watery domains they wear no clothing, only a harness for their weapons and a small amount of personal gear--any other garments would hinder their swimming. With few

belongings, Gobbah prefer to show their wealth openly to awe and impress others, and often decorate themselves in elaborate tattoos.

Their weapons are often crafted from substances dredged from the bottom of the sea. Strange corals, obsidian, bone and other natural but hitherto unknown materials. They often carry elaborate shields constructed of gigantic seashells, and various polearms with trident tines or barbed hooks upon which to mount a poisonous urchin or fish spine. Deep Ones warriors cannot wear armor, but usually carry elaborate shields constructed of gigantic seashells. They prefer scimitars, javelins, and bladestaffs.

Dueling and gladiatorial combat with the quarterstaff and more dangerous "bladestaff" is popular and honorable in Deep Ones society. A bladestaff is similar to a quarterstaff, but with a deadly blade mounted on each end. Some bladestaffs have tines resembling tridents, or barbed hooks upon which to mount a poisonous urchin or fish spine. Some say that staff weapons are likely popular simply because they like keep slaves at a distance.

Adventurers

Deep Ones rarely venture from their empire, and outcasts are usually slain, making adventurers rare. Since Goblyns are typically killed on sight in human or elven lands, Deep Ones adventurers must rely on illusory magics to stay alive.

Gobbalah (language of the Deep Old Ones, "Black Speech")

Wizards say that language of the Gobbah is the language of magic itself. However, this is the dark magic of the alien Deep Old Ones, not the song magic of the Eldar. Gobbalah is commonly known as the "Black Speech" by humans and Eldar, for it is an ugly language often used by the dark races of Ambar. Perhaps it sounds more appealing spoken underwater...

Illithid (Mind Flayers)

Aside from the Fomorians, the "Mind Flayers" are the most dreaded of the "Deep Ones". They are thought to be the race responsible for corrupting Dwur to create the Zuhls of the "Zirakzigil Dwurdelf".

gallery: Illithid

Slaadi

The Slaadi have a reputation amongst the "Old Ones" as enormous frog-like monstrosities that are willing to eat pretty much anything or anyone. Slaadi have a strict hierarchical society; each member of a caste can be distinguished by the colored tattoos on its forehead. Individual Slaad can advance up the ladder of Slaadi ranking by fighting and beating a member of a higher caste. However, the Slaad have never been able to fully understand the idea of working as a group; three red Slaadi would never dream of ganging up on a blue Slaad. Since the blue Slaad is stronger, he has the right to push around the lesser Slaadi as he wishes. The Slaadi apply the same principle to combat with other beings; against one attacker, a group of Slaadi will line up and fight one at a time. The Slaadi don't care much about anything except individual strength, and roam the deeps in packs, taking whatever they want and eating whatever looks good. The Slaadi have frog-like minions called Tsathar that play a role similar to the Goblins of the Gobbah.

gallery: Deep Ones



Ifr'it (Astral Spirits, Daemons, Old Ones)

The Old Ones were, the Old Ones are, and the Old Ones shall be...

The Astral Sea is teeming with life, but almost all of it is inimical to our own ways of existence. The Eldar called these dark spirits Ifr'it, and hunted them whenever they evaded the ever-watchful Uru and emerged onto the shores of Ambar.

Ancient tales of shining celestial angels, daemons, and other supernatural visitations are generally attributed to the Incarnates, usually either Ifr'it or Aethiiri, depending on whether the visitation was ill or well. The most known Ifr'it are the Akuma, Kha'din, and Oni.

Aside from the Aethiiri, most Ifr'it speak a dialect of the language Mthus.

Dwellers of the Astral Seas

The Ifr'it (or Ifrit) are the native inhabitants of the magical Astral Seas. They occasionally visit the world of Ambar through Node gates, but do not belong in the world of mortals. They are purely spirit beings with no natural physical form and exist outside the normal physical laws of

the world. However, when perceived by a native creature of Ambar, the Ifr'it is *forced* into a physical form, and not one of its own choosing. The specific physical form seems to be based on the subjective views of native creatures viewing the Ifr'it, typically manifesting in a nightmarish or daemonic form. The physical body is "given" by the onlookers as a melange of their own experiences and the hidden moral and psychic energy of the Ifr'it. A "daemonic" Ifr'it looks that way partially because the onlookers perceive it as evil, and partially because it really is evil.

Due to this constraint, Ifr'it who are trespassing into Ambar take great pains not to be seen by the native inhabitants of Ambar. Furthermore, they can shed their physical form if they destroy the mortals who gave them that form. Combined with the already questionable morals of the Ifr'it, the implications are plain, and murderous. Conversely, some Ifr'it might actually *like* the form that a mortal made for them, and keep the mortal alive to retain it. Lastly, some wizard who specialize in summoning magic claim that it is possible to design the form of an Ifr'it through conscious force of will.

Humans often feel a sense of profound fear or wariness around these ancient beings, as if their presence awakened racial memories deeply ingrained in their history. Many races of Ifr'it have made bloody conquest on the shores of Ambar in the past, so most mortals assume all Ifr'it have evil and cruel-tempered "daemons".

Ifr'it Amulets

The Ifr'it typically bind their Aether souls in amulets in order to protect them from soul-stealing magic. They then hide their amulet in the deepness of the Astral Seas, or in a hidden place somewhere on Ambar. Only by obtaining an Ifr'it amulet can a wizard access or steal the Ifr'it soul.



Akuma

Akuma (Taint-Bearers, Kha'din Sorcerers)

Akuma are doomed sorcerers who seek to master the magic of the Kha'din.

The song of the Kha'din is the song of the universe, the understanding of which brings one endless life and spiritual power.

Thus say the Akuma, the abstruse spirit-sorcerers who walk a very narrow line between this world and the next, studying the astral songs of the Kha'din. While others eschew the eerie whispers and dreams of the Kha'din as "corruption" or "taint" that can destroy the soul, an Akuma sees the call of the Kha'din as a singular opportunity to transcend mortality.

Moreover, to resist the call of the Kha'din as fearful-minded men do is invite certain disaster, for only an open mind has any chance of surviving the apotheosis of the soul that begins the moment one first hears the astral melodies. A mind that comprehends the song too slowly--or worse, shuts out the song--will go mad and abandon the body, leaving only a hollow husk. It is this result that the world fears, but do not understand that this fear is largely self-fulfilling. True, a man who resists the call can avoid this fate if he has an uncommonly strong soul, but the same man could instead choose to attain godhood. The best means of surviving the Kha'din "taint" is to embrace it.

Motivated by a compound desire for survival and power, the Akuma embrace the Kha'din "taint" and seek to accelerate their understanding of the Kha'din song. Like any journey of the spirit, the path taken is different for every man. Some find their way quickly in an epiphany, while others struggle or falter along the way. Aside from introspection and meditation, many Akuma employ additional methods to speed the process. Those with an understanding of the magic arts usually find a way to leverage their craft, using Alchemy, Necromancy, Wizardry, or Mthus.

Nearly all Akuma seek out others who bear the Kha'din "taint". People naturally feel a need to find others of a similar nature, and so Akuma begin to watch others for signs of "taint". Even simple observation of other "tainted" individuals can be very illustrative, and Akuma quickly realize that they are unlikely to accomplish their goals alone. At some point most Akuma attempt to make contact and ally with others of their kind--a perilous act to be sure, for Akuma are hunted.

Taint-Bearers

Akuma are hunted as taint-bearers, spreaders of corruption, and power-mad witches in most societies. The fearful mortals are not without just cause, for the presence of Akuma can spread taint in the surrounding populace like an unseen plague. As the corruption spreads, more Akuma join the secret cult. There are frightening tales of entire towns coming under the sway of Akuma. If the stories are to be believed, strangers within an Akuma neighborhood or town often disappear, or resurface years later with new names or personalities.

There are some civilizations thought to be overrun with Akuma, such as the dark Eldar of Morbrethil, the Zuhls of the "Wintercrown Mountains", the Guldur Alu, and their Manticora Alu retainers. Whether this is true or mere rumor is unknown, but the nations of Ambar have a very deep-rooted fear of Akuma that provokes decisive action against the "Taint-Bearers".

Doomed Path

Like many wizards, Akuma are motivated by arcane power and place little value on mundane things and events of the mortal world. No longer truly mortal or sane by human standards, the

Akuma become increasingly detached from mortal life. The witch-hunt only exacerbates this isolation, making the mortals into foes.

Akuma all-too-often become sociopaths, dark magi, or priests of the Kha'din, carrying out arcane rituals that garner spiritual power and curry favor with the eldritch horrors. Some even lose their qualms over taking mortal life, slaying mortals who interfere with their apotheosis, or even performing experiments on newly tainted mortals.

As mortals see it, the Kha'din taint corrupts the body and spirit. The Akuma are cursed beings neither wholly human nor spirit, but human-seeming and possessed of vast forbidden power.

Nightmares

The presence of an Akuma in the surrounds can often be noted by mortals by an increase in restless dreams and nightmares. Bad omens such as the death of a misshapen calf are also attributed to the presence of Akuma, and can lead to a full-scale witch-hunt.

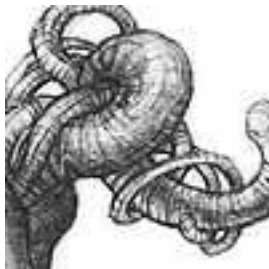
This is no more obvious to onlookers than smaller traces of Kha'din Taint, and the Kha'din spells which an Akuma gains through his transformation often make his condition undetectable even with magical sight. Shrouded in magick, Akuma can live out convincingly normal lives within human societies to spread the Taint undetected. In most cases the Akuma does not understand the nature of his own affliction,

If a slain Akuma is split open the internal corruption is obvious to those with supernatural sight. The body is a hollow husk filled with the indescribable writhing mass of tentacles, eyes, and mouths of pure chaos--a fledgling Kha'din.

Upon death, some Akuma have reportedly undergone a horrific transformation. There are stories of men being slain who suddenly explode into a mass of tentacles as the Kha'din within sheds its clothing of man flesh.

My time has run out. The tapping of power I have used to extend my natural life has not gone unnoticed. Even now, I have begun to see signs that the Nameless Ones have begun their search for me. I cannot evade them forever...

gallery: Akuma



legends: Akuma Thrall

Occasionally Kha'din will choose to enthrall men with strong backs and weak minds. Dock workers, miners, and other unskilled laborers all too often match this description, as do guards and soldiers in underdisciplined commands. This description matches that of a stone quarry worker, but could be easily adapted.

Some of the strong-backed, tireless miners from the local quarry have been enthralled by a Kha'din spirit and drawn close enough to become fully tainted Akuma. They usually spend their time clustered around the Kaeden's pool, chipping away at the stone to enlarge the pool and its surrounding cavern. They are essentially mindless automata, however, a fearsome guard.

Legends: Life 8; AC 2; Move 6; LP 20

- Akuma +2 (BEAST)
 - Dark-eyed and filled with Kaeden bits
 - May open up chest to extrude a tentacle "bite" attack (DP 6, grapple 2) and close it again later.
 - May explode thrall body to become a huge mass of Kaeden bits (SIZE LARGE +2) but this is a one-way process.
- Soulless +2 (TAINTED)
 - Mindless automata
- Kaeden Fear +2 (FEAR)
 - Must show Akuma traits
- Tireless +2 (ENDURANCE)
 - Broken spirited
- Strong-backed +2
- Quarry worker +1

Actions:

- dodge (DP 7)
- tirelessly swinging heavy miner's pick with mindless abandon (DP 6, damage 3, +2 TAINTED)
- tentacle attack (DP 6, damage 0, GRAPPLING STRIKE 2 -or- PIERCING STRIKE 2, +2 TAINTED) Thus, they can either choose to grapple (inflicting no damage) -or- inflict a minimum damage 2 + taint 2.
- cause fear (DP 6)

Also change SMALL to NAT ARMOR for a bigger Hrull. (life and ac +2 each)

Harvesters (Harvesters of Souls, Oni, Masters, Pactlords)

The Harvesters are a race of Ifr'it who come to Ambar to harvest bodies and souls. There are likely entire cities of Harvesters in the Astral, for several culturally distinct groups have come to our world in the past.

Hmmm, harvesting what exactly?

Some Harvesters wander Ambar seemingly aimlessly, while others only come to our world with a specific goal in mind. Regardless, the Harvesters *of Souls* are almost always after souls, for harvesting souls is what they do. They collect souls for trade, currency, to power enchantments, and sometimes for food. Keep in mind that all creatures and magical objects have souls, so some Harvesters merely collect magic items or the physical bodies of magical creatures. On the other hand, some Harvesters are perfectly willing and capable of ripping the souls out of living beings and then putting them into Soul Crystals for later use. Others harvest the The Harvesters are as varied as mortals.

Like all Ifr'it, Harvesters do not choose their own physical form when they visit Ambar, except after thousands of years of attempts and considerable effort. Harvesters who have spent considerable time in Ambar eventually find a physical form that they find appealing. Some Oni prize a fearsome form such as an "ogre-magi", who are highly adept at physical and magical combat, but preferences vary widely.

The following are some sightings or encounters with Harvesters.

The Masters (encountered in Kalabaiss)

These Harvesters referred to themselves as the "Masters". When encountered, the Masters were visiting Kalabaiss as it was "strong stone" and used some sort of ESP to detect surface thoughts and learn languages with supernatural speed.

The Masters were most interested in trading for Soul Crystals, which are often used as currency. They have a special scale which can be used to weigh Soul Crystals. They also sell Black Lotus blossoms.

The Masters were shown the way out of Kalabaiss in return for cataloging the souls within the Ibyn into smaller soul crystals. An arrangement was made for the Masters to come back from time to time to clean out the Ibyn.

Oni

The Oni are arcane Warriors who have transferred their souls to clockwork automatons that look like fantastical samurai *o-yoroi* armor. Their souls are literally in their armor.

They spend much of their time on the Aether and consume rarified magic essence for sustenance. They lose energy quickly while active so they tend to hunt aggressively. While they rely on nodes, black lotus, or soul crystals, they relish feeding on fresh souls, preferably hard-won. They especially prize souls that are rare, especially those gained with honor during a ritual duel. There is some speculation that the ritual duel itself can manifest a soul, so the honor really does represent spiritual energy. They can also hibernate to recharge from ambient energy, or to repair damage.

Pactlords (encountered in Ashenrise)

These Harvesters called themselves the "Pactlords" and were seeking an unholy artifact that could summon Ifr'it. The Pactlords harvested arcane bodies of monsters, such as ogre-magi, mind flayers, and magical beasts, then transferred their own souls into those bodies to "ride" them around.

Some of the Pactlords were subservient to others. Apparently, there is a higher order who contract out work to mid-tier Pactlords, and assign a lower tier of "bond servants" to assist. The bond servants similarly "rode" inside magical beasts, but were compelled to obey by magical collars.

Interestingly, the Pactlords were seemingly incapable of lying or telling a half-truth.



Kha'din

Kha'din (Kaeden, Nameless Old Ones)

<i>In the end times, the silent enemy will arise again, and in its wake it shall bring oblivion.</i>
The Kha'din are ancient spirits of unspeakable evil and eldritch power. These alien beings are said to exist outside time and space, slipping silently and unseen through the spaces parallel to our world.

The Kha'din are astral spirits that largely defy description and have no place within our reality. They have no mind or physical form as we understand such things. When a mortal perceives this *nothingness* his mind lends the Kha'din a shape of his own imagination, lest he go mad. In our attempt to place meaning upon the formlessness, we draw from primal and subconscious fears. Thus, some stories describe the nearly-formless shapes as gigantic squids, vine-wrapped trees, or insects of hideous size, although they are warped and distorted in nightmarish ways. Even if two men saw the same creature, each would likely describe it in his own horrifying way.

Not only are Kha'din alien to our world, but their presence is harmful, spreading spiritual corruption through what mortals perceive as faint droning whispers and dream-songs that resonate with the subconscious spirit. Those who fall victim to their corruption are said to be "Tainted" or "Kha'din-touched" and are doomed to wither away in mind and spirit, until they eventually vacate their corporeal form entirely, leaving an empty shell. What happens to the mortal soul at this point is subject to a great deal of speculation, but it is undisputed that the soul goes through some type of apotheosis rather than being consumed or sent to oblivion. The few witnesses to such events describe eerie singing.

While inimical to the soul, Kha'din Taint brings great power, and some power-mad individuals willingly seek out the Kha'din song. Known as Akuma, these men are essentially dark magi or priests of the Kha'din, carrying out arcane rituals that garner spiritual power and curry favor with the eldritch horrors. Like many wizards, Akuma are motivated by arcane power and place little value on mundane things and events of the mortal world.

However, the Kha'din are elusive and the Akuma are devious. Most people have never heard of the Kha'din, and the few scholars who do know of the ancient horrors believe they were wholly defeated by the Ithil'Rhi during the fabled Battle of the Thousandfold Curses. The Akuma actively look for individuals who know of the Kha'din, seeking to increase their own knowledge and stamp out any resistance to the practice of their magic.

<i>Tentacles unfold
 Now my fate is surely sealed
 My watery grave</i>

Secrets: Kha'din Forms

The following information contains secrets unknown to most characters.

Native to the so-called "Astral Space", the presence of a Kha'din on our world causes reality to ooze and run like melted wax. Insubstantial poltergeists, they are undetectable save for a black shimmering in the air, a warbling drone and a feeling on the skin like ground glass or nails scraped across the chalkboard. Usually Kha'din spirits are subtle and do not give away their presence, but occasionally they will create a truly vile body of illusion and shadow stuff--one which will send mortal men screaming in terror, even causing stalwart heroes to quake in terror. These physical manifestations of Kha'din appear to have been pulled from some insane nightmare--formless masses of writhing tentacles, eyes, and mouths run together like melted wax. In order to prevent damaging itself, the mortal mind places its own meaning upon the formlessness, drawing from primal and subconscious fears. Thus, some stories describe the nearly-formless shapes as gigantic squids, vine-wrapped trees, or insects of hideous size, although they are warped and corrupted in gruesome ways. Even if two men saw the same creature, each would likely describe it in his own way.

While the touch of a Kha'din's form can corrupt reality itself, the Kha'din rarely make blatant displays of power, preferring to keep their insidious nature hidden, whispering in the night and creating illusions to deceive the mind. Kha'din speak in whispering voices of crooning insanity--the sounds of nightmares and mad voices whispering just beside your ear or inside your head, or shaping your dreams. This voice can drive mortals mad or become consumed with a hateful, killing rage. They manipulate mortals by promising gifts of great knowledge,

power and fulfillment of hidden desires. Those who willingly accept these offers are doomed, for the Kha'din possess their bodies and devour their dreams and thoughts until all they experience are insane nightmares. Their bodies are devoured by Taint, slowly transform into insane, hideous masses of writhing tentacles known as Akuma. When the being dies it becomes one with the Kha'din, who are said to have a single mind or shared consciousness which their entire race experiences together.



Taint (Kaeden Corruption)

The touch of a Kha'din's form can corrupt reality itself, which the scholars of Ambar call Taint. Aside from the Kha'din, certain regions of Ambar and the "Astral Space" contain large amounts of Taint, as do certain forms of magic. Taint is a magical corruption that affects body and soul, initially causing unusual nightmares and a dark mottling of the flesh as if one had been splashed with ink. If left unchecked, Taint can progress through the body, marring the flesh, maddening the brain, and eventually transforming the afflicted person into a shattered husk in nominal control of the Kaeden.

Taint is externally visible as a dark mottling of the flesh, as if Taint were dark swirls and splashes of ink. If left unchecked, especially if the power of the Kaeden is accepted, the stains of Taint will spread and become more severe, perhaps causing odd mutations or magical swirling glyphs to appear, eventually transforming the afflicted person into an Akuma--a shattered husk in nominal control of the Kaeden.

It is only after a few hours have passed that the first signs of taint begin to show. Taint is primarily an affliction of the soul, but also has physical signs. At early stages this manifests in some sign of chaos or corruption, such as shadowy ink stains scattered on the body or strange growths. The victim quickly realizes that the taint has spread to cover his limbs or sensory organs, and twitch or writhe unless controlled through an act of will. In mid-stages the victim may see dramatic signs of corruption, such as eyes and tentacles bubbling forth from his skin,

just just as often the effects are subdued, such as eyes turning black as shadow. Near the final transformation into an Akuma, the victim's shape seems to melt, flow, writhe, and boils as in some insane nightmare, the tainted parts of the body under control of the Kaeden.

While the physical signs of Taint are sometimes visible, they are more often hidden by the deceptive magic of the Kaeden. Once the character becomes an Akuma the deceptive magic of the Kaeden nearly always hides it from anyone except Kaeden or anyone else who has Taint. To a common man, the stains seem to disappear over time, just as would be expected of a normal ink stain. However, the victim sees his body undergoing the terrible transformation, and surely thinks that he is going mad from the nightmarish whispers and the fact that no one else can see the affliction! Many people who have the Taint are simply declared insane and locked away, all the more terrified because they cannot flee the voices in their heads. The horrific dreams are worst on nights with little or no moonlight.

Some individuals have been known to embrace the Taint, accepting the gifts of the Kaeden. It is power that most often seduces, for embracing the Taint is an easy path to tremendous magical power. Young wizards frustrated at the slow pace of their studies, old scholars fearful of death, and those with goals far beyond their grasp, are all answered by the Kaeden with promises to fulfill their grandest goals and deepest desires. At the mere cost of one's soul... These individuals can be anywhere, for in using the magic of the Kaeden they can remain extremely well-hidden and gain positions of tremendous power. Many believe that the innermost secrets of the "Black Wizards" involve dabbling with Kaeden magic, and other dark warlocks such as Fomorians and Zorlims also draw on power from the "Nameless Ones". In extreme cases Taint can cause one to become Akuma, the body turning into a hollow husk containing a Kaeden and granting even greater power. Ithilnaur weapons and armor are potent devices against Taint and those filled with its dark power, but even the Eldar who created found fighting the Kaeden daunting.

gallery: Kaeden

Mthus Dictionary

Although the Ifr'it have thousands of languages and dialects, their shared magic system of Mthu Rygas has a language its own, which is often used for communication between Astral travelers. basis language

I am using the Tibetan language as a basis for Mthus. It is suitably exotic to my western ears, and avoids the need to fully invent a new language.

Mthus (Tibetan) Dictionary:

thun gtor magic-weapon torma;

mthu (black) magic; 1) power, force, might. 2) sorcery, black magic. 3) magician. {dran pa'i mthus} by the power of remembering [his face]. strength, ability, power or authority; on account of; black magic; power/ force; sorcery;

mthu rgyas byed to make black magic;
 mthu chen Great magician [Milarepa]. name given to Milerepa from his Guru Marpa; great strength;
 mthu chos teachings on magical powers;
 mthu gtad power, strength, force. black magic, to cast spells;
 mthu bo magician, wizard, witch;
 nus mthu energy and power / force; magical power; ability and power. syn {nus pa};

Tibetan English

kun bzang nam 'phrul magical display of Samantabhadra (the bodhisattva); syn offering-cloud;
 dkyil 'khor can poet. moon (lit. having a disk), magic circle.;
 kham kya zas morsels. [in magic texts];
 khen sky or the North-East [in the magic texts];
 'khrul 'khor (lit. machine) yogic exercises; 1) [adhisara] [yogic] exercise, [hatha yoga]. 2) [yantra] magical wheel. 3) vicious cycle, wheel, cycle of confusion, samsaric confusion, deceptive round, vicious circle, deceptive round, 4) gadgetry, mechanism, machinery, 5) black magic. syn {mig 'khrul} syn {'phrul 'khor} 6) craft, artifice; esoteric yogic practice; magical wheel; mechanism;
 'khrul 'khor lde'u mig lta bu Key-like Wheel of magic. Text belonging to the Sadhana Section of Mahayoga composed by Guru Rinpoche.;
 rgyud kyi rgyal po chen po sgyu 'phrul 'drwa ba Tantra of the magical Net; Skt. Mayajala-Mahatantraraja. T 466;
 sgu ma lta bu chos nams sgu ma lta bur shes pa; to understand that all things are like magic / all phenomena are illusory
 sgyu 'drwa magical Net; web of magic; see {sgyu 'phrul 'drwa ba};
 sgyu 'drwa ba the magical web;
 sgyu 'phrul magical display, magical illusion; maya, illusion, magic, illusory manifestation / creation, miracle, miraculous display; Maya (delusion); 2) Abbr. of {sgyu 'phrul 'drwa ba};
 sgyu 'phrul gyi ting nge 'dzin Samadhi of magical Illusion;
 sgyu 'phrul rgya mtsho Ocean of magical Display;
 sgyu 'phrul brgyad cu pa Eighty magical Nets. A Mahayoga scripture.;
 sgyu 'phrul brgyad pa Eightfold magical Net. A Mahayoga scripture in eight chapters. Vol. PHA of the Nyingma Gy
 sgyu 'phrul 'drwa ba magical net, Mayajala. 1) A collective term for the manifestations of enlightenment to tame whoever needs in whichever way is necessary. 2) A collection of tantric scriptures belonging chiefly to Mahayoga.;
 sgyu 'phrul drwa ba magical Net, magical net, web of illusion, Mayajala, net of illusory creation; Mayajala; magical net; Mayajala, magical Net, the {zhi khro} mandala; illusory net
 sgyu 'phrul drwa ba chen po the Great Web of magic;
 sgyu 'phrul 'drwa ba chen po'i ting 'dzin the samadhi of the magical net;

sgyu 'phrul drwa ba'i skor the magical Net Cycle;
 sgyu 'phrul drwa ba'i gar the web of magical display;
 sgyu 'phrul 'drwa ba'i phyag rgya the forms of the magical Net;
 sgyu 'phrul 'drwa ba'i lha sku the forms of the deities of the magical Net;
 sgyu 'phrul sde brgyad Eight Sections of magical Net, Eight Maya Sections;
 sgyu 'phrul bla ma Unsurpassable magical Net. A Mahayoga scripture. Vol. PHA of the Nyingma Gy
 sgyu 'phrul me long Mirror of magical Display;
 sgyu 'phrul zhi khro magical Display of the Peaceful and Wrathful Ones, Skt. Shanti Krodha Mayajala.;
 sgyu 'phrul zhi ba the peaceful deities according to the magical Net;
 sgyu 'phrul bzhi bcu pa Forty magical Nets. A Mahayoga scripture.;
 sgyu 'phrul le'u lag Leulag magical Net. A Mahayoga scripture. Vol. PHA of the Nyingma Gy
 sgyu ma 1) maya, magical illusion; illusion, magic, magical trick, fantasy, entrails, mirage, wizardry, illusoriness, enchantment, wonderment. 2) small intestine.;
 sgyu ma mkhan magician who constructs illusions,. magician, conjurer, illusionist.;
 sgyu ma lta bu'i mchod pa magical offerings;
 sgyu ma lta bu'i ting nge 'dzin magical samadhi. The second of the three samadhis the nature of which is luminosity and compassion, spontaneous like the light of the sun shining in the sky. See also 'three samadhis.' {kun tu snang ba'i ting nge 'dzin}; {snying rje sgyu ma};
 sgyu ma lta bu'i ting nge 'dzin the magic-like samadhi;
 sgyu ma lta bu'i ting nge 'dzin gyi mdo Sutra on the magical Samadhi;
 sgyu ma lta bu'i tshul illusory manner, magical ways;
 sgyu ma lta bu'i rang bzhin illusory / magical nature;
 sgyu ma lta bu'i lam magical path;
 sgyu ma lta bu'i sems magical mind;
 sgyu ma dang 'dra ba like a magical illusion;
 sgyu ma pa illusionist, magician;
 sgyu ma byas pa to conjure up magic;
 sgyu ma byed pa a magician;
 sgyu ma rmi lam smig rgyu la sogs pa magical illusion, dream, mirage and so forth;
 sgyu ma rig mkhan magician, illusionist;
 sgyu ma la sogs 'dra ba like magic and so forth;
 sgyu ma sogs dpe bdun magical illusion and the other seven analogies;
 sgyu ma'i sku magical form;
 sgyu ma'i grong khyer magical city;
 sgyu ma'i sngags magical spell;
 sgyu ma'i dpe analogies of illusion, metaphors for magical illusion;
 sgyu ma'i dpe brgyad eight metaphors for illusion magical illusion, reflection of the moon in water, optical illusion, mirage, dream, echo, castle of the gandharvas, hallucination, rainbow, lightning, bubbles on the surface of water, and reflection in a mirror;
 sgyu ma'i dpe brgyad lta bu illusory, magical;
 sgyu ma'i dpe nam grangs bcu gnyis 12 analogies of magical illusion;

sgyu ma'i rtsed mo the play of magic;
 sgyu ma'i tshul magical, illusive, illusory;
 sgyu ma'i tshul du magically;
 sgyu ma'i rdzas substances used in magic;
 sgyu ma'i rol rtsed magical play;
 sgyu ma'i lha sngags magical deity, mantra;
 sgyu ma'i lha sngags magical deity and mantra;
 sgyu mi'i rdzas magical substances; materials for casting spells;
 sgyur ma lta bur spyod pa enjoy as a magical illusion;
 sgyur ma ltar shes pa'i shes rab the knowledge that understands that [everything] is like a magical illusion;
 ngan sngags black magic, evil spells; evil mantras; subjugating mantra;
 ngam byed black magic;
 mngon par 'du mdzad pa performed, manifested [magical displays];
 rnga g.yab zangs mdog dpal ri Glorious Mountain in Chamara / Glorious Copper Colored Mountain. The terrestrial pure land of Guru Rinpoche situated on the subcontinent Chamara to the south-east of the Jambu Continent. Chamara is the central of a configuration of nine islands inhabited by savage rakshasas. In the middle of Chamara rises the majestic red colored mountain into the skies. On its summit lies the magical palace Lotus Light, manifested from the natural expression of primordial wakefulness. Here resides Padmasambhava in an indestructible bodily form transcending birth and death for as long as samsara continues and through which he incessantly brings benefit to beings through magical emanations of his body, speech and mind.;
 sngags 1) mantra, incantation. 2) spell, charm, magic spell;
 chu 'phrul magical display, illusory, unreal, insubstantial, fantastic, imaginary, display;
 cho ga gsum the three rites, [magical powers, mind-reading, teaching]. three kinds of ritual, according to Mahayoga: the body of the deity. in its entirety {sku yongs rdzogs}, the speech in the form of seed-syllables {gsung yig bru}, and the buddha-mind of concentration {thugs bsam gtan};
 cho 'phrul miracle, magical display; magical tricks; magical illusion; magical show; apparition, illusion, trick, creation, power, jugglery, miracle, malicious / magical attack; magic, magical attacks, power of magical creation, paranormal psychic power; a magic trick, sorcery; spiritual/ religious miracle; miraculous/ fantastic display; machinations, phantasmagoria;
 cho 'phrul sems kyi +; the magical play of the mind
 cho 'phrul 'gran to compete in the power of the magical creation;
 cho 'phrul ston pa to perform miracles, magic;
 chos mams sgu ma lta bur shes pa to understand that all things are like magic / all phenomena are illusory;
 mchod pa'i cho 'phrul the magical display of offerings;
 'jam dpal sgyu 'phrul magical Net of Manjushri. A Mahayoga scripture. Vol. BA of the Nyingma Gy
 'jam dpal sgyu 'phrul magical Net of Manjushri. A Mahayoga scripture. Vol. BA of the Nyingma GyPossibly identical with the Manjushri Namasangirti.;

'jam dpal sgyu 'phrul 'drwa ba magical Net of Manjushri;
 ljon shing magic trees found in Dewachen; syn {ljon pa} thickets, a tree, perennial tree, tree of paradise; a tree; tree;
 gto chog healing ritual, magical rites for benefit;
 thabs snying rje sgyu ma means, the magical compassion, apparition of compassion which is skillful means; One of {ting nge 'dzin gsum};
 thun gtor magic-weapon tormas;
 mthu (black) magic; 1) power, force, might. 2) sorcery, black magic. 3) magician. {dran pa'i mthus} by the power of remembering [his face]. strength, ability, power or authority; on account of; black magic; power/ force; sorcery;
 mthu rgyas byed to make black magic;
 mthu chen Great magician [Milarepa]. name given to Milarepa from his Guru Marpa; great strength;
 mthu chos teachings on magical powers;
 mthu gtad power, strength, force. black magic, to cast spells;
 mthu bo magician, wizard, witch;
 'dul ba bzhi'i cho 'phrul magical display of the four conversions; magical display of the fourfold conversion;
 'dul ba bzhi'i cho 'phrul magical display of the four conversions possessed by a nirmanakaya: Converting through the perfect deeds of his Body endowed with great merit; such as the Twelve Deeds (mdzad pa bcu gnyis) and so forth. Conversion through the direct perception of the great super-knowledges of his Mind which are the six super-knowledges (mngon shes drug). Conversion through the great miraculous power of his inconceivable Qualities and Activities which are the various magical displays of the deeds of his Three Secrets (gsang gsum). Conversion through the knowledge of teaching the five vehicles of his Speech or conversion through the mahayana teaching of his Speech. The five vehicle are for gods, humans, shravaka and pratyekabuddhas, bodhisattvas, and the Secret Mantra.;
 'dul ba bzhi'i cho 'phrul magical display of the fourfold conversion;
 sprul sku'i sangs rgyas a magically created buddha;
 sprul mkhan magician;
 sprul chen po great magic;
 sprul pa magical creation, emanation, [nirmita]; phantom; divinely emanated artisan; apparitional, magically created appearance, apparition, manifestation, incarnation, emanated, incarnated, rebirth, miraculous, emanating, emanation disciples, incarnate, incarnated, created [magical forms];
 sprul pa'i grong khyer magically produced city;
 sprul pa'i sgyu 'phrul drwa ba magical net of emanations;
 sprul pa'i sgyu 'phrul drva ba magical net of emanations;
 drang srong Rishi. 1) 'Seer', inspired Vedic sage, Brahmanical ascetic with magical powers. 2) Title for someone has attained the power of truthful speech so that whatever he says comes true.;
 dri bo an enchanter, sorcerer, magician, enchantress, witch;
 dri med bshes gnyen Vimalamitra. A master in the Dzogchen lineage and the crown ornament of

five hundred panditas, who had attained the indestructible form of the rainbow body. He received the transmission of Dzogchen from Shri Singha and Jnanasutra. Vimalamitra is regarded as one of the three main forefathers for establishing the Dzogchen teachings, especially the Instruction Section, in Tibet, which he chiefly transmitted to five people: King Trisong Deutsen, Prince Muney Tsenpo, Tingdzin Sangpo of Nyang, Kawa Paltsek and Chokro Lui Gyaltsen. Having translated these extremely profound instructions, he concealed the texts at Samye Chimphu for the sake of future generations. On his departure to the Five-peaked Mountain in China, Vimalamitra made the promise to return once every century in order to clarify and propagate the teachings of the secret, innermost essence, Sangwa Nyingtig. The oral lineage of his teachings on the Instruction Section was continued by Tingdzin Sangpo of Nyang who also concealed one set of the scriptures. one hundred and fifty five years after Vimalamitra departed from Tibet, an emanation of him named Dangma Lh took out the hidden texts. They are now included in the collection known as Vima Nyingtig, the Heart Essence of Vimalamitra. In his role as lineage holder of Nectar Quality among the Eight Sadhana Teachings, he is counted among the Eight Vidyadharas of India, the receiver of the Eightfold Volume of Nectar Quality. According to this lineage he was born in Elephant Grove, an area in the western part of India. He was learned in both the common and extraordinary topics of knowledge and received teachings on the tantras from Buddhaguhya and many other illustrious masters. Having practiced, he reached the accomplishment of the vidyadhara level of mahamudra and wrote numerous treatises, mainly on the teachings connected to the magical Net.;

bden med sgyu ma lta bu unreal like magic, illusion;

'dod 'jo'i ba Wish-granting cow, Bountiful Cow; magical cow that provides all that is wished-for/ desirable;

rdo rje sems dpa' sgyu 'phrul dra ba'i rgyud Tantra of the magical Net of Vajrasattva. Same as Essence of Secrets, Guhyagarbha.;

sde brgyad 'khrugs pa'i cho 'phrul magical attack from upset gods and spirits of the eight classes;

brda yig sprul pa'i grong khyer magical city; symbolic letters are a magical city. Note: magical city of sign script because a city comprised of numerous words and meanings of treasure teachings are perceived within each single symbolic character.;

nim pa Nimba. A tree with bitter fruit, Azadirachta indica. Every part of it is used for magical purposes.;

nus mthu energy and power / force; magical power; ability and power. syn {nus pa};

nus pa pf. of {nu ba}; 1) to be able, capable; to withstand, syn {phod pa}; 2) capacity, energy, ability, capability, potential; power, strength, force, efficacious, potency. 3) medical term. inherent quality, 4) function, role, supernormal power, magical powers, powerful.;

gnubs sangs rgyas ye shes Sangye Yeshe of Nub. One of the twenty-five disciples of Padmasambhava, he was the chief recipient of the Anu Yoga teachings as well as the Yamantaka of Mahayoga. In addition to Guru Rinpoche, his other teachers were Traktung Nagpo and Chl Kyong of India, Vasudhara of Nepal, and Chetsen Kye from the country of Drusha. He visited India and Nepal seven times. When the evil king Langdarma attempted to destroy Buddhism in Tibet, Sangye Yeshe instilled fear in the king by causing an enormous scorpion, the size of nine yaks, to magically appear by a single gesture of his right hand.

Through this, Langdarma lost the courage to persecute the Vajrayana sangha. Tulku Urgyen Rinpoche is considered one of his reincarnations. Sangye Yeshe means 'Buddha Wisdom.'; rnam snang sgyu 'phrul drva ba magical Net of Vairochana. A Mahayoga scripture which functions as subsidiary support for engaging in yogic activities connected to the mandala. See Eighteen Mahayoga Tantras.;

rnam 'phrul incarnation, projection, miraculous transformations, emanation, magical manifestation; magical emanation; projection; manifestation;

sprul created, {yid} mentally. emanated, "incarnated", apparitional, magical, emanating, emanation, nirmanakaya, miraculous, transformed [into], manifested. vi. to change / transform [miraculously]; imp. of {sprul ba};

sprul sku Nirmanakaya. 'Emanation body,' 'form of magical apparition.' The third of the three kayas. The aspect of enlightenment that can be perceived by ordinary beings.;

sprul pa'i dmag a magical army;

sprul pa'i sangs rgyas a magically created buddha;

'phrul conjuring, flirtation, jugglers, magical deception, magic, miracle, trick, mischief, transformation, miraculous,; manifestation,

'phrul 'khor machine, wheel of magic, magical wheel, machine;

'phrul thabs magic tricks;

'phrul snang illusion, fantasy, magical apparition;

byad phur rbod gtong black magic and curses;

byad ma black magic;

dbang phyug ma nyer brgyad Twenty-eight shvari goddesses. Wrathful emanations of the four female gate keepers among the 42 peaceful deities in the mandala of magical Net; seven for each of the four activities.;

'ba' po magician, sorcerer, conjurer;

ma ha yo ga'i rgyud sde bco brgyad Eighteen Mahayoga Tantras. Listed in Chapter Twelve. An alternative list is given by Shechen Gyaltsab in his historical work entitled The Pond of White Lotus Flowers and in Guru Tashi Tobgyal's Ocean of Wondrous Sayings to Delight the Learned Ones: 1-5) Five Basic Root Tantras of Body, Speech, Mind, Quality and Activity: Sarvabuddha Samayoga, Assemblage of Secrets, Glorious Supreme Primal Tantra, and Activity Garland. 6-10) Five Display Tantras functioning as utilization of sadhana practice: Heruka Display Tantra, Supreme Steed Display Tantra, Compassion Display Tantra, Nectar Display Tantra, and Twelfefold Kilaya Tantra. 11-15) Five Tantras Functioning as Subsidiaries to Conduct: Mountain Pile, Awesome Wisdom Lightning, Arrangement of Samaya, One-pointed Samadhi, and the Rampant Elephant Tantra. 16-17) Two subsequent tantras of amending incompleteness: magical Net of Vairochana and Skillful Lasso. 18) The one outstanding tantra that epitomizes them all: The Essence of Secrets, the Tantra of the magical Net of Vajrasattva, also known as Guhyagarbha.;

mig 'khrul optical illusion; delusion, illusion, magical tricks;

mig 'phrul magic, illusion, magical display / trick, trickery. {lta bur bsgyur ba} performing with movements.;

mig 'phrul mkhan illusionist, magician;

me long sgyu 'phrul magical Mirror;

me long sgyu 'phrul magical Mirror. One of the eight divisions of Mayajala Tantras (sgyu 'phrul gyi rgyud).;

rma rin chen mchog Rinchen Chok of Ma. Early Tibetan translator, among the first seven Tibetans to take ordination from Shantarakshita and the chief recipient of the magical Net of Mahayoga. He is known for translating the Essence of Secrets Guhyagarbha Tantra, the chief tantra of Mahayoga. Through the teachings he received from Padmasambhava he attained the level of a vidyadhara. Rinchen Chok means 'Sublime Jewel.';

gtso bo bcu gnyis Twelve main aspects. See 'twelve manifestations' (rnam 'phrul bcu gnyis). They are twelve different forms of Guru Rinpoche as a 'magical net' of emanations to tame beings according to their needs.;

'dzab magic sentence;

rdzu 'phrul magical power, magical display, telekinesis, psychokinesis, riddhi; miracle, magical illusion; miracle/ miraculous change of form; miraculous power; Miraculous powers, miraculous manifestations, magical display, magic transformation. the capacity of displaying miraculous accomplishments, ability to create apparitional beings. miraculous ability / power. miraculous powers, magical transformations, magic transformation;

rdzu 'phrul gyi mngon shes clairvoyance of magical emanation;

rdzu 'phrul gyi tsho 'phrul miracles, magical display of miracles;

rdzu 'phrul bzhi Four magical powers. In the general vehicles, the 'four legs of miraculous action' (rdzu 'phrul gyi rkang pa bzhi) are mentioned as intention, determination, diligence, and discernment; four causes for achieving the power of superknowledge. In vajrayana, 'four magical displays' (cho 'phrul bzhi) are mentioned as being samadhi, consecration, conferring empowerment, and making offerings.;

zhi khro sgyu 'phrul magical Display of the Peaceful and Wrathful Ones;

zangs mdog dpal ri Glorious Copper Colored Mountain. The terrestrial pure land of Guru Rinpoche situated on the subcontinent Chamara to the south-east of the Jambu Continent. Chamara is the central of a configuration of nine islands inhabited by savage rakshas. In the middle of Chamara rises the majestic red colored mountain into the skies. On its summit lies the magical palace Lotus Light, manifested from the natural expression of primordial wakefulness. Here resides Padmasambhava in an indestructible bodily form transcending birth and death for as long as samsara continues and through which he incessantly brings benefit to beings through magical emanations of his body, speech and mind.;

zor malign toma; magic weapons;

zlog pa {zlog pa, bzlog pa, bzlog pa, zlog} trans. v.; to revert, reverse; counteract, reverse, extinguish (fire, etc), counter. 2) ritual of reverting attacks of black magic; exorcism, repelling rituals;

gzungs retention, mantra, mystic formulas, memory, memorization, dharni 'that which holds'. dharani [mantra], recall, a hold, power, strength, memory, retentive mantras. a magic spell;

'od gsal sgyu ma luminous magic; {kun snang ting 'dzin};

yid byed kyi 'phrul the magical illusions of mind;

ye shes sgyu 'phrul grwa ba'i rol gar manifestation of the magical net of wisdom; [h. for emanation, {rnam 'phrul};

ye shes sgyu 'phrul drwa ba magical net of original wakefulness;

ye shes sgyu ma wisdom magic;
 ye shes sgyu ma'i sku form of wisdom magic;
 ye shes sgyu mar as wisdom magic;
 ye shes thabs kyi cho 'phrul wisdom-magic of the skillfull means;
 rig sngags knowledge mantra, gnostic mantras, mantra, syllables of esoteric meaning and
 power, magic arts. intrinsic awareness mantra; those of the Outer Tantras.;
 rig pa'i sgyu 'phrul magical display of awareness;
 rig 'dzin sgyu 'phrul drva ba the magical Net of the Vidyadharas;
 rig 'dzin sgyu 'phrul drva ba magical Net of the Vidyadharas;
 rig 'dzin sgyu 'phrul drva ba'i phyag rgya the forms of the magical Net of the vidyadharas;
 sems kyi cho 'phrul the magical play of the mind;
 srog life, life-force, vital essence, heart, central, soul. life force; magical wheel/ life-wheel;;
 gsang sngags snga 'gyur Secret Mantra of the Early Translations. The Vajrayana system of
 the Nyingma School the emphasis of which is on the Three Inner Tantras: Mahayoga, Anu Yoga
 and Ati Yoga. According to Jamgongtre chief scriptures are the magical Net of Mahayoga, the
 Embodiment of Realization of Anu Yoga, and the Dzogchen tantras of the Mind Section and
 Space Section. These are adorned with the Eight Sadhana Teachings while the vital life force is
 the Instruction Section of Dzogchen, the extract of the realization of Padmasambhava and
 Vimalamitra which is contained in the collection renowned as Nyingtig Yabshi. See also Three
 Inner Tantras and Nyingma School.;
 gsang ba sgyu 'phrul the Secret magical Display; {rgyud gsang ba snying po};
 gsal snang mig 'phrul gyi 'pho ba magical phowa of vivid presence;
 lha mo sgyu 'phrul magical Net of the Goddess. A Mahayoga scripture. Vol. BA of the Nyingma
 Gy



Nagpa Mthu'bo



militant Nagpa

Nagpa (Vrock, vulture daemon)

Nagpa (Eldarin "Vrock") are a species of Ifr'it who resemble hideous humanoid vultures, although they typically conceal their true appearance. They are denizens of the Astral but are encountered on Ambar more than typical Ifr'it species, although typically in small numbers. All Nagpa are winged, although most fly poorly or not at all. Similar to humans, most who dwell in civilization grow soft and lack the tremendous strength needed to leap and fly, instead hobbling awkwardly on their legs. With the proper physical regimen Nagpa can become astonishingly strong and agile, and fit individuals can leap great heights, soar on strong wings, and lift burdens many times their own weight. In cities this has become increasingly rare, and typically only adolescents or the military remain physically fit, while "Feral" Nagpa who dwell in the bad lands must stay strong and keep moving in order to survive. Militant Nagpa favor pole arms, as they can be used without endangering their fragile wings or while swooping. The Nagpa home plane resembles arid bad lands with floating motes of sandstone. There is little food and water, and the Nagpa long ago were forced to become scavengers and cannibalistic. Mirrored towers and cities stand atop tall sandstone bluffs and mesas, reflecting the Astral stars and warding away feral Nagpa and other beasts of the bad lands. Religion is relatively uncommon, but their Saints are most likely to follow Pazuzu, a manifestation of Reshuk.

Nagpa are highly intelligent and magical, even for Ifr'it, and are often adepts of Mthu. Unique to the Nagpa is an offshoot of Mthu that utilizes *Melong* ("magic mirrors"), either of glass or by

Mthu Rygas force. Melong can be used as scrying pools, portals, or for any sort of magic relying on images, light, or reflection. Nagpa have been known to quickly form a Melong of force as a shield to reflect a weapon or spell back at a hostile caster, or to imprison the attacker within the Melong.

Nagpa Mthu-bo are particularly adept at opening Astral Gateways, which has allowed them to travel to Ambar for millennia. The Eldar (who call them "Vrock") generally considered them to be at best nuisances and at worst instigators of evil, for Nagpa are often found performing magical experimentation of questionable intent. More often than not, they are encountered lurking at the periphery of large-scale troubling events, as if they are studying dark times, although in more than a few instances they were accentuating or magnifying the situation. For example, the wizened Nagpa named Agathu was found experimenting with a Mirror of Contagion.

names: Agathu, Mulatu, Ngothu

Marrashi, harbingers of disease

Marrashi are wretched creatures who have been forced into servitude to Reshuk, often by transformative Nagpa magic.



Akuma

Illythiiri (Forest Witches, Witchwood Elves, Weirwood Elves, Dark Elves)

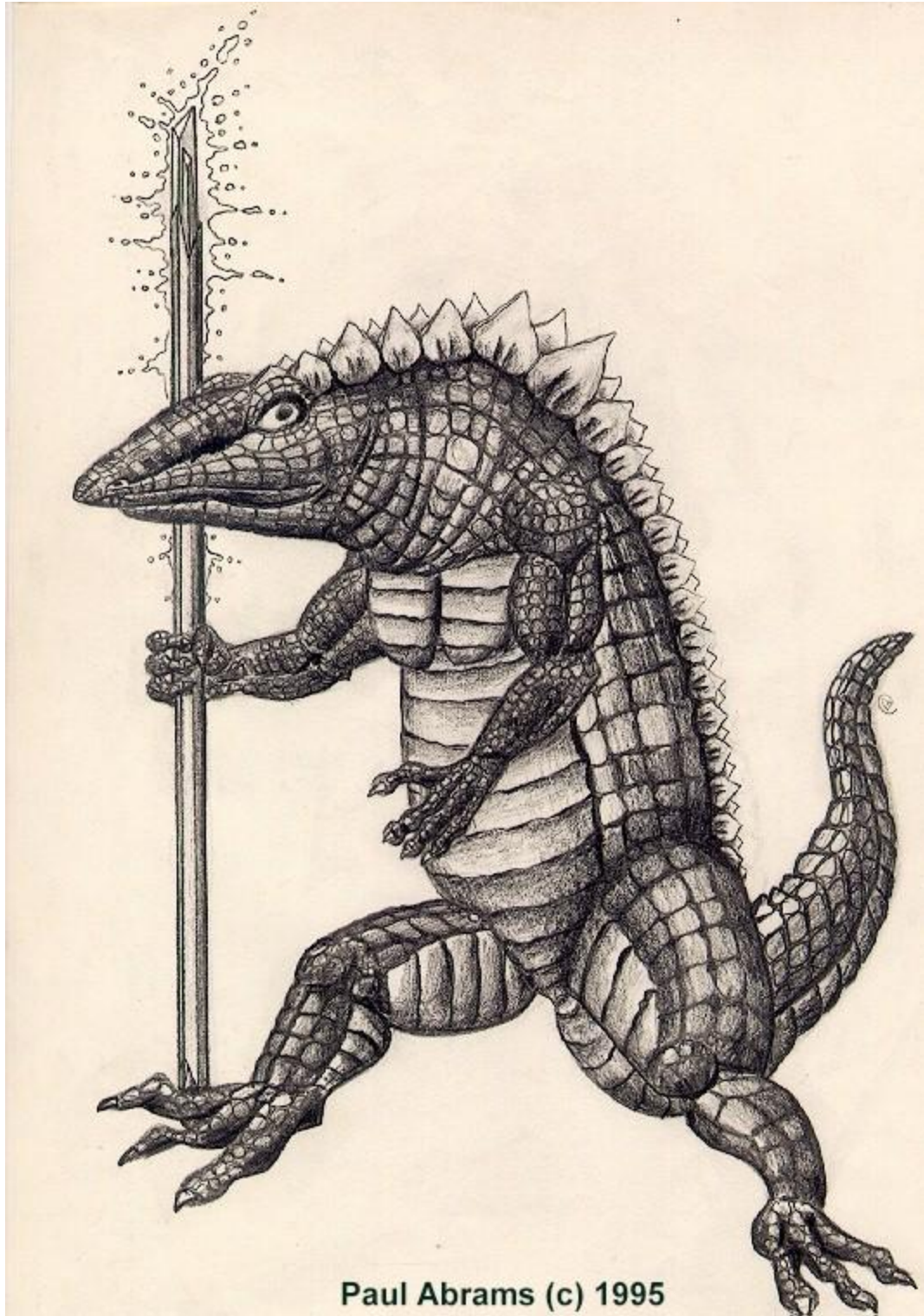
The darkest, most ancient forests are rumored to shelter a reclusive race who call themselves the Illythiiri ("ILL-ithirhi") but are commonly referred to by others as "dark elves", "witchwood elves", or "forest witches". Humans find their name confusingly similar to the Aethiiri.

Illythiiri are rumored to slay all those who enter their sacred groves and post grim trophies around the periphery. These realms are often known as "Witchwoods". Illythiiri patrols zealously guard their forests, actively hunting and slaying all those who trespass beyond the periphery, using any means necessary. This has only added to their dark reputation, although it has been effective in deterring human woodcutters. Only a very foolish (and short-lived) person would enter a Witchwood forest. Human tales speak of the "Forest Witches" with dread to keep their children from venturing into their forbidden, deadly forests. In full battle regalia they are a fearsome sight, with long spears, antlered helms and packs of savage howling forest animals. Their panoply bears themes of forest wolves, boars, owls, and other fierce predators. In recent times, wise human kings have taken to declaring Witchwoods off-limits to their subjects, patrolling the periphery and giving the Illythiiri a wide berth.

Very little is actually known about the Illythiiri, leading to widespread rumors and speculation that they are Kaeden-tainted Akuma, soul-stealing Drow, worshipers of Hyakki, or other such instruments of evil. In isolation, the Illythiiri do nothing to abate these stories, which only grow with the telling. However, unlike Drow, they seem to have no malice towards other races so long as they are left alone, and might simply be Avatara weary from the long "Battlesong Wars" defending their chosen refuges.

Illythiiri typically prefer to dwell in the most ancient and remote of forests, the vast Morbrethil of the "Rochir Plains", and many forests within Hrivlyggdor.

gallery: Illythiiri



Kessrith

Kessrith

The Kessrith are saurian Incarnates who are thought to be the origin of White Wizardry. They are believed to be largely extinct, but occasionally surface to confront a greater evil, particularly that posed by Ifrit.

Their massive lizard-like bodies are sluggish on land but graceful under the seas, and they can breathe air as easily as water. They have long snouts bristling with sharp teeth, webbed fingers and broad, oar-like hands. Much of their bulk comes from their rune-scribed, heavily plated hides, which render them impervious to most physical attacks.

There have been more sightings of Kessrith in the Vokrazum than in other regions of the world combined. Perhaps the Kessrith enjoy the warm sauna that the jungles afford, or perhaps this is nearest to their ancestral home. Some relics of older Kessrith warrior-cultures have been found, such as tubes that shoot needles, saw-toothed swords that vibrate on impact, or war-pikes that extend and contract.

Today, Kessrith are seldom encountered, and rarely wield overt weapons. They more often carry crystalline staves or rods that serve to channel their magic energy. This may be a sign that the ancient warrior-cultures are gone, or perhaps some of the Kessrith subcultures died out.

In 872, House Cennyth discovered Kalabaiss, an ancient Kalla-city of Kessrith. This discovery has remained a close secret.

Notable Incarnates

Ancient and powerful, some Aethiiri have names that leap from the pages of history, yet, they might walk amongst you even now.



Aerandire BattleSinger

Aerandire is a towering Aethiiri with a confident, graceful bearing. He has the confidence and stern manner of a warrior who has survived countless trials beyond description and mastered his fear. His body is scarred and battered from countless battles and his voice a gravelly whisper. At times the weariness of his burden shows in his eyes and he seems to be half shadow. Nonetheless, Aerandire is a master of the blade and bow, and has devoted his skill to protecting the forests and lives of his people.

Appearance

Aerandire is powerfully built, with silver hair and piercing green eyes. His stern manner strikes fear in the hearts of those that would oppose or destroy the forests of the people.

Aerandires' colors are gray and silver. He wears a voluminous cloak, cowl and gloves to protect against the weather. A garnache conceals the glint of his ornate Elven chainmail shirt. The triple unicorn of Lunara is emblazoned in gleaming silver over his heart and his weapons. Aerandire travels light and keeps his weapons close to hand. He always wears his arcane cloak and carries his black battle bow.

Dressed in functional clothing of tanned forest green leathers that blend easily with the woodland surroundings, he wears a voluminous cloak and cowl to protect against the weather. A black garnache conceals the glint of his ornate Elven chainmail shirt. The triple unicorn of Lunara's Wardens is emblazoned in gleaming silver over his heart and his weapons. He wears

his hair in a long queue and his face and hands are scarred from numerous battles. At times, Aerandire mysteriously seems half-shadow.

Personality

Aerandire possesses the quiet, sure confidence of a hardened warrior and survivor of unspeakable trials. He has scaled crags through biting frost, fought giants and dragons, and waded through the corpses of his foes. Aerandire lies in wait like a coiled snake, then charges into battle with courage. He greatly values solitude in which to meditate and practice the arts of the BattleSinger.

Despite his long years of disciplined training, Aerandire is prone to live with his heart and charge into conflicts with courage. He prefers to remain a man of mystery, remaining as unpredictable as possible. Aerandire greatly values solitude in which to meditate and practice the arts of the BattleSinger. Aerandire is characteristically direct and impatient, although this will temper with age.

Aerandire is always on the watch for signs of Kraken priests. He utters a brief prayer to Lunara whenever he stops or starts a journey, stop to rest, camp or sleep, or enter a new city. He frequently checks traveling companions for signs of taint.

BattleSong - The Song of Bow and Blade

Aerandire the BattleSinger stood beneath the thick canopy of trees, staring up into the night sky, astonished by the beauty of nature and ashamed that he had forgotten it. Adventuring life had lately left this Wildrunner little time for practice, so at night while his comrades slept Aerandire came here, to a clearing in a grove of ancient trees to spar with the moons.

Aerandire leaned his longbow against a mammoth tree and knelt in its shadow to set down his pack beneath the wide stub of a broken limb. He extracted a folded cowl from his sashslings and tied it around his forehead. The filtered moonlight glittered from the polished silver pommels of his paired longswords, gleaming as though they were a pair of the stars that shone upon them. The pommels resembled silver arrowheads and the hilts were made of brushed steel that curved upwards in the shape of a drawn bow.

Aerandire turned and strode lightly to the center of the clearing, into Solinari's cleansing silver light. He stood in the center of the clearing, looking up at the moon with deep green eyes that belied both age and profession. He then closed his eyes, and his breathing became slow and deep, as though he were asleep. Aerandire pulled the band of his cowl down, the dark cloth obscuring his vision completely. His breath slowly became a soft, lulling rhythm. He pulled his swords from their sheathes on his back almost unconsciously, more an act of will than one of muscle. He mumbled quietly and the blades suddenly became limned in a deep violet glow. He held the swords in front of him, the edges a hair's breadth from his face, forming a triangle of steel.

Aerandire's slow breathing rose in volume to become a haunting melodic hum. Following the hum's rhythm, his longswords slowly began a spinning parry around the warrior, their speed increasing and the blades pitching and flattening with every pass, changing the tone of the blades' hum. Aerandire then began to dance, the sword twirling around him, the blades' purple

glow accentuating the deadly beauty of the swordsman's technique. The hum turned to song, and the blades accompanied him! This was his art; forgotten long ago by many, he was one of a handful of its masters living today, refining it over one hundred years so that now it was indeed his art. This was the Bladesong, and the nocturnal sounds of the High Forest were reverently quiet as the master wove his music.

Aerandire continued his practice, weaving magic and music into his blades to form a whirlwind of steel. After a time his longbow, now far across the grove, began to resonate in time with the music. The massive bow was equal to his height, constructed solidly of Vallenwood and inlaid with riveted bands of polished steel. Few men besides Aerandire could string it, and only Elven master bowyers like himself knew the secrets of its crafting. The bow called to him, singing a song not of whirling steel spirals like his swords, but of distant targets and arrows that fly straight and true.

The swords were sated with the magic of the singing, so Aerandire wordlessly returned them to the scabbards on his back and listened to the murmuring cries of his bow. Crooning back to his bow, he slowly extended his left hand and beckoned. Trembling with magic, the bow eagerly leapt to his hand like a trained falcon to its master's gauntlet. In one smooth motion he drew a flight arrow from his quiver and sent the shaft into the night, the sound of it striking one of the great trees becoming part of the battle song he sang. A second arrow rapidly followed the first but then Aerandire paused, singing softly to both bow and the arrow he had unconsciously fitted to the bowstring. In perfect harmony, the singer, bow and arrow sang together, weaving chords of magic that bound them together with their distant target. At the crescendo the arrow, now surrounded by a deep purple glow, released itself and became one with the target.

Aerandire held his stance for a long moment, feeling the ebb and flow of the magic in the air, and knew that he had struck his target. Breathing in deeply the night air, he lowered his bow and withdrew the cowl from his eyes. Across the grove, the broken tree limb above his pack, no more than a hand-span across, sprouted three new branches with purple leaves. The magic of the last arrow would eventually cause the limb to re-grow, absorbing the wood of the arrows in the process. Aerandire smiled to himself and went to retrieve his pack before rejoining his companions.

Journals

Aerandire has the confidence and stern manner of a warrior who has survived countless trials beyond description and mastered his fear. His body is scarred and battered from countless battles and his voice a gravelly whisper. At times the weariness of his burden shows in his eyes and he seems to be half shadow.

Some of the foes Aerandire has faced are: Uruks, Stirges, Lurker above, Mobats, Cockatrice, Cave morays, Formorians, Trolls, Doppelganger, Cave crickets, Gorgimera, Barulugra, Trapper, Hill giant, Giant rhino beetle, Dracolisk, Greater Vampiress, Behir, Wights, Sword Wraiths, and Wizards.

00 - Childhood

Aerandire never knew his parents all he knows of his past is that he was left in one of the sacred groves of Lunara when a young child. An orphan, Aerandire grew up in and around the Battlesingers' Grove with blade and bow in hand. He was destined to become a Battlesinger from birth, so long as he could tame his temper and attain true wisdom.

01 - The Sword of the Dales

The elders have judged me yet unworthy of becoming a full Battlesinger; instead, I am to be a seeker of self-knowledge and mastery of my temper most foul. Perhaps I shall travel south to warmer climes and explore the world a bit, although those lands are probably crawling with mortals.

Aerandire joins a band of adventurers attempting to return the fabled *Sword of the Dales* to the rightful ruler of Daggerdale.

Sessions

Aerandire joins companions (28th of Flamerule)

It is on this evening that I wander into Shadowdale, thirsty and weary of travelling paved roads. I enter the first inn available that doesn't appear to be too lice-infested and inspect the tap-room. As the patrons appear to be no threat (most are unarmed), I claim a table by the fire and order a bottle of wine.

Later in the evening, a group of warriors come down from the rooms above. One of their band appears to be a Ranger; although she is mortal, perhaps I can learn something from her to placate the elders.

Aerandire takes a quest (29th of Flamerule)

Lhaeo, manservant of Elminster, approaches our merry band with a quest. Randall Morne, the rightful ruler of Daggerdale, had been imprisoned by sorcery most foul during a "successful" attempt to rescue the renowned Sword of the Dales. Lhaeo asks that we free Lord Morne from the tomb, offering an enchanted blade and healing droughts as payment for this noble deed. The place is the tomb of the Wizard Shraven, who created many great weapons, including the Sword of the Dales. No payment is required for my services since Lord Morne will also free imprisoned Elves from slavery but the others are undecided...perhaps I have chosen the wrong companions? We retire to Mhor Khellek's suite to argue the point and eventually nobility wins out over greed and we accept Lhaeo's quest.

The Trial (30th of Flamerule)

We attend a trial for slavers my companions caught a month ago. I guess two out of five isn't bad. Lord Morngrim invites us to a lunch, where we meet the fair Lady Silverhand. I spend the latter half of the day at Gunther's Forge crafting Humming Bulb arrowheads. When fletched and filled with Holy Water of Lunara I hope them to be a potent weapon against the undead said to inhabit the tomb.

Journey to Shraven's Tomb (1st of Highsun)

We begin our journey to the tomb of Shraven. About mid-day we are ambushed by Kobolds, who we defeat handily. That night I had a bizarre nightmare (?) about magic and a battle with Drow, and awoke still weary.

Journey to Shraven's Tomb (2st of Highsun)

On the journey we see a glowing ebony boulder, but pay it no heed and descend to the valley. A party of Zhents attacks us upon entering the valley. The two robed individuals vanish from sight--wizards, but the warriors fall to our arrows or are captured. Foolishly taking our captives with us (these mortals should be slain!), we find the entrance to the tomb, solve a puzzle and enter. Daarg almost succeeds in getting us killed by unleashing a horde of skeletal spiders, but we are victorious. We camp outside the tomb to heal our wounds.

The second puzzle (3st of Highsun)

Another blasted puzzle awaits us within. It proves too much for us and guardian spirits are summoned to repel the invaders. The wizard Gharod is slain in the battle and the prisoners escape. We begin a journey back to Shadowdale in defeat.

Funeral of Gharod (4th of Highsun)

On the road we meet a priest who serves the "Judge" named Rillion, who offers to provide last rites to Gharod. We travel to Gharod's farmland for the service and this strange fellow starts to dig a grave in the ground. Why mortals cannot leave the land to the living is beyond me! A stranger named Gareth Arunson joins the funeral service. I don't trust him, as he wanders around the dangerous countryside unarmed!

Rested in Shadowdale (5th-7th of Highsun)

Weary and wounded from the battle, we rest in the Old Skull Inn. Unwounded, I spent the days crafting arrowheads and fletching arrows to rebuild my supply.

Travel back to Shraven's Tomb (8th of Highsun) Accompanied by the gentleman and scholar who calls himself Gareth, we travel back to the tomb.

The Sword of the Dales (9th of Highsun)

Gareth provides the answer to the puzzle we couldn't solve it turns out that it involved magic! We find the final resting place of Shraven, and recover the Sword of the Dales. A scrap of parchment found with the sword says "Please return this sword to me in the SpiderHaunt woods and inform my sister. The fate of the Dales lies in thisRM". We battle skeletal undead guardians and escape, but our mysterious companion named Smoke is missing along with the horses!

Pursuit (10th-11th of Highsun)

Ardenna tracks the horses and a chase ensues through the Dagger Hills. The pursuit continues through the night and into the next day, but we find Smoke. The horses are considered lost.

Brigands (12th of Highsun)

We travel back to Shadowdale to take counsel with Elminster. On the way we are accosted by a foul-smelling mortal bandit and his equally smelly friends in the woods they always think they are

hidden but I am of Elven blood. Upon brandishing my blades the fool wouldn't back down and battle ensued. I cut the brigand down in two strokes and chased his friends off into the woods. The fight was short and messy, but I do know how to clean up blood. Upon arriving at Shadowdale, we find Elminster's tower is locked and deserted, and wearily retire to the Old Skull Inn.

The Sword is Lost (12th of Highsun)

As usual, I peace-bonded my weapons and concealed the Sword of the Dales before entering the Old Skull Inn. Filled with smelly turnip farmers, I sat well away the crowd who gathered to hear Garek's tale. I was horrified to discover that the Sword of the Dales had been stolen away from my person! Although my companions suspect Daarg, now missing, is behind this, I believe it must be the deed of a wizard, as no thief can pickpocket a sword, especially from an alert Battlesinger! Of course, Daarg could be a wizard in disguise. Furious at the theft, I begin my inquisition of the turnip farmers and barkeep before stomping out the back door to follow Ardenna, who is tracking Daarg-like footprints out the back door.

We lose the trail, but conclude that whoever stole the sword would probably try to sell it in The Hold. My tender-footed companions require mounts, so we walk to a local horse trader to haggle their price. In the end, we agree to aid a horse trader named Torwynwe will protect his horses from bandits on the way to The Hold, and in return we may ride them.

02 - The Hold

Aerandire arrives at the hold and saves the life of its lord Aegon. He is granted titles and a singular Elfstone.

Sessions

Drovers (13th of Highsun)

I meet my companions at the horsemaster's stable at dawn. During the day we drive the herd of horses south towards The Hold. That night Mhor Khellek cowardly betrays and abandons us on his watch while four Ogres slip into our camp, led by the smell of horseflesh. If I ever see Mhor Khellek again he had better have a good explanation! Unarmored, Rillion can't decide whether to run or fight, and although he eventually begins to run is caught by an Ogre named Foe (or was that Fee?). Summoning all of my skill, I shot a sheaf-arrow through Foe's arm, and brought down his companion (Feigh?) with similar skill. Torwyn proves his mettle by slaying the Ogre Fum single-handedly, and the last Ogre meets his death with a headlong charge into a flurry of arrows.

A note from Mhor Khellek is discovered, along with the treasure he was carrying, mostly two rings. Upon being advised that rings are often magical, I ask the wizard Gareth if he knows whether or not these rings are magical. He replies that he will need to carry them for a day before knowing their dweomer.

The Rings (14th of Highsun)

We continue our travel to The Hold. When we camp that night I ask Gareth about the rings. He says that the gold ring is enchanted with 'Alteration' magic and the silver topaz ring is normal. He subtly attempts to pocket the topaz ring as "payment for his troubles", even though no price was mentioned before! I disagree, believing that the ring should be sold and divided amongst the party, as should all treasure. If Gareth is so greedy, perhaps he whisked away the Sword of the Dales? I shall have to watch this mortal more carefully from now on. Torwyn also exhibits lust for the ring, and manages to wrest it from Gareth's grasp. Despite the much ado about nothing, Torwyn returns the ring to me later so that it can be divided properly. It seems that he had good intentions all along, but failed to communicate that clearly.

The North Shard (15th of Highsun)

We press on and arrive at The Hold late this night, its majestic towers and strong walls towering far above us. Torwyn uses his noble name to induce the guardsmen to open their doors to us. The place is immense, but seems largely empty--all of the horses we brought did not fill their stables! I only hope we can find the sword quickly and begin our journey to SpiderHaunt forest to return it to Randall Morne, this place smells of mortals!

An old guardsman named Hodge escorts us inside the stronghold. We are received by the Lord Bannerman Hallister Baenrath in his hall of dragons. Several skulls of these huge beasts decorate its walls. He introduces us to his sons, Loady, Pharm and Ted, and his horrid wife Marg, who wore the symbol of the Boar and looked like one herself. We were also introduced to Lear, a mercenary swordsman who will accompany us to The Hold. We told the Bannerman our tale about the stolen Sword of the Dales and the suspected thief Daarg, and he rather suspiciously denied any knowledge of them or their whereabouts.

Rillion pulls out a beautifully crafted blue steel dagger with a stag on its hilt (the symbol of the Baenraths) and is jumped by the Lord Bannerman! The moment is tense as Rillion is pinned to the wall with a sword at his chest but there was nothing anyone could do but watch and wait as Rillion skillfully talked his assailant down. Any movement from the rest of us would probably have killed Rillion as the Bannerman would have believed his house betrayed.

Afterwards, the Bannerman tells us a tale of his lost son, Jennar, the eldest from his first wife. He offers a reward of one thousand gold coins to find word of his son, and an extra fifty gold coins per bandit head we bring him. He describes him as a tall lad, with longer hair and a round scar on his cheek. He normally carried this dagger and a blue steel spear on a black staff forged by Hawkstone himself. At the mention of silver steel I asked Bannerman if he was referring to Ithildin, and where one might find such weapons and was referred to armorers in The Hold named "Old John" and "Hawkstone". Interestingly, the traveler/tinker we met on the road named Marcus asked us to say hi to an "Old John" in The Hold.

Later that night I reproach Rillion for being so careless and for lying to me about the dagger. He seems unsure of himself at this point and I believe that I can steer him on the path to honesty. Perhaps I could even steer him away from his foul death god!

The Battle of the Gap (16th of Highsun)

Thankfully we leave the raven-infested stronghold early this morning, traveling towards The Hold, making our way through twisty passageways in the rocky hills formed by water erosion. Luckily, we have two guides, Lear and Loady, and there are also a few hidden trail markers.

This place would be perfect for an ambush; I wish I could learn more about being alert in these situations and spotting such trouble before it begins. It is also rumored that a giant called Jimmercrack Amn occasionally attacks travelers. Ardenna, Lear and I scale one of the cliffs with the aid of my grapnel-arrow and scout our path. Ardenna takes point as the stealthiest of our scouts. I certainly need to buy a tabard to quell the brightness of my shiny chainmail.

Our scouting pays off when we spot a Formorian Giant lying in wait for our companions with a large landslide set up and ready to roll--it must be Jimmercrack Amn! Sneaking up on him unawares, we launch a flight of arrows into his back while Lear charges with a steel greatsword. It chills us to the bone when Jimmercrack simply scratches at the arrows as if a fly had tickled his backside--similar arrows would have killed two ogres outright! Hacking at his knee, Lear deals a devastating blow that sends the giant tumbling down the slope. Next, Lear chases the giant with the very rockslide intended for us. When the dust cleared we had a very dead giant, a very blocked pass and very lucky but triumphant warriors! One thing troubles me however--when I looked in giant's eyes I thought I saw a dark ring of taint.

Lody and his brothers began to clear the boulders while we scouted for a suitable camp site and corral. We found a cave that could be the Jimmercrack's lair, but deferred exploration until morning. We camped for the night in a box canyon as suggested by Gareth. I shall make sure that Torwyn takes his watch tonight!

In the morning we should probably return to the North Shard to gift Lord Bannerman with the head of Jimmercrack Amn. Perhaps this act of heroism will loose his tongue about Daarg and the Sword of the Dales.

The Hold (17th of Highsun)

Giants approach under cover of darkness so we strike camp and flee to the Hold. Lody, Pud and Jed ride off to find Pharn, who is subsequently found by Torwyn.

At first light we arrive at the Hold. An imposing structure, it is rumored to have been built by wizards. A tall, bald scarred warrior in a white cloak greets us. He speaks in a hoarse whisper and leads us to the lords hall. We meet lord Aegon and his court and are well received.

Torwyn stables the horses and we arrange for lodging at the Three Cups, run by an innkeeper named Busselman. I ask about acquiring swords, the Sword of the Dales in particular. Adon and I visit the Ye Everything Shoppe, a general store across from the Three Cups. I place an order with a seamstress named Evensa for a black wool tabard with the unicorns of Lunara embroidered in silver thread. At the Three Cups we meet our host, Grisom Oyl and his bodyguard Argyle. He looks as if he might be interested in purchasing Torwyn's horses or perhaps fencing something if given the chance.

The Hunt (18th of Highsun)

Lord Aegon invites us to hunt this morning. Our quarry is the elusive but extremely dangerous cave bear. The hounds flush one out in short order, and Aegon charges to the kill. He ordered us to stay out of the fray, but luckily two assassins tried to kill Torwyn so my blade did not remain idle. I managed to capture one of the knaves that Ardenna wounded.

That night we are treated to a feast with honors by a grateful Aegon. We are well rewarded for slaying Jimmercrack and protecting the life of Aegon. Each of us received a special gift and a Plaque of Honor from Aegon. I was given a green Elfstone, the likes of which I have only heard in legend. I was finally able to speak with Hawkstone about commissioning a blade, and he

agreed to begin work on it and speak with me again tomorrow it appears he knows something about Elfstones in addition to weaponsmithing.

The Elfstone (19th of Highsun)

I spoke with Hawkstone again today regarding my Elfstone. He told me the following:

*This Elfstone is an opaline stone that glimmers with all colors of the rainbow. A perfect oval, it was once part of a setting, such as an amulet, suit of armor or a sword.

System Message: WARNING/2 (<string>, line 53); [backlink](#)

Inline emphasis start-string without end-string.

- Group of 12 made by the Vanyar, Fingolfin in particular.
- Each one had a special power, but they must be freely given.
- Humans were granted power as elves, but Elves receive defensive powers against the Enemy.
- I wear it on a thong around my neck.

03 - The Tree of Life

Aerandir battles to save the Hold and his own soul from corruption by seeking and returning with the Tree of Life.

Sessions

Battle Against Corruption

The Plaques of Honor arrive at our inn. They are Ithildin steel scarabs with a blue stag rampant. I receive word that the assassin we captured has awoken. When I arrive at the donjon cell, I find Adon already questioning the captive. Seeing that he has assumed the role of his friend, I played the part of the fierce elf, asking when I could have his head. The ruse worked well perhaps too well, for when the captive began to tell us of his comrades he burst apart and turned into a hideous plant creature. Lord Allister and I charged the creature to cover Adon's escape as it spewed forth noxious gases. We were able to hack the creature apart, but I was wounded in the process and many of the guards died.

The Lord Magister arrived on scene shortly thereafter and I followed him to the hospital to bind my wounds. The hospital is a morbid place, more of a laboratory than anything else. He applied some sort of salve to my shoulder and I blacked out. When I awoke he apologized for the rough treatment and gave me a small container of the salve. Just as I was ready to leave a storm of guards led by Aegon and my friends burst into the room looking quite worried. They seemed to want to be congratulated on rescuing me.

The Nightmares Begin

In the morning Aegon sent for us and asked us to perform a mission for him. We accepted without hesitation, and Allister will brief us tomorrow. During the evening we had a brawl with Lord Daunces guards at the Three Cups. We trounced them soundly although thankfully no steel was drawn.

That night I had a horrible nightmare. I awoke naked in a stygian swamp, surrounded by the howling of savage wolves and ravens. I heard the breathing of some great beast behind me, and as I spun around I saw a huge beast-shape standing there. It laughed and plunged its claws into my belly. I awoke feeling exhausted and sick. Adon gave me the blessings of his goddess and I felt better.

The Mission

Allister briefs us on the mission. We are to travel to a hidden valley in the Thunder Peaks through a secret staircase through Grey Peak Mountain. We should move at night without lights, and remember directions we took, finding troop strengths, fortifications and secret ways in and out of the valley. He tells us to provision ourselves for the journey and he will reimburse us. The journey is as follows:

1. Travel from the Hold to the Pass of Dead Men (1 day)
2. Travel through the Pass of Dead Men (1.5 days)
3. Travel up the treacherous Endless Stair (2 days)
4. Travel through the Needle, a tunnel through Mt. Kharad Fhos The Cruel (?? days)
5. Take the trail to the valley floor (?? days)

Gareth tells me that the magic ring we found is a Ring of Jumping it sounds very heroic! I ask Ardenna if she wants it but she tells me I may keep it. I give her the non-magical topaz ring we found.

That night I had another nightmare. This time the beast demanded my allegiance but I refused.

To the Thunder Peaks (23rd of Highsun)

The weather is fair as we begin our journey. We expect to reach the Pass of Dead Men by the end of the day. We provision ourselves and leave before noon. We buy the following for the group, spending 173 gp (I paid 70, Adon paid 33, and the others each paid 25):

- 40# firewood (10# on Aerandire)
- 50# blackrock (10# on Aerandire)
- 1 spyglass (on Aerandire)
- 5 pr. Crampons (distributed)
- 25 water skins (4 on Aerandire, 2 on Ardenna, 4 on Torwyn)
- 12 weeks iron rations (2 on Aerandire, 2 on Ardenna, 2 on Torwyn)
- 2 weeks fodder for the ponies
- 1 bushel of carrots
- 1# sugar cubes
- 200 rope (100 on Torwyn)
- 5 winter blankets (distributed)
- 25 torches (5 on Aerandire)
- 2 three-man tents
- 20 pitons and a mallet
- 4 flasks lantern oil
- 1 mountain pony named Bill the Pony

I also purchase the following for myself:

- Black leather hiking boots
- Black leather gloves

- Black leather belt pouch
- Purple wool cloak lined with warm beaver fur

Our party is Allister, Loady, Pharn, Gareth, Ardenna, Aerandire, Torwyn and Adon. As we near the Thunder Peaks we hear their roar and can see the clouds gathering ahead.

We reach the entrance to the pass and make camp for the night. Ardenna and Torwyn take the first, Adon and I take the second, and Gareth and Adon take the third. I have a third nightmare, and feel something growing within me perhaps I am losing this battle.

The Pass of Dead Men

As we travel through the pass, several flashes of light were seen on the ridges. Darkness closes around us but we are not through the pass. The animals need light to continue, so we chance torches. The weather is getting continually worse. Rockslides are common here, and the thunder doesn't help. We reach the foot of the Endless Stair by late evening and make camp. I set a tripwire on the stair to help detect an ambush. Sure enough, that night we are attacked by uruks. Gareth knocks me out with his magic while Torwyn cowardly skulks in the shadows.

We quickly gathered 11 uruk pouches and headed up the stair. Our marching order is: Torwyn, Adon, Betsy the pony, Gareth, Bill the pony, Ardenna and Aerandire. As we continue up the stairs, the weather grows colder and it starts to snow. Dawn comes as we grow colder still. We were able to camp briefly during the tortuous night, but Gareth and Adon barely woke and I still feel exhausted.

The Endless Stair

We are cold and exhausted, but continue to drag ourselves up the stair. Gareth is feverish and nearly fell off the stair, so we roped him atop Bill the pony. The air becomes noticeably thinner as we ascend. Night falls again, but we feel as if we have made good progress and can now see other mountain peaks. Lightning pierces the darkness. Due to the extreme cold, we travel all night, pushing ourselves ahead. By morning we have used 5 days of rations and 5 water skins on this trip.

Battle of the Needle Gate

Our hands and feet feel like mashed stumps. We travel all day and as darkness falls again Quicksilver smells uruks and we spot the entrance to the Needle. It seems that the uruks have built fortifications here. We decide to rest for a moment, and use Lunara's salve to prepare for battle.

The fortifications consist of loose stone battlements, 35 high and an entrance guarded by a thick iron portcullis. We attack just before midnight; I sneak inside under cover of Gareth's invisibility trick to scout around. I use Gareth's firebomb on the leader's cave and open the gate for the others.

A fierce battle ensues, but we are victorious. At the height of the battle I leapt atop their Mountain Troll leader to finish him. Many uruks fell beneath our blades that night, although four escaped.

We heap fuel atop the Mountain Troll's body to burn him; apparently only fire can kill these things. That night I have another nightmare. I awoke naked on a gigantic lily-pad in a stygian swamp. The Enemy once again demands my allegiance and I once again refuse. I grow weary of his insistence. A great beast attacks me; it is bulbous with an eyestalk and two pod-like arms. I

summoned a blade and bow from dream-stuff and chop off its eyestalk. Blinded, the beast cannot see me or attack skillfully and I make short work of it.

The Trollbox

Morning comes and the day is clear. Adon says the monster in my dream was a Gulguthra and my belly is still sensitive. I take another accounting of our provisions: 25# blackrock, 40# firewood, 20 waterskins, 7 days pony fodder and 10 weeks of iron rations remain.

Digging in the troll cave, I find a secret room with an iron chest. I fetch the others Adon checks for traps and Gareth tells us that this is a troll box. He says that mountain trolls usually put all sorts of nasty traps on them, but they contain ancient treasures. Adon reveals that it is trapped but finds the key in a hollow rock. Adon opens the chest and is attacked by gas spores, but speaks with them and survives. I watch from outside as Adon pulls glittering prizes from the chest. We bring the treasures outside and inspect them:

- Elven longsword with a thin, leaf-shaped blue Damascus steel blade. It is magic, ancient and well-crafted. Feathers are engraved in its hilt and a singular stone, a star sapphire is set in its hilt. I claim this weapon. [+2 longsword]
- Elven scimitar with a shapely black blade flecked with diamond dust. Adon claims this weapon. [+2 scimitar]
- Elven dirk with a leaf-shaped white steel blade. It is dagger-sized but feels as if it would strike as a shortsword. Ardenna claims this weapon.
- Dwur great helm from the Dragon Wars, ferocious and inscribed with runes. I put it on the pony bill.
- Slender shiny metal rod with an opaline stone head. Gareth claims this as a walking stick.
- 50 large metal platinum coins shaped like discs. I put my share, 10 coins, in my pack. Adon takes the remainder.
- 25 black quartz jewels, unfinished. Adon takes these as well.

At Ardennas suggestion we defrost ice and fill our empty waterskins. We stash 5 waterskins, 2 weeks iron rations, 10# blackrock in the secret room before leaving this place.

The Needle

We enter the needle under cover of darkness. The tunnel is smooth-floored and of enormous size. The walls measure fifty feet apart perhaps this place was made by giants? Carvings line the walls depicting dwarves fighting giants, uruk-hai, dark elves and ultimately a dragon. Some of the dark elves wield scimitars like the one Adon claimed.

We travel for five hours, using 10 torches and 2.5 flasks of lamp oil, finally arriving at a great hall. The hall is lit by skylights that reveal the morning light, a welcome respite from the darkness. The hall is enormous we cannot see its walls from the corridor and Gareth suggests reconnaissance. Ardenna and I scout out the five passageways. The first is the true way out, but blocked by tons of rubble, another tunnel looks to be swarming with uruks, two tunnels hide dangers even the uruks avoid and the last tunnel is a complete mystery.

Following the last tunnel, we battle uruks at a dart-spitting gargoye. Torwyn and Gareth are lost in the battle and our efforts to find them are in vain. We meet a ragged elf named Vil who also seeks escape from this place. We find an upward spiral staircase and hope that it leads outward, but must first defeat its guardian. A stone like column with a mouth of sharp teeth and

tentacles bars our passage but it falls beneath Elven fire arrows. In its gizzard I find three diamonds of surpassing beauty. We continue up the staircase.

Top of the World

We reach the peak of the mountain just in time to see the rising sun on a railed balcony. The mountains are spectacular and far below is a lush green valley. I attempt to rest in the morning sun but my dreams are troubled once more. Once again the nightmare begins on a lily-pad in a stygian swamp. As always, the enemy demands my allegiance and I again refuse, this time to be attacked by two gigantic lizards. This time my blade and bow come to my hands of their own bidding, eager to cut my foes down. I leap from back to back to evade the bites and tail slaps of the giant crocodiles and eventually they lie dead at my feet.

We travel back down the spiral staircase, following Vils map to the exit. After ambushing uruks at a great well, we descend via a great gondola to the lake of stars. Once on the ground, we find ourselves on a small island and are hailed by a longboat. At the prow stands a Drow and manning ballistae are his uruk servants. As there is no other way off this island we are forced to bargain for safe passage. Nonetheless I shall watch this wizard closely. Drow are never to be trusted. Vil trades a rare book and we begin the journey anew. Only time will tell if we will ever make it out of this accursed place.

04 - Battlesinger

Aerandire gains 5th level after surviving the battle to save the Tree of Life. Aerandire is still vigorously healthy, but the *Corruption* has made Aerandire seem half-shadow at times. He returned to the Battlesingers' Glade in the High Forest for training. He was given the rank of Battlesinger and given a Battlesinger's Cloak.

Aerandire is also told by his elders that there is a great evil arising in the East. Prophecy says that it will reach the High Forest if the Elves do nothing. I am chosen by Lunara to stop this evil.

05 - The Hawkstone

The plaque of honor spole to me today, summoning me to the Hold once again. Leaving at once, I ran from the High Forest to the Hold, passing through an Uruk army at the South Shard. Aegon says that the armies are controlled by a warlord in the forbidden keep. Only the Hawkstone can break the spell. It was last seen in the Desert's Mouth Mountains. The Hawkstone is a greenish hued gemstone. It is said that the Naugrim worshipped it. My fellow heroes are here once again as well. We make preparations to leave at once. The smith Hawkstone has finished my sword. It is a masterful blade forged of bright Ithildin with a beautiful watermark. The blade is perfectly balanced for throwing and exceedingly sharp. I shall call it *Hawk*.

06 - Training

Aerandire returned home once more to continue his training. After his brushes with death, Aerandire has found the wisdom he needs to progress in his order and master his art. Aerandire was also quite wealthy from his adventures. He had his Battlesinger's Cloak enchanted for flying and purchased gear to increase his carrying capacity.

07 - Wacomb

The town of Wacomb to the east is molested by brigands. Caravans that pass through the area disappear with no trace. Perhaps this is a trace of the great evil?

Sessions

Vendare

I am ordered to Vendare to deal with an emergency. Brigands swarm over the town of Wacomb but leave no trace of the caravans they take. I meet with the local rulers, but we are attacked by unholy magic in their citadel. I set out at once to Wacomb.

Giants - day 1/3

I spot giants one day out of Vendair. I dream that night that the giants slay some passerbys I saw on the road earlier that day.

Egbert and Pluck

The next day I spot smoke near some dwellings on the road but it is only an inn. At the inn I meet a minstrel named Pluck and the priest Egbert catches up with me. They agree to join my quest.

Battle of the Bridge - day 3/3

We are ambushed by many lizardmen as we cross a bridge on the way to Wacomb. They fire poisoned blowguns. My blades slay all I face.

After the battle I see a tired warrior in the livery of Vendare on a rise. He awaits our approach.



Beren Moonshadow

Beren Moonshadow, Lord War Marshal of Alqualonde

Beren Moonshadow is a towering Elf lord old enough to have taken part in the battles defending Rhi'Annost. His strength, skill, and military genius are legendary amongst the Moon Elves and Alorns. After the fall of the Elven Court, Beren came to dwell in Alqualonde, where he advises the city rulers as the Lord War Marshal and instructs their elite warriors in battle arts long forgotten by the younger generations. While he favors the greatsword, the walls of his training hall are decorated with thousands of weapons, and it is said that there is no blade he has not learned to wield.



Elendil "Woodshadow"

Elendil's origins are shrouded in mystery. Even he does not know where he was born or the identity of his family. He was raised on the streets of the of Aquila and Jasri, where he goes by the alias "Woodshadow", gained for his elven stealth and skill with the bow.

Elendil stands 5'4" tall, all wiry muscle, with piercing ice blue eyes and an aquiline nose. He enjoys cloaking himself in mystery and wears concealing garments of black and gray and sometimes green. He wears a cloak and hood, tunic and trousers, shunning bulky armor, trusting to his agility and magic to protect him from harm. He is fond of gray gloves that do not hinder his nimble fingers, and soft boots that allow him to pad softly down cobblestoned streets. Like most elves, Elendil's favorite weapons are the longsword and longbow. He wields both with deadly accuracy.

Elendil's natural environment is the urban sprawl. The twisting alleys and smoke filled the chance, he'll spend everything he's taverns are filled with shadows, secrets and adventure. He is extremely streetwise and excels at finding information. On the other hand, Elendil is very susceptible to feminine charms and spends money like water. Given the opportunity he will spend everything he is carrying on wine, women and song.



6th Level Adventurer

STR 14 (+2) **DEX 20** (+5) **CON 14** (+2) **INT 16** (+3)
 WIS 12 (+1) **CHA 18** (+4)

- **Class:** "Adventurer":[search?AdventurerClass](#)
- **HP:** 54 (8+6+7+7+7+7)
- **AC:** 16 (+5 DEX, +1 buckler) 20% miss chance if blurred
- **Saves:** F +4, R +10, W +6
- **Init:** +5
- **Speed:** 80'
- **Base Attack:** +4
- **XP:** 18,839

- **Treasure:** 12 gp

Weapons & Armor:

- **Stormbow** [+12 | 1d8+1d6+3 | 20x3 +2d10] +1 within 30', assumes masterwork arrows
- **Masterwork Longsword** [+7 | 1d8+2 | 19-20x2] if wielded two-handed add +1 damage

Abilities:

- *Character Feats (3):* Point Blank Shot, Accurate Shot, Craft Wondrous Item
- *Adventurer:* Weapon Focus: Composite Longbow, Fleet of Foot, Well Traveled, Bard Spells, Knacks
- *Elf:* -2 CON, +2 DEX, +2 Listen, +2 Search, +2 Spot, Immunity to magic sleep, +2 to save vs Enchantment, Trance, Favored multiclass: Wizard, Proficient with all bows, Proficient with longsword, Low-light vision, Special search
- *Ability Score Increases:* Int +1

Gear

Elendil travels light in the city...too much gear slows him down and cramps his style. Of course everything is fashionable black and gray silk. Elendil always wears his buckler and normally carries his bow in his left hand.

- *Elven wineskin*
- *Sash of the Elven Healer*
- *Boots of the Rooftops*
- *Elven Twin Circlet*
- *Bag of Devouring*
- Stormbow and 3 quivers of masterwork arrows
- +2 arrow
- Darkwood Buckler
- Masterwork longsword
- Map/scroll case, paper
- Spell component pouch, pen & ink
- Sashling
 - 2 Potions of cure moderate
 - 4 Potions of cure light
 - 2 Potions of antidote
- Backpack:
 - Iron rations
 - Bowmaker's Kit

Bag of Devouring

This bag appears to be an ordinary sack. Detection for magical properties makes it seem as if it were a bag of holding. Elendil has performed considerable research on determining the bag's

exact powers. He knows never to reach inside the "mouth" always uses tongs or *Mage Hand* to access the bag or turns it inside out to dump out all contents.

Stormbow

An enchanted +1 masterwork mighty (+2 Str) composite longbow of *Shocking Burst*. The bow is made of Elven Darkwood with fine runes etched in the stock. As an arrow is drawn it becomes sheathed in crackling electricity, shedding light equivalent to a torch. Elendil paid 9000 gp though his Wizard guild contacts for the bow to be repaired.

Elendil has four quivers with 20 masterwork arrows each but typically only carries two. He also has 5 *Sleep Arrows*, 3 *Thunder Arrows*, and 1 *Smoke Arrow*.

Skills and Languages

Class Skills (28+7+7+7+7+7=63):

- Alchemy (4/1+3)
- Appraise (4/1+3)
- Balance (12/5+5+2) - 5+
- Bluff (4/0+4)
- Climb (2/0+2)
- Concentration (3/1+2)
- Craft: Bowmaking (4/1+3)
- Decipher Script (8/5+3) - 5+
- Diplomacy (4/0+4)
- Disable Device (5/0+5)
- Disguise (4/0+4)
- Escape Artist (5/0+5)
- Forgery (3/0+3)
- Gather Information (4/0+4)
- Hide (11/6+5)
- Innuendo (2/1+1)
- Intuit Direction (2/1+1)
- Jump (7/5+2) - 5+
- Knowledge, Arcana (4/1+3)
- Listen (8/5+1+2)
- Move Silently (11/6+5)
- Open Lock (5/0+5)
- Perform (4/0+4)
- Pickpocket (5/0+5)
- Read Lips (4/1+3)
- Search(3/0+3)

- Sense Motive (1/0+1)
- Spellcraft (13/8+3+2) - max
- Spot (5/2+1+2)
- Swim (2/0+2)
- Tumble (14/5+5+2+2)
- Use Magic Device (17/8+5+2+2) - max
- Use Rope (5/0+5)

Languages:

Common, Elven, Sylvan, Draconic, Orc, Goblin

Spells & Magic

No one enjoys magic more than Elendil. Although but a dabbler, he sees magic as a fine art, comparable to sculpting, composing, and painting. He has more appreciation for a well-executed cantrip than for a mundanely-cast powerful spell.

0-Level Spells (3+1 per day)

Known (6+1)

1. **Dancing Lights** - Figment torches or other lights.
1. **Detect Magic** - Detects spells and magic items within 60 ft.
1. **Ghost Sound** - Figment sounds.
1. **Mage Hand** - 5-pound telekinesis.
1. **Mending** - Makes minor repairs on an object.
1. **Prestidigitation** - Performs minor tricks.
1. **Read Magic** - Read scrolls and spellbooks.

Not Known

1. **Daze** - Creature loses next action.
1. **Flare** - Dazzles one creature (-1 attack).
1. **Light** - Object shines like a torch.
1. **Open/Close** - Opens or closes small or light things.
1. **Resistance** - Subject gains +1 on saving throws.

1st-Level Spells (3+1 per day)

Known (4+1)

1. **Charm Person** - Makes one person your friend.
1. **Cure Light Wounds** - Cures 1d8 +1/level damage (max +5).
1. **Silent Image** - Creates minor illusion of your design.

1. **Sleep** - Put 2d4 HD of creatures into comatose slumber.
1. **Summon Monster I** - Calls outsider to fight for you.

Not Known

1. **Alarm** - Wards an area for 2 hours/level.
1. **Cause Fear** - One creature flees for 1d4 rounds.
1. **Detect Secret Doors** - Reveals hidden doors within 60 ft.
1. **Erase** - Mundane or magical writing vanishes.
1. **Expeditious Retreat** - Doubles your speed.
1. **Feather Fall** - Objects or creatures fall slowly.
1. **Grease** - Makes 10-ft. square or one object slippery.
1. **Hypnotism** - Fascinates 2d4 HD of creatures.
1. **Identify** - Determines single feature of magic item.
1. **Mage Armor** - Gives subject +4 armor bonus.
1. **Magic Weapon** - Weapon gains +1 bonus.
1. **Message** - Whispered conversation at distance.
1. **Reflected Image** - Creates a decoy duplicate of you.
1. **Protection from Chaos/Evil/Good/Law** - +2 AC and saves, counter mind control, hedge out elementals and outsiders.
1. **Unseen Servant** - Creates invisible force that obeys your commands.
1. **Ventriloquism** - Throws voice for 1 min./level.

2nd-Level Spells (2+1 per day)

Known (3+1)

1. **Blindness/Deafness** - Makes subject blind or deaf.
1. **Hold Person** - Holds one person helpless for 1 round/level.
1. **Invisibility** - Subject is invisible for 10 min./level or until it attacks.
1. **Suggestion** - Compels subject to follow stated course of action.

Not Known

1. **Animal Trance** - Fascinates 2d6 HD of animals.
1. **Blur** - Attacks miss subject 20% of the time.
1. **Bull's Strength** - Subject gains 1d4+1 Str for 1 hr./level.
1. **Cat's Grace** - Subject gains 1d4+1 Dex for 1 hr./level.
1. **Cure Moderate Wounds** - Cures 2d8 +1/level damage (max +10).
1. **Darkness** - 20-ft. radius of supernatural darkness.
1. **Daylight** - 60-ft. radius of bright light.
1. **Delay Poison** - Stops poison from harming subject for 1 hour/level.
1. **Detect Thoughts** - Allows "listening" to surface thoughts.
1. **Enthrall** - Captivates all within 100 ft. + 10 ft./level.
1. **Glitterdust** - Blinds creatures, outlines invisible creatures.
1. **Hypnotic Pattern** - Fascinates 2d4+1 HD/level of creatures.
1. **Levitate** - Subject moves up and down at your direction.

1. **Locate Object** - Senses direction toward object (specific or type).
1. **Magic Mouth** - Speaks once when triggered.
1. **Minor Image** - As silent image, plus some sound.
1. **Mirror Image** - Creates decoy duplicates of you (1d4 +1/three levels, max 8).
1. **Misdirection** - Misleads divinations for one creature or object.
1. **Obscure Object** - Masks object against divination.
1. **Pyrotechnics** - Turns fire into blinding light or choking smoke.
1. **Silence** - Negates sound in 15-ft. radius.
1. **Scare** - Panics creatures up to 5 HD (15-ft. radius).
1. **See Invisibility** - Reveals invisible creatures or objects.
1. **Shatter** - Sonic vibration damages objects or crystalline creatures.
1. **Sound Burst** - Deals 1d8 sonic damage to subjects; may stun them.
1. **Summon Monster II** - Calls outsider to fight for you.
1. **Summon Swarm** - Summons swarm of small crawling or flying creatures.
1. **Tasha's Hideous Laughter** - Subject loses actions for 1d3 rounds.
1. **Tongues** - Speak any language.
1. **Undetectable Alignment** - Conceals alignment for 24 hours.
1. **Whispering Wind** - Sends a short message one mile/level.



History

Elendil has spent his life on the streets of Aquila and Jasri, moving from one to the other when trouble found him...which it always did. He showed a natural bent towards magic involving trickery, shadows and illusions, but perhaps only because he practiced those arts the most. Money finds Elendil easily yet leaves him just as quickly. He has purchased time with some of the most preeminent wizards, archers and swordsmen to hone his skills.

Elendil has many street contacts in Aquila. One such contact is a beggar named Jakes, who always comes up with the best filth. Elendil frequents the Star of Selene, a tavern in Aquila. The bartender/owner is named Finnabar Folen; she always has a few good stories.

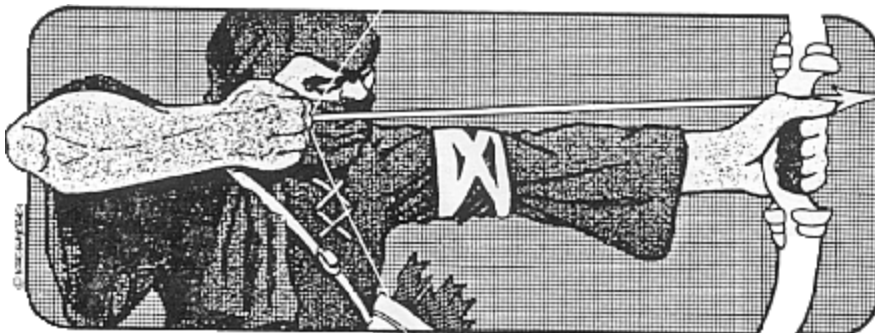
Elendil owes a 100 cr debt to Rattigar, a big-necked merchant. It was through Rattigar and his manservant Jubb that Elendil fell in with a group of adventurers. Woodshadow has conveniently avoided Aquila to avoid paying back the debt.



Eluchil Aegmacar ("Iceblade")

Eluchil is a famous Aethiiri lord who hails from the great glaciers far to the north. His people rarely live so far north but like his family he has always lived there in a castle carved from the ice itself. Eluchil has pale skin, white hair and ice blue eyes, and stands nearly seven feet tall.

Eluchil is a *Dagnir Glaurunga* wyrmslayer, a hardened hunter of the ice Wyrms that plague the north. He proudly wears armor crafted from the blue scaled hide of an ice Wurm, which protects him from frost and lightning. A fearsome warrior of great strength and skill, he fights with paired sideswords, becoming a deadly whirlwind of ice and steel. However, he is also a master of air magic, able to summon the winds to protect him from arrows, or a bolt of lightning to blast foes he cannot defeat with steel.



Kinesthe Sereloth ("Redflower")

Kinesthe was an honorable Moon Elf, brave in battle and loyal to friends. He stood nearly seven feet tall, with auburn red hair and hazel eyes. He was rarely without his traveling companion Eldyr, another Moon Elf. Kinesthe was a true master of the greatbow and greatsword, and taught the arts of archery to the first Alorns.

Kinesthe was alive during the age of the great Rhi'Annost and defended his people during its fall. He fought many battles against Kurgan, trolls, and undead and vanished when he faced the dread Kurgan necromancer Mormegil ("Black Sword"). According to legend, Kinesthe carried a great bow as long as he was tall and a talking greatsword that called itself *Frhalkch*.

Maglor Liadon ("Silverfrond")

Maglor Liadon is a silent Aethiiri traveling the world with his only friends, a pride of black cats. Dressed in a simple black cloak and always wearing black boots and black gloves, he prefers to avoid strangers rather than speak with them. He is naturally distrustful, yet always seems to be paying attention to what others are saying. *"He who always speaks never listens"* purrs Maglor in a whisper. Maglor doesn't have any possessions other than a long dagger and sling, and his cat friends. *"They don't like strangers, and I've learned to trust their judgment"* says Maglor. If you could see his face under his hood, you would swear he is smiling as he says this. *"Leave them alone and they will leave you in peace"*.

Saeros Nailo ("Nightbreeze")

Saeros Nailo is his real name, above ground he goes as Maglor Liadon. He is afraid of sunlight but will never mention this to the other characters. Saeros is a light sleeper, and always surrounds himself with his 4 cats. One of these cats is Puress, his familiar. Saeros will never allow any of his cats to come to harm, and he will protect any creature from unjust harm. He believes that everyone has a right to life, and to be left alone.

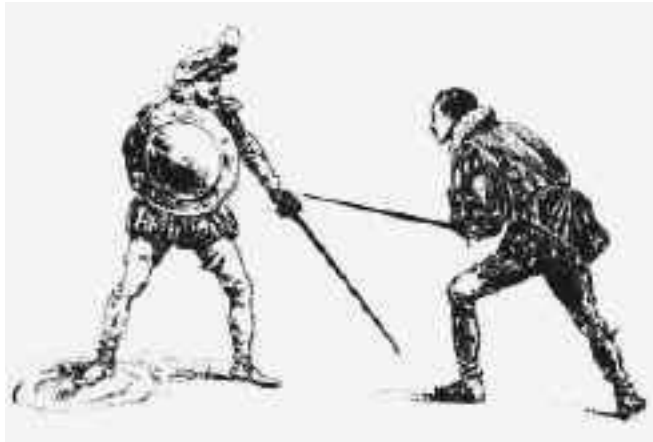
Morganese Sinlo ("Nightgray")

Morganese was an ancient Aethiiri Moon Elf who fought against the fall of Rhi'Annost. He was renowned for his power over the arts of Pyromancy and fought many battles against Kurgans, trolls, and undead. He vanished after fighting dread Kurgan necromancer Mormegil ("Black Sword").

Vardinaard'Shehn

Vardinaard was a collector of arcane Baal antiques, particularly those dealing with necromancy. Little was known of Vardinaard, save that Basharat of Si'Anwon sold him a few necromantic Baal artifacts of the dragon Anwon and the ancient crown of the Shadowlord Er'Alion. Basharat met the man once in Aqulila, a second time in the Baal capitol of Ur, and also within Si'Anwon. The man had always kept his face cowled in the manner of a "Black Wizard". Asking no questions, Basharat learned little more, but a corner of the man's cloak "somehow" got snagged on a nail. Basharat is willing to sell this memento to the highest bidder.

Given the nature of the items Vardinaard was collecting, it always seemed likely that he was also a Baal sorcerer, Baal'Shem, "Black Wizard", Necromancer, or an agent of such. Recently all this and more was confirmed--Vardinaard was a Baal'Shem of the dragon Shehn, Illythiiri lord of the Morbrethil, Necromancer, ambassador to Si'Anwon, and "Black Wizard". Vardinaard was also slain by Magebane poison on the blades of Dagor Slayers. His dabblings into the abstruse dark arts of Necromancy led to his further undoing, as his soul is trapped within the "Lanthorn Of Dark Souls". His true motives and goals remain a mystery.



Lyonese mercenaries duelling

Northmen

The Northmen are, quite simply, the people of the war-torn northern lands, such as Alorns, Avathars, Belerions, Kith, and Lyonese.

Northmen tend to be larger and more warlike than their southern cousins, the Southmarens.



Northman

Alorns (Northmen)

The bright Alorns draw from the strengths of many cultures and intermingled bloodlines. They are thought to be descended from Belerions and Lothians of the north, commingled with Rochir tribes to the south, but there are traces of Kith and even Ithilrhi blood in their ancestry as well. Their location at the center of the continent make their young kingdoms hubs for trade and culture much like Aquila, but with more restrictions and less corruption than the fabled "City of Thieves". They have a formidable force of knights renowned for their sophisticated techniques of warfare drawn from cultures all over the "Dragon Isles".

Regions

Alorns are a collection of related peoples. Kitanians rule the nation of "Kitania" but often venture into the "Rochir Plains". The vigilant Alglonds guard "Alglondor" and the half-elven Dorthons rule "Dorthonien".

Population

Alorns are very common, their agrarian lands central and populous. However, Alorns rarely travel far from home and their families.

Personality

Alorns are progressive, open-minded, and innovative, rewarding acts of bravery and initiative. They value the chivalric ideals of courage and honor, and are renowned for their military prowess. Alorns were taught the arts of archery and swordplay by the Elves, and excel in the war arts. Many distinguished orders of knighthood grace their history, the "Order of the Cruciform Sword", the "Knights of the Holy Shielding", the "Knights of the Chalice", and the "Order of the Unicorn" are but a few. Many Alorn knights aspire to be paladins, and not a few succeed.

Still, not all Alorns are knights. Alorns have a deep respect for nature, and care for horses in particular. The famous rangers of the north are Alorns trained by Eldar to watch the forests for signs of undead. They are everywhere, see all, but are rarely seen.

Alorns have had horrible experiences with most forms of magic, except natural or holy magics such as that of their religions or the beautiful song magic of the Elves. They do not tolerate witches such as Necromancers, Sorcerers, or Wizards in their lands, running them out of town or burning them as witches. Some men even hunt down and slay witches to rid the world of their stained souls. Alorn witch hunters have many tricks and tools of their trade for dealing with witches and Kurgans. Even knowledgeable Alorns are cautious when dealing with magic of unknown sources.

Physical Description

Alorns are the most common of all men, and are thus of average human height and weight (about 5'11"). They enjoy wearing their hair long to flow in the wind, but warriors tie it back out of the way. Alorns favor helms with streaming tassels and pennants that fly in the wind on a galloping horse. Yeomen dress in soft hides of deer and elk, while nobles wear fine, richly dyed and embroidered cloth.

Relations

The Alorns forged a long-standing ancestral ties and true friendship with the Southmarens, Dwur, Karrocks, and Elves. Trade and even intermarriage is common and makes the union even stronger. Some Alorns have even intermarried with Elves, and have Elven blood flowing within their veins.

The Alorns are on friendly kinsman-like terms with the Kith as well, but find them brutish and crude. Preferring peace, the Alorns often act as negotiators and messengers between warring Kithocs. Only the Rochir Alorns have been known to trade with the cruel Alu.

Alorns and Avathar tribes had warred for generations even before the Kurgans claimed the Avathar lands and people. The conflict will likely never stop due to the immortal vampire lords who rule Nan-Avathar. Alorns despise Avathars and especially Kurgans even more than they do black wizards or dark priests, and will rarely suffer one to live.

Lands

Alorns dwell in high-walled, well-defended towns and cities along the Southeastern coasts of the Dragon Sea. The lands are parceled out in a feudal patchwork, with each lord responsible for maintenance of defensive works and a muster of armed and armored knights.

Religion

Alorns have a deep respect for nature, revering the gods of wind, water, grass, and horses. In ancient times, some Alornean women who had the gift become healers and medicine-women, and each tribe had a circle of wise-woman called the "Hichana", who spoke for the tribe concerning all things unrelated to war or the hunt. Hichana are still common in Rochir tribes, but are more rare in more northern Alorn lands, usually living quietly as hermits or apothecaries. Hichana keep oratory histories of their people, and have knowledge of nature and healing that many call supernatural.

Alorns greatly value peace, even if it is fleeting, and most Alorns worship the Avatara. Many Dorthons worship the Elven Menelion. Alorns have dozens of knightly orders, each with their own beliefs and tenants. One of the most famous is the "Knights of the Eternal Light", zealous

crusaders who seek to for every destroy the vampiric Kurgans and other forces of evil, such as wizards and acolytes of dark gods.

History

The Alorns are descendants of a Rochir tribe of horsemen who wandered north of the "Rochir Plains". Settling in the rich valley, the Kitanian tribe formed the nation of Kitania. They established close ties with their neighbors, the Harnendorians, and the Alorn coast became a favored destination for Harnendorian nobles.

The Alorn-Harnendorian military alliance was formed to combat the Goblins to the south and the vampiric Kurgans to the North of both kingdoms. The Alorns served as speeded couriers, scouts, and light cavalry to strike advance formations of Goblins or supply trains. Hit-and-run skirmish tactics learned from the Rochir were also very successful in harassing the enemy's flanks in open battle. The Alorns learned the secrets of heavy plate from the Kurgans, and over time they developed heavy cavalry to further augment the Harnendorian phalanxes in larger battles. The combined force of arms was enough to defend the Harnendorian and Alorn borders against the vampiric forces of Nan-Avathar through the Vampire Wars. They succeeded in fending off the Goblins of the south of Harnendor for many years, but year after year the mighty empire of Harnendor lost ground. Only the capital has been saved to this day.

Language

Alorns speak a mixture of Northmen and Southmaren, and nobles often feign Eldarin.

Names

Alorns take names from their ancestry--most often [Belerion Names](#) or [Lothian Names](#). However, some Alorns take [Kith names](#), Dorthons often take [Eldar names](#), while Rochir and Kitanians often take [Southmaren names](#).

Equipment

Alorns are skilled fighters on foot or a horse, and have developed advanced armor, weapons, and fighting techniques through the trials of battle against Kurgans, Goblins and the undead hordes of Forandol. Various kingdoms of Alorns have different fighting styles unique to their terrain and local foes, but typically prefer heavy arms and armor well-suited to large-scale warfare, such as chainmail, kite shields, broadswords, lances, and longbows. Armor is common, with every warrior owning at least a full suit of chainmail, and nobles often owning a rare suit of plate armor.

Alorn-bred horses are highly regarded and sought after as the finest riding and war horses money can buy. While experts at mounted combat, many Alornean cavalry techniques also have applications on foot. No Alornean gentleman would be seen without a broadsword on his hip, and most are expert at its use. This long sword can be used to make heavy cuts while charging on horseback, and double cuts or piercing gashes on foot.

In the rocky, mountainous north of Alglondor horses provide little advantage, so Alglonds prefer to dismount and fight on foot. They field vast armies of pikemen and longbowmen, but Alglonds knights are the most famous for wielding enormous zweihander swords, smashing through waves of bloody Kurgans or walking corpses.

Southern Rochir favor light horseman's weapons like spears, sabers, small axes, and short composite bows. While the Rochir craft exquisite composite short bows, metal is rare on the plains and weapons of forged steel are generally traded from city-dwelling Alorns or taken from

enemies. The Rochir also make a rare variety of studded leather armor that uses bones instead of metal. Tribal wise women also trade various medicinal herbs, poultices and potions.

Adventurers

Alorns are brave explorers who are undeterred by danger, particularly when facing evil or while riches or honor are at stake.

Getting Into Character

Many generations of your ancestors have withstood the armies of darkness with strength and honor. Many soldiers died as mere lads, but all met their fate with determination, standing strong and true. You are a proud patriot--do your duty defending your nation so that their deaths were not in vain, and do not disgrace their memories by bringing dishonor upon your house. Be courageous, never flinching wavering even when your death is at hand, but do not throw away your life needlessly. Speak in a loud, clear, commanding voice that will be heard and obeyed over the din of battle. You are a man of action, so let your actions be your voice.

Quotes

Strength and Honor!

Hold the line men!

Always see everything -- Northern Ranger motto

Stone trees defeat stone beast. Amber heart blinds topaz gaze. -- Hichana wisdom

Black is the snake that takes away sight. Blue is the flower that dawns first light. -- Hichana wisdom

"He who flees counts each foe twice.

"He who fights with monsters should look to it that he himself does not become a monster. And when you gaze long into an abyss the abyss also gazes into you."

Alglonds (Alorns of Alglondor)

The northern Alorns of Alglondor have a rich tradition of knightly chivalry, courage and altruistic self-sacrifice in the defense of the other realms. They see themselves as the last bastion against the dread vampiric Kurgans and the undead hordes of Sepulchre. In the rocky, mountainous north and high-walled strongholds horses provide little advantage, so Alglonds prefer to dismount and fight on foot. They field vast armies of pikemen and longbowmen, but Alglonds knights are the most famous for wielding enormous zweihander swords, smashing through waves of bloody Kurgans or walking corpses. Most Alglonds worship Sharheen, the lady of swords, or Pyrose, god of fire.

Alglond Names

Male names -- Ablabius, Achila, Agila, Agiwulf, Agriwulf, Aidoingus, Aithanarid, Alaric, Alatheus, Alaviv, Alica, Aligern, Alla, Amal, Amalaric, Ammius, Anagastes, Andagis, Anianus, Ansila, Ansis, Aoric, Apahida, Ardabur, Ardaric, Argaith, Ariaric, Arimir, Arius, Arnegliscus, Arvandus, Asbad, Aspar, Ataulf, Ataulph, Athalaric, Athanagild, Athanaric, Atharid, Athaulf, Babai, Badua,

Baduila, Baza, Berig, Berimud, Berimund, Bessa, Bessas, Bessi, Beuca, Beucad, Bigelis, Bilimer, Borani, Braga, Brandila, Candac, Cannabas, Cannabaudes, Cethegus, Chindasuinth, Cniva, Cnivida, Colias, Crocus, Cunigast, Cunimund, Cyrila, Dubius, Duda, Ebermud, Eberwolf, Ebrimud, Edica, Eraric, Eriulf, Ermanaric, Ermelandus, Ervig, Euric, Eutharic, Farnobius, Fastida, Feletheus, Feva, Filimer, Flaccitheus, Fravitta, Fredegar, Fretela, Frideric, Fridigern, Frigeridus, Frithila, Fritigern, Gadaric, Gainas, Gaiseric, Galindo, Galindus, Gaut, Gauterit, Geberic, Gelimer, Gento, Gerung, Gesalec, Gesimund, Getica, Goar, Goddas, Godegisel, Godigisclus, Goiaricus, Gouththas, Gundehar, Gundiok, Gundobad, Gunteric, Gunthigis, Gutthikas, Hadubrand, Heldebald, Heldefredus, Heribrand, Hermangild, Hermenigild, Herminafrid, Hernegliscus, Hildebad, Hildebrand, Hilderic, Hilderith, Himnerith, Hisarna, Hulmul, Huml, Huneric, Hunigild, Hunimund, Hunulf, Hunumund, Ibba, Ildebad, Inna, Irnfried, Jordanes, Lagariman, Lampridius, Leovigild, Leuvibild, Livila, Marcomir, Modaharius, Modares, Munderic, Mundo, Namatius, Naulabates, Nidada, Niketas, Odoin, Odotheus, Odovacar, Ostrogotha, Osuin, Ovida, Patza, Radagaisus, Rausimod, Recared, Reccared, Recceswinth, Rechiar, Rechimund, Recitach, Rekitach, Remismund, Respa, Retemeris, Rhima, Ricimer, Rictiovarus, Rikiar, Roderic, Rodolf, Roduulf, Rudesind, Saba, Sadagares, Safrax, Salla, Sangiban, Sansalas, Saphrax, Sarus, Segeric, Selenas, Shapur, Sidimund, Sigeric, Sigesar, Sigibald, Sigismund, Sigisvult, Sindila, Sisbert, Sisebut, Sisenand, Soas, Suatrius, Sueridus, Sumericus, Sunnia, Tanais, Tanca, Teias, Teja, Tharuaro, Thela, Theodahad, Theodehad, Theodemer, Theoderic, Theoderid, Theodoric, Theodulf, Theudegisel, Theudegisklos, Theudis, Thidrek, Thiudimir, Thorismud, Thorismund, Thrasamund, Thrasaric, Thraustila, Totila, Tribigild, Tufa, Tuluin, Ulfilas, Unigild, Unila, Unimund, Uraias, Valamer, Valamir, Valaravans, Valia, Vandalarius, Vandil, Veduco, Vetericus, Vetrano, Videric, Vidigoia, Vidimir, Viliaris, Vinitharius, Visimar, Vithimiris, Vithmiris, Vitigis, Vittamar, Vultuulf, Wala, Walahmar, Wallia, Wamba, Wella, Winguric, Witige, Wittigis, Wittiza

Female names -- Amalasuinth, Amalberga, Amalfrida, Areagne, Chlotsuintha, Ereleuva, Erelieva, Gaatha, Giso, Glismoda, Gudeliva, Helchen, Hunila, Kriemhild, Matasuntha, Ostrogotho, Sunigilda, Sunilda, Theodananda, Thiudigotho, Vadamerca, Valdamerca, Wilgefortis

Alhanians (Alorns of Alahan)

The "Lions of Alhania" are descended from Tuscaer Kith and Alglond Alorns. Alhanians dwell East of Alglondor, on the border of Alorn and Kith lands, and are strong allies with both neighbors. Alhanians speak Northman, and worship Pyrose and the Kornun with equal zeal.

Alhanian Names

Male names -- Adaloald, Adelchis, Agilof, Agilulf, Ahthari, Aimeric, Aistulf, Alahis, Alboin, Alo, Anselm, Ansprand, Ardoin, Arial, Aribert, Arichis, Arioald, Aripert, Artavasdas, Audoin, Authari, Berin, Bernard, Birinus, Cleph, Curincpert, Daufari, Daufar, Erchinoald, Erlembald, Faroald,

Flodoard, Garibald, Gisulf, Godepert, Grimoald, Gumpert, Gundo, Gundoald, Hermenfred, Hildigis, Hilmagis, Hrodgaud, Irnerius, Laiamicho, Lamissio, Lando, Liutbald, Liutpert, Liutprand, Liutward, Maginulf, Odoin, Pandulf, Papias, Perctarit, Poppo, Radoald, Raginpert, Ratchis, Reccared, Romuald, Rotari, Rothari, Saxo, Sigibuld, Sinibaldo, Taino, Theodo, Theotpert, Theudoald, Trasimondo, Unigild, Vacho, Waco, Waimar, Waldipert
Female names -- Geretrudis, Gundiperga, Hermelinda, Rodelinda, Rosamund, Marozia



A Dorthon Taurithren (ranger)

Dorthons (half-eldar of Dorthonien)

The southeastern quadrant of Alornea is covered by the vast, ancient forest of Dorthonien. Many Ithilrhi took up refuge there in ancient times, and as Alorns came to the region the two cultures gradually blended into the Dorthons. The Dorthons have commingled Alorn and Ithilrhi bloodlines, and as a result have longer lifespans of most Alorns and sometimes show traces in their facial features. Despite this, Alorns see the Dorthons as full kin and have close relationships and open trade.

Most Dorthons dwell in the river and coastal cities nestled into and around the great forest of Dorthonien. However, a great many Dorthons follow the old ways of the Taurithren rangers and wander the forest, which can take months to cross. Most Dorthons worship Lunara, goddess of the moons, or Mrmym, lord of the skies.

Taurithren (Dorthon Rangers)

Taurithren (lit. "forest wardens"), are Dorthon rangers who guard the western forests of Dorthonien from evil much as the Alglonds guard the Shieldlands. Their wood lore is unparalleled except by their Ithilrhi tutors.

gallery: Dorthons

Kitanians (Southern Alorns)

The southern Alorns of Kitania ("Kitanians") are a young people bonded by optimistic nationalism and idealistic honor. Their young nation rules open coastal plains where cavalry provides a distinct advantage. Their horses are highly regarded and sought after as the finest riding and war horses money can buy. Kitanians favor Norman cavalry weapons such as chainmail, kite shields, broadswords, lances, and longbows. While experts at mounted combat, many Kitanian cavalry techniques also have applications on foot. No Kitanian gentleman would be seen without a broadsword on his hip, and most are expert at its use. This long sword can be used to make heavy cuts while charging on horseback, and double cuts or piercing gashes on foot. Most Kitanians are moderates where religion is considered, worshiping Lunara, goddess of the moons, or Mrmym, lord of the sky.

Order of the Cruciform Sword

The Order of the Cruciform Sword is an ancient order of Alorns who have pledged their lives to fight black wizards and Kaeden. In recent years the Order has opened its arms to other races, although it operates largely in secret. The Paladins hold the freshly cut laurel wreath and the ancient Tree of Life as symbols of purity and honor. Their single-minded devotion to training and pure deeds are so great it is said that no man can defeat one of these Paladins in single combat. Their selfless devotion to duty and their code of honor sets the example for others to resist the corruption of the Kaeden.

These Paladins subscribe to two codes, the Oath and the Codex. The Oath is simply "My Honor is my life", symbolized by the freshly cut laurel wreath that must be renewed daily. To a Paladin, honor is everything, and discipline and adherence to the Codex determines honor. The Codex is more complex, an extensive set of laws that is many volumes in length. The spirit of the Codex involves concepts dealing with Loyalty, Courage, and Justice. The Codex is symbolized by the ancient, unyieldingly pure Tree of Life, a pure white tree that grows only in their sacred shrines. "Loyalty is a treasure valued only when it is justly given, one's word is one's honor. Courage is sacrifice to the ideals of honor, especially facing evil without concern for personal suffrage and defending the weak. It is just to be compassionate on the less fortunate, to sacrifice one's life for others, and to see that no life is wasted or sacrificed in vain. Personal glory and riches can cause one to lose sight of the Oath and should be avoided. Fight

for justice without regard for personal safety or comfort, never submit to any evil foe, and be willing to sacrifice all in the name of honor."

gallery: Alorns



Avathar

Avathars

Avathars are a beautiful, dark and deadly people. Descendants of the Lothians, the Avathars stand tall and strong, but also move with supernatural grade. Their fine features give voice to the stolen Ithilrhi blood in their lineage.

Since the dawn of their kind, the Avathar have shown a devotion to Necroalchemy and Blood Magic, stealing energy from both the living and the dead. Due to the Avathar penchant for conquest, this was a frequent necessity for their armies. Their alchemists and metalworkers are as talented as the Baal, and the Avathar are renowned for constructing powerful elixirs and cunning devices to aid them in battle. Avathars are universally feared and hated by other races for good cause, but most feared are the Avathar Kurgans who have mastered blood magic and serve as acolytes to the dread Vampire Lords.

While their stolen bloodlines make them strong, they have also cursed the Avathars to continually dwell in the shadows. Avathars hate the sun and must stay cloaked or masked to protect themselves from its searing rays, which seem to seek to purge the land of their kind. They seek lands that are perpetually cloaked with cloud, fog, or other shadows, trapped by tall crags or deep ravines. Dwelling in the shadows without light, Avathars are often born the color

of death or darkness. Some are albinos with pallid skin, white hair, and hellish red eyes, while others are ebon-skinned and dark as night, but their features are fine and give strong voice to the Ithilrhi blood in their lineage. Due to these and other traits, Avathars are widely believed to be a form of demi-vampire.

Regions

Avathars prefer to dwell in shadowy valleys, subterranean cities and deep, dense forests that let little light pass between their interwoven boughs. They most commonly dwell in Nan-Avathar or the subterranean city of Athan Zakil. Avathars can also be found in smoke-choked cities such as Aquila or Dagore, or in deserted ruins such as Nanelmogth or Rhi'Annon. Many Avathars labor to build dark shrines and recover lost treasures in Sepulchre, and some dream of rediscovering the ruins of the Necroalchemical Empire Of Arh'Tolth deep in the Vokrazum jungles.

Population

Avathars are commonly found in all lands but those of their enemies such as the Alorns.

Personality

Avathars are cunning, cruel, and patient, making them deadly adversaries. They nurse grudges and feuds for generations, until the hatred festers and ripens like blood wine. Vengeance-taking is seen as highly honorable--the more elaborately done and surprising to the offender, the more admirable the act of revenge becomes. Cloaked in shadow, Avathars move in silence and secrecy, patiently spinning webs of intrigue for years, finally striking and vanishing back into darkness.

Avathars live supernaturally long lives through the use of alchemy and necromancy, which they use to master many eerie musical instruments, magic arts, and the war arts of flail and crossbow. Avathars excel at making things beautiful yet cruel, such as Gothic weapons and poisons masked as perfumes. Some Avathars engage in rituals of dark alchemy to augment their own flesh, blood, and spirit.

Physical Description

Avathars stand tall and strong as Kith warriors but are much like dark Ithilrhi, being fair to look upon, moving with supernatural grace, and possessing fearsome strength. They are a beautiful, deadly people. Dwelling in the shadows without light, Avathars are often born the color of death or darkness. Some are albinos with pallid skin, white hair, and hellish red eyes, while others are ebon-skinned and dark as night, but their features are fine and hint at traces of Ithilrhi blood in their lineage.

Most Avathars are descendants of the ancient Lothians, warlike northmen who dwelled in Nan-Avathar and Lyonesse long before the coming of the Vampire Lords. The older Lothian culture has been replaced with the Avathar culture, but the physical similarities are still unmistakable.

Since the coming of the Vampire Lords, the Avathar have been a race of demi-vampires, stealing life and blood from others, and have slightly elongated fangs for this purpose. However, rather than merely providing sustenance, the blood improves their genetic stock by passing advantageous traits down to successive generations. Over time, the Avathars developed dark alchemical processes to allow an Avathar to gain the benefits himself or add them to the bloodline of an entire clan. Most Avathars carry a few syringes to draw forth the lifeblood of fallen foes to offer to their dark alchemists. These breeding experiments have led to a few

tragedies, but for the most part they are successful and have resulted in an extremely strong, vital race of warrior vampires. Ithilrhi blood has always been the most prized.

Through stolen blood Avathars have become a varied and eclectic species, and some are not true albinos, particularly those who have Baal or exotic bloodlines. Some Avathar clans have dabbled with other gene stock such as scorpions and spiders, resulting in natural weaponry like pincers and venomous stings. Many Avathar fighters not gifted in this way imitate these features by adding stylized spikes and blades to their armor.

The Avathar fashion dictates dramatic, flowing, cowed robes, and high-collared cloaks intended to protect from the searing sun and veil the wearer from sight. Bright sunlight will blind or even scorch them like flame, so many Avathars wear cowls, masks or even goggles when invading foreign lands. Even in their homeland they must take steps to protect themselves from the choking ash clouds spewed forth from volcanoes. Wide-brimmed hats and masks are worn to filter out noxious gases from the volcanic regions of Sepulchre and Nan-Avathar. Their mineral-rich volcanic land produces many colorful dyes, and while charcoal is the most practical hue the more wealthy Avathars dress with splendor. They wear riches from years of conquest, and supple fabrics like fine wool and velvet are richly embroidered with thread of silver or gold, and inlaid with gemstones. Even the normally ebon-colored Adamant metal can be given color by the introduction of various minerals in the fires of the forge.

Relations

Many view Avathars as a scourge upon both the living and the dead. A warlike race with traditions of dark necromancy and blood magic, Avathars are greatly feared by all their neighbors, particularly the Alorns.

Lands

Avathar lands are perpetually cloaked with cloud and fog trapped by the tall crags surrounding their mountain valleys. Peasants live in small mountain villages and raise large numbers of sheep, mountain goats, and swine. Each village is independent and the people rarely meet. Avathars make their home in the lee of the sheltering crags, sometimes even tunneling into and up the cliff face. Some Avathars have migrated away from the craggy valleys of Nan-Avathar to other lands, where they usually dwell in dark subterranean cities and deep, dense forests that let little light pass between their interwoven boughs.

Religion

Avathars frequently worship the Duirgurth, gods of the many "deaths". The greatest is Kurg, the god of bloody battle, and the most devout of worshipers call themselves "Kurgans". Avathars serve the ancient Vampire Lords with great zeal, for the coming of the Vampire Lords to lead the Avathars to conquest was foretold in the oldest Avathar prophecies. The Vampire Lords have also ordered the construction of temples in Sepulchre consecrated to the Duirgurth. These tiered, inverted stone ziggurats are built by the hands of the dead and decorated with defeated foes. Some say with great forboding that the Vampire Lords are building the temples to channel and control the energies of Sepulchre, such as the Wells of Life and the spirits of fallen Ithilrhi warriors.

Organizations

Royal Avathar Guild of Alchemists -- This is an officially sanctioned guild of professional alchemists, chemists, interrogators, and surgeons.

Royal Avathar Society of Slayers -- The "Slayers" are under royal decree to operate under extreme precision, only killing the intended target, and follow this code with a great deal of pride. In normal operation a Avathar nobleman can take out a contract on anyone he likes, paying the Slayers his fee and providing papers vouching for the correctness and necessity of the killing. This absolves the Slayers from responsibility should the target prove to be innocent. Slayers who use their skills for murder rather than sanctioned killings are dishonorably ejected from the guild. This practice is also common in Aquila due to its sensibility. In Aquila, Nobles can also purchase the right to be notified should any take out contracts against them, and buy back such contracts. The price is usually a few hundred crowns per year, but could be higher for more popular targets.

Royal Avathar Society of Scourges -- Avathars breed trolls for use in their armies and for alchemical experiments into the mysteries of longevity, healing and regeneration. The Avathar "Scourges" are tasked with managing the troll pits, keeping the trolls in line, breeding efficiently, and training them for war. Scourges wear protective spiked armor and carry burning troll goads.

History

- "The Necroalchemical Empire of Arh'Tolth":sid?030AlchEmpire

Equipment

Avathars excel at making things beautiful yet cruel, such as weapons and poisons. Since ancient times they have been talented in Alchemy and metallurgy, their most skilled Avathar smiths meld both arts to forge armor and weapons of Adamant in the depths of volcanoes. Avathar soldiers favor ornate, Gothic weapons such as flanged maces, flails with skull-shaped heads, pikes, halberds and heavy executioner's swords. Heavy plate armor is favored, and Avathars have advanced forms of fluted full plate armor.

Avathars are talented Alchemists and poisoners, brewing powerful elixirs to aid them in battle or prolong their lives. Some potions aid the drinker, granting strength or health, while others are applied to weapons or puffs of ash to poison their foes. Avathars have developed many inventions, mainly to aid in war and torture, but also in their lives as well. They have a wide variety of masks and protective clothing that they wear to shield themselves from toxic ash of their homeland, and the bright sun of other lands. Avathars are talented glassblowers, and marvels such as spyglasses and goggles of tinted glass are common in Avathars who take their campaigns of war abroad.

Perhaps as an extension to Alchemy, many Avathars study the venerable arts of Necromancy, researching the means to extend their own lives and control the unliving. They often construct talismans or amulets that aid in the control of the living dead, particularly those dead created to serve as laborers and slaves.

Adventurers

Avathars are feared or even hated by their neighboring races. They receive a chill welcome in cities outside their land, so it is natural for them to band together with fellow outcasts like adventurers. Avathars who are outcast from their society or repent from their cruel ways often take up adventuring. More often, outcast Avathars lead a lonely life.

Getting Into Character

You come from an ancient line of eldritch warriors proven to be brilliant, warriors, innovators, strategists, craftsmen, and necromancers. Your ancestry is filled with deeds of valor and

dominion over lesser beings. Your culture is rich with invention, conquest, and power--humans in contrast seem dirty, unrefined, and only a notch above animals. At times the lust for blood, slaughter, and vengeance is overwhelming, and can only be satiated through battle. Carry sharp weapons that shed copious amounts of blood.

Quotes

Come and taste the poison of my blade!

You greatly desire to escape from us, but our poison already flows through your veins!

We are more than human...

I am the death you cannot see.



Blood Scorpion

Baal'Gharros (Blood Scorpions)

Baal'Gharros, more commonly called Blood Scorpions, are monks who study dark martial arts mingled with Blood Alchemy. The infamous monastery of Val'Negra, ruled by the "Blood Witches

of Sa'Saris":sid?BloodWitches, is known to train Blood Scorpions, and their sting is well known by the soldiers of Alglondor. However, tales of the scorpions and the fear they strike into foes point back into antiquity, and not only in the north. Baal'Gharros literally means "scorpion daemon" in the old Baal tongue. Many sages theorize that these abominations were originally created by the alchemists of Arh'Tolth far to the southeast by combining bloodlines of Baal and giant desert scorpions, or from some source deep within the Vokrazum jungles.

Unlike most monks who become deadly with their natural fists, Blood Scorpions are also armed with insect-like pincers, stings, and protective carapaces that have been grafted on their bodies or bred into their through the dark arts of Blood Alchemy. They are also renowned for their monastic discipline and skill with enormous glaives. Similar to Kurgans, these warriors are bred over generations to towering height, often standing 7 feet in height and weighing 300 pounds or more. Unlike the other Avathar armies, Blood Scorpions are only lightly armored and travel with insectoid nimbleness at great speed.

Legends: Blood Scorpion

"Legends":sid?legends : life 9, AC 4, LP 40

- monk +3 (MARTIAL ARTIST)
- blood scorpion +2 (DEADLY STRIKE: glaive, pincers, and sting)
- towering height +2 ("BEAST":article?BEAST : armor and pincer appendage)
- tough carapace +2 (NATURAL ARMOR)
- insectoid quickness +2 ("EVASION":sid?evasion)
- great speed +2 ("MOBILITY":sid?mobility)
- insect sting +2 (POISON STRIKE : sting appendage)
- Avathar +2
- monastic discipline +1
- jungle survival +1
- insectoid appearance -2
- monastic vows -2

Actions:

- glaive attack (ranks 7, damage 8)
- pincer attack (ranks 7, damage 7 + option for martial strike +3 damage)
- sting attack (ranks 7, damage 5 + poison 2 + option for martial strike +3 damage)
- full dodge (ranks 7 + evasion 2)
- full move (ranks 7 + mobility 2)

gallery: Blood Scorpions



Drow (Baal Avathars)

Drow are Avathars with Baal blood in their ancestry. Some Drow have actually stolen their Baal blood. Their quest for longevity and arcane power led them to draw tainted energies from places such as the "Battle Plain of Sepulchre" and the dark forests of Tir'Na'Noth--places ripe with fallen Baal souls. The Drow used dark rites to steal fallen Baal souls and assimilate them into their bloodline. However, the Baal souls of Sepulchre were corrupted, staining their skin and souls even darker with Necromancy and Kaeden taint.

Drow commonly worship Tark, god of treachery, deception, assassins and spiders. Tark may have taught them how to steal Baal souls, or perhaps tricked them into doing so.

Drow have a physical appearance similar to both Baal--grayish or nearly black, dusky skin, and their hair like spun silver or moonlight. They seem to fade in light and blend with the shadows, and are said to eventually become half-shadow, their eyes turning dark. However, they have the magic of their ancient bloodline and have been known to infiltrate other societies in many guises.

Some say they are the same as Illythiiri, another race of so-called Dark Eldar, and it is rumored that the Kaeden taint in their bloodline causes some to degenerate into Illythiiri. The Drow are of a mind to encourage any rumors, disinformation or speculation that spreads fear of their kindred, a craft Tark has taught to them well.



Kurgans (Demi-Vampires)

Whether through birth or infection, Avathars have been gifted with the "Blessing of Kurg", transforming them into demi-vampires and filling them with a lust for blood and slaughter, the rites of worship for the god Kurg. Although any humanoid race can become Kurgans, the vast majority are Avathars. Kurgans are not wholly undead, but are similar enough to be mistaken for Vampires by common folk. The dire "Vampire Wars" are largely named so for the large numbers of Kurgans that attacked the Alorn nations.

Life in the Shadows

We who have lived in the shadows so long do not fear the light. It is like a lovers kiss. Cruel and capricious while holding despair at bay.

We walk the earth under a dark sky like alabaster effigies brought to life by a malicious god.

We are Kurgan and though the powers of heaven and earth oppose us we will not die.

Nan'Avathar is the home to our race. In its dark forests and shrouded mountains our barbarian fore bearers hunted and gathered while the first races built gossamer citadels and great cities.

We developed as a race but it is not until after their fall that our story begins.

In the beginning we were nothing. Then came the thirteen kings from beneath the earth. They offered great power to those who would join them and death to those who would not. Many died.

Those who survived went into the earth and made a pact. Fewer still returned but they were

filled with a dark power. These few gathered others to their cause and our crusade washed over the earth. Those who were the most cunning survived and came again to our homeland to rebuild with the plunder and slaves they had taken. These survivors were the founders of the great houses that rule there to this day. These were men who ruled not by right of birth but by might and cunning. Though we may not match our enemies in number we are more skilled and cunning than our enemies. We will stop at nothing to achieve our goals no matter the cost.

Nisi (Alu Avathars)

The Nisi are descendants of the Alu and Avathars, although many claim that the Alu bloodline was stolen through Necroalchemy.

One offshoot of the Nisi are the Drisi serpent men.



Drisi (serpentine Nisi)

The Drisi are an ancient people of serpent-worshippers, renowned for their vile evil. Until recently they were thought to be extinct, but have cropped just after the Burning of Ashenrise.

Very little is known about the Drisi. Historical accounts of the Drisi are very rare, and also inconsistent. Some describe relatively normal-looking people with serpent-like features, while at the other end of the spectrum is more like snakes with arms.

All accounts agree that the Drisi were serpent or serpentine-dragon worshippers who had at least a partial Alu (specifically Nisi) bloodline. Scholars have unearthed temples and shrines to forgotten gods such as Yigg, Hypsiglena, Vylotus, and others that do not appear to have had names. Perhaps some of their gods were fallen dragons who were turned into Wyrms, or even Kha'din-tainted dragons. Legends say that the Drisi are the children of Hypsiglena, who hatched them from eggs.

In their era the Drisi had built extensively and even traveled the Dragon's Teeth, which they had named the "Serpent's Teeth". The present-day city of Ashenrise is built on the ruins of many previous cities, apparently including the long-forgotten city of Kalla'Drisi.

Legends describe the Drisi as one of the most wicked civilizations in the history of Ambar, and enslaved numerous other peoples until they were hunted down and stamped out by the Baal or Alu. Some of the Baal gods, such as Hruul the "Serpent Breaker", have legends associated with their battles against evil serpents, which may have been the Drisi. This all happens long, long ago, and the Drisi have no remaining civilizations on Ambar. However, some Avatars traditions (such as worship of Hypsiglena) indicate that some of the Drisi bloodline may yet survive. If many do exist they must surely be hidden away, for they do not openly walk the world.

Skorzie (spring golem)

Mechalchemical golems that resemble suits of armor.

Powered by coiled orichalcum springs. Can fight for a brief time at full intensity until the energy is expended. Animated by a soul fragment, which can recharge/recoil the springs at a rate dependent on the power of the soul.

Shadow Rose

It is said that after the war of curses she when the lady of the moon had led her people to safety she walked the world to see the destruction wrought by her fall from grace. For an eon she walked and knew sorrow at the destruction brought upon the creatures of the world. In a cold dark corner of the world she finally stooped to rest overcome by despair. She wept for the

suffering caused by the birth of her daughters. Silently her ghostly tears slid down her cheek and onto the blighted earth. There she stayed until all of her children had left the sky and then she lifted her weary frame and vanished into the coming dawn.

Under the light of the moons the earth, where those celestial tears fell, she gave birth to a rose--seedling of a gods sorrow.

The world changed and it so happened that the land where those tears dropped fell into shadow. The sun no longer shined on the earth in this place but the rose grew none the less. Its roots fed on the hope of a better tomorrow.

It was bound to happen. Someone came upon the valley where the rose grew and saw the beauty that dwelt within. They plucked a flower and the tale spread far and wide of a thing of light in this place of shadow.

One sought its beauty who was of darkness. He saw not beauty but power in a god's pain. He hunted up and down the vale and found it not. The impure of heart could not find its resting place. He had it brought to him by one who was pure of heart. The woman would not see the children of a land put to death for the inhibition of a flower.

In the darkness of night the dark lord waited for its blooming and was rewarded with its power. He could remember nothing of the hideous crimes he had wrought or the pacts with darkness he had struck. He died a happy man on the knives of his enemies.

The rose itself cannot be seen or felt during the hour of day. At night the plant becomes substantial looking like nothing but a black rose bush with wicked thorns. When the moons are in the sky and the witching hour is at hand the rose will put forth ghostly blooms. These flowers will bring forgetfulness and surcease to those whose hearts are heavy--to ease the soul. Such is the gift of oblivion and renewal.

gallery: Avathars

Belerions

The ancient homeland of the Alorns is called Belerion, and located in the northeastern corner of greater Alornea.

Regions

Belerion is the oldest of the Alornea kingdoms, located to the northeast of greater Alornea along the eastern edge of the Forandol Mountains, bordering Hrivlyggdor.

Personality

Belerions are one of the oldest cultures on Ambar, and the forefathers of all Alorns.

Relations

The Belerions are close allies with the other Alornean kingdoms, Ithilrhi, and Kith. Although all three races tend to see things in different ways, they are united in their core beliefs and purpose.

Those who are not peaceful enough to seek alliance with the Belerions see them as a soft, rich prize that begs to be plucked. Reavers would descend upon the region in a black horde should the winds that surround Belerion fail even for a brief time.

Lands

Religion

Many Belerions revere the Avatars of the Ithilrhi, but older faiths of earth worship are also common.

The Istari are Belerion magi, powerful white sorcerers and aeromancers. Their hidden mountainous lands are said to be surrounded by sorcerous winds that keep out all intruders and dangers. Most Belerions see religion and magic as intrinsically linked, and Istari are viewed as sorcerer-priests.

History

Language

Even common-born Belerions speak both Ithilrhi and Alornean. Many also speak the Kith tongue.

Names

Belerions most often take Ithilrhi or Alornean birth names.

Equipment

Belerions are best known for its *ioun stones*, magical stones that float as do the great cairns of their land, imbuing their possessors with magic powers. Also prized are enchanted gemstones that allow the owner to see what is normally unseen, warn of danger, or augment mental prowess.

While not generally known for arms and armor, Belerion is home to an assortment of unusual weapons designed to combat sorcerers. Various gauntlet swords such as the *pata*, *manipole*, and *katar* can be strapped to the wrist, preventing the wielder from being disarmed via sorcery. In addition, the *kukri* is popular amongst those who roam the ancient forests of Belerion. Other weapons are designed to be manipulated via sorcery, hurled through the air by the power of the mind.

Adventurers

Belerion adventurers are likely seeking knowledge or information about the outside world.



Kith (Kyth, Baersarks)

Kith are rarest and grimmest of warriors feared the world over for their inhuman strength, savage tempers, and complete lack of fear. Kith cling fiercely to life in the lands of the midnight sun, which they call Hrivlyggdor. The cold mountains, tundra, forests and rivers of the north are teeming with wildlife for the hunt. The arctic weather alone can kill, but they must also share this land with foes such as the dreadful ice Wyrms. Even the Baal fear the Kith and their savage tempers.

Kith are often depicted as murderous savages naked or clad in animal skins, berserk and howling into battle, immune to weapons, and often appearing more like animals than men. However, that concept reflects not ordinary Kith warriors, but a description of a special group of fighters known as baersark or berserkers.

Regions

Kith wander the forests and plains all over Ambar, with the largest concentrations are in Dorthonien, Hrivlyggdor, and the Rochir Plains.

Personality

The Kith are a mysterious people, for their origins are lost in the meanders of a mythology in which legends and historical facts live together and mingle. The ancestors of all the human peoples of Ambar, these men continue to lead a primitive existence. Kith follow the old ways of the beasts and live in small tribes instead of great cities, scoffing at civilization, for cities make one soft and corrupt. Kornun and other totem spirits teach that honor comes from making oneself and ones allies strong, such as survival in the wilderness and a life of warfare. Kith

clans, called *Kithocs*, dwell in the harshest conditions wherever possible, either building lodges near sources of danger or living as nomads and seeking out new challenges.

Kith respect only survival, valiant deeds, and glory in battle. Wealth means little to them, except trophies for which they have paid the "blood price" by taking them by force. This drives the Kith to resolve disputes with the blade, seek out wars, or raid the fat cities. Kith consider it manly and proper to devastate homes, cut down cattle, rifle everything and take away vast hauls of booty, burn to the ground houses they had sacked, and butcher men and women indiscriminately. The taking of heads is also a Kith tradition, both for the honor which such a collection brings its owner, but given Ambar's past this is also as a way to ensure that one's foes are still dead.

Kith have a particular form of martial training in heroic feats known as the Kles, which demonstrate extraordinary capabilities in strength and dexterity. The method of training is simply to repeatedly attempt them until one learns how to focus sufficient strength and skill. Examples of the feats include the "Spurt of Speed", the "Stroke of Precision" (which involved cutting a button from a shirt with a broadsword without cutting the shirt or the man wearing it), the "Apple-Feat" (juggling nine with never more than one in the hand), the "Breath-Feat" (holding a metal apple in the air by blowing it aloft), the "Heroic Salmon Leap", the "Leap Over the Poisoned Stroke", the "Feat of the Sword-Edge", and many more. Only heroes are able to learn these feats, often facing such tests as being buried to the waist and fending off spears thrown at the testee by several other warriors, or being chased through the woods by a band of fighters and not disturbing even a single hair in an elaborate coiffure. In many cases the feats were spoken of as having been learned through supernatural means, or imparted by the Druids. Kith are a very boisterous and loud people, greeting each other with great (and sometimes even painful) enthusiasm. However, the roar of Kith in a tavern is nothing compared to their presence of Kith berserker, known as the Kornunnos. Raised by Druids and put through particularly rigorous Kles trials, these savages work themselves into furies of rage before they wade into battle, and continue to fight right even after death. Legends speak of Kith berserks who fought against impossible odds covering the battlefield with heaps of carcasses and mounds of severed heads. A wise commander does not try to control them, but simply lets them go...

Physical Description

Kith appear overall as the largest and most brutish of all northmen, standing around six to seven feet tall. They usually have exaggerated or jutting Neanderthal facial features and unkempt, dark hair. Many Kith look half-animal, or only half-man, but all are exceptionally strong, and move with animal-like grace and agility. Disdaining proper clothing, Kith wear the hides and fur of beasts that roam the steppes and forests. They adorn their hirsute bodies with woad, paints and tattoos, especially during times of war, and some even dye their hair in wild colors. Many Kith wear bone jewelry from fallen foes.

Relations

Kith are well disposed to get along with most creatures, but hate the dread frost Wyrms that roam the icy north, whom the Kith hunt and slay on sight. One Kith prophecy tells of the coming of the Ard'Rhi, the champion king who will unite their tribes and lead them to a final battle against the ice Wyrms.

Kith are more disposed toward raiding the outlying villages or hiring out as mercenaries than earning an honest living. On the other hand, they also slay a large number of ogres and beasts

that would normally pillage the same cities. In some territories, Kith are looked upon as holy men, touched by the gods, but everyone grants them a respectful, if not fearful distance. With their ferocious tempers and brutish manners they are seldom welcome in cities. They have little to offer to city-dwellers except service as mercenaries or laborers.

Lands

Most Kith hail from the cold northern mountains and forests, but many Kithocs have roamed to southern climes. Some Kithoc lead a nomadic lifestyle, either migrating with the animals they hunt, or simply seeking glorious battle. Wandering Kithocs claim no lands, but demand passage through any lands they travel, often raiding as they go and in general cutting a swath of violent upheaval. During this journey, Kith live in nomadic camps of extended families called Kithocs. Every Kithoc is ruled by its strongest and most cunning warrior, called the Kith Lord. When two Kithocs meet, they will surely fight unless there is a greater threat nearby. It is best to approach Kith (and especially Kithocs) with extreme caution.

Rarely do Kith form towns, and even then they are generally little more than lodges, greathalls, and *Caer-Dun* forts from logs and stone. Such These Kith often build a smithy and fashion iron weapons and armor.

Religion

Kith follow the "Old Faith", led in religious matters mainly by their Druids assisted by a few Hichana. The Druids often hold power and respect that exceeds the Kithoc chieftain because they represent the masculine, violent half of the totem spirits that bring up on the berserker madness. In Kith culture, the Hichana have no leadership authority. They act as assistants to the Druids in thier secret rites and play an important role in pacifying and caring for berserk Kornunnos after battle. Without the Hichana to soothe the berserkers their furies would likely cause them irreparable harm.

While the Rochir also follow this "Old Faith", they are led by a circle of Hichana rather than Druids. This has led to a decline of berserkers in favor of more balanced, wise warriors.

History

The Kith are the ancestors of all human peoples on Ambar, yet they maintain a primitive existence not far above the animals. The Druids are the keepers of their history, passing down stories and Ogham writings to successive generations of wise men. Legends say that the Kith are the descendants of Jotuns, ogres, or even wild beasts.

Language

Kith once spoke the tongues of beasts, and it is said that their Druids still do. Most Kith speak their common tongue with a growling, rumbling accent like a beast. Some instead speak the Dwur tongue. Kith are highly superstitious about writing other than the mystical Oghams of the Druids. They are forbidden to read or write even the Ogham, and will usually destroy any other writings they find. This is likely a tradition that started from a Druidic command to destroy any evil Glyphs of the "Old Ones" found on ancient stones.

Equipment

Kith are extremely primitive, often wearing furs and carving weapons made from wood, flint, and sharpened bone. The most ancient of Kith wielded flint axes, and such weapons are still used in ceremonies or given as honorable gifts. Their nomadic lifestyle and lack of respect for other folk have kept them centuries behind other folk. Rarely do Kith dwell in cities and build weapons

from iron, although they will seek trade or conquest to obtain greatswords or other large weapons of iron. Kith rarely wear armor, for they feel it separates them from their totem spirits. Hunting is a highly regarded and dangerous activity, for Kith only hunt the most deadly of beasts, such as auroch, snow beasts, great cats, and ice Wyrms. While Wurm hunting is the most honorable, ice Wurm hunting is the most profitable because all sorts of tools can be crafted from bits of dead Ice Wurm. The bones and scales these great beasts are as light and strong as steel, and can be carved in scrimshaw or Oghams of the Druids. The Kith make strong, waterproof bows from ice Wurm horn, sinew, and hair. Light, strong shields, helmets, and collars can be crafted from scales. Many Kithocs have heirloom swords carved from ice Wurm bone and inscribed with Oghams of the Druids that bless the warrior. Ice Wurm tusks make boisterous daggers or drinking horns, while ice Wurm bladders make strong, light, unpiercable sacks. Ice Wurm manes make cloaks and boots that can keep the wearer warm in even the coldest of winters. All the rest is fed to the dogs or boiled down into lamp oil.

Adventurers

Their ferocity and inclination to wander make the Kith natural adventurers. Kith living among other humans are typically manual laborers, skilled animal trainers, or brutal thugs. Frequently shunned from polite company, Kith often find acceptance and friendship among adventurers, many of who are fellow wanderers and outsiders.

Quotes

Whatever doesn't kill you makes you stronger.

Live free, die well!

If it sloshes, there isn't enough.

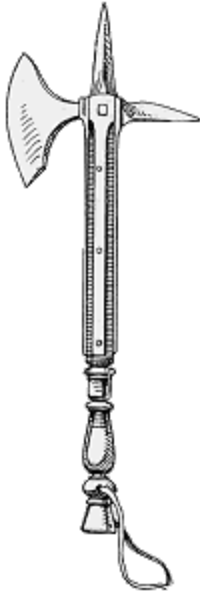
If you don't enter the lion's den, you will never capture the lion.

Pleasant to me the whistle of my thirst-maddened axe.

<i>Lo, there do I see my father.
 Lo, there do I see my mother, my sisters and my brothers.
 Lo, there do I see the line of my people back to the beginning.
 Lo, they do call to me. They bid me take my place on Asgard
 In the halls of Valhalla, Where the brave may live forever.
</i> -The 13th Warrior



Arngrim



Waraxe

Arngrim

The warrior known as Arngrim hails from the cold wastes of the north, a frigid region of lofty pines, majestic mountains, deep gorges and incredible icefalls. The only human inhabitants able to survive in the arctic climate are the Kith ice barbarian clans. Most ice barbarian clans have an ice shaman who is responsible for the health and well being of the tribe.

Arngrim is the son of the lord of the Wyrmskrol lodge, Herljorf, and the ice witch Yrsa.

Wyrmskrol is a year-round port city on the northern coasts of Ambar. It is home to a hardy breed of seafaring and warlike folk kin to the ogres of the Cold Wastes. Wyrmskrol exports large amounts of timber each year to the southern lands. North of Wyrmskrol lie the dreaded Cold Wastes of Hrivlyggdor, home of the nefarious Wurm-kin and great Linnorms.

Arngrim possesses the strength, courage, and barbaric ferocity of his father, yet the keen, cold eyes and inner strength of his mother. Herljorf is proud of his strong son, and wishes that Arngrim could be his heir instead of his older son Sigart. Knowing that Sigart is jealous of Arngrim because of his father's favor and fearing that her oldest child might take measures to ensure his ascendancy, Yrsa suggested that Arngrim travel to experience the world. His father agreed, as only the strong may rule the ice barbarians, and the travels will doubtless bring battles to hone Arngrim's skills.

Arngrim is a doughty warrior and seasoned traveler, and has prepared well. The frost can kill as quickly as a warrior's axe, so his pack is always stocked with supplies and climbing gear. His clan has garbed him in a chainmail shirt and woolen cloak, and armed him with a round shield. The clan hunters gave him a strong longbow of elk horn and quivers of arrows for hunting both beast and man. Sigart gave him a brace of throwing axes and a target shield as a token of good will (and perhaps relief to be rid of Arngrim). His father gifted him a fine poleaxe of cold-wrought

iron forged in the heart of winter and quenched in the blood of a Frost Wyrms heart. It is a true warriors blade, lacking decoration but sharp as ice. A sturdy thong secures the weapon to wrist or belt, and the "fang" pick on the reverse side can punch through armor, ice, or stone. Arngrim has named this blade *Icefang*. Arngrim has a penchant for picks, and also wields a spiked gauntlet, warhammer, lucerne hammer, and spiked round shield.

Arngrim has a latent psionic gift from his mother's bloodline. His psionic displays cause those around him to taste some of what it is like to stand on an icy crag, with chill wind blowing and howling all around. Yrsa knows of this gift, and has kept his abilities a secret from the clan. She hopes that travel will strengthen his skill in magic...perhaps even enough to rival the powers of her other son.

Called by forces he could not resist, Arngrim has traveled from the cold, northern wastes to the southlands. There, he met a family of Moon Elves who quested him and others they called to cleanse Rhi'Anon, the "City of Graves", of its evil. They gave Arngrim a magic elven chain shirt to aid him in his quest. Arngrim ventured inside, but his companions were slain. He now resides in the pirate city of Dagor, just a little to the south of Rhi'Anon, enlisting the aid of brave heroes to aid him in his quest.

Brotherhood of the Shield

The main order of knighthood for the town-dwelling Kith, headquartered in Midgaard. The Brotherhood exists primarily to fight Goblins, but its members are respected as defenders of the people.

Druids

The Druids are Kith priests and priestesses of the earth mother Danu. This is an ancient religion that predates most human history. The Druids have close ties to the Istari of Alornea, who taught them the fundamentals of law many centuries past. The law was a blending of Ithil'Rhi and Alornean law, then adapted to the Kith tribal law and mythos.

Druids preside over matters of law, tradition, and spirituality for the Kithocs. They also prescribe and preside over ritual sacrifices, blessings, and other ancient (and often brutal) traditions of the Kith.

The Drones are a dark offshoot of Druids who worship Crom Cruach, the worm god.

Drones (Kith of the Wendigo)

The Kith of southern Hrivlyggdor have dedicated themselves to the eradication of the hated Baal and their Dragons. They are darker of skin and dress than their northern cousins, perhaps due to trials and tests involving fire.

Some say that the Drones are ruled by a council of dark Druids, who lead the warriors in frenzied acts of worship to the gods of darkness and mad beasts such as the Duirguth and the Wendigo. The rituals are described as blood-frenzies involving the ritualistic eating of hearts of slain foes to appease the Wendigo. Some even go so far as to say the Drones have become Kurgans.

Kith Names

The following is a list of traditional Kith names, although some Kith more closely allied with Dwur have been known to take "Dwur names":[searchid?DwurNames](#).

Male names -- Abboid, Adaidh, Adair, Adam, Adhamh, Aeneas, Aengus, Aherin, Ahern, Aherne, Aibhne, Aidan, Aiden, Aidin, Aidon, Aidyn, Ailbhe, Ailde, Ailean, Ailen, Aili, Ailig, Ailigean, Ailill, Ailin, Ailpein, Aindrea, Aindreas, Ainmire, Airdsgainne, Airleas, Airril, Alai, Alan, Alasdair, Alastair, Alastar, Alaster, Alban, Albert, Aleel, Alexander, Alistair, Alistaire, Alister, Allan, Allen, Allister, Allyn, Aloysius, Alphin, Alpin, Alroy, Alva, Amalgith, Ambros, Ambrose, Amergin, Amhalghaidh, Anamcha, Anamka, Anaslis, Angaidh, Angus, Anla, Anndra, Anraoi, Anthony, Anvirry, Aodh, Aodhagan, Aodhan, Aodhhan, Aoibhe, Aoidhean, Aonghais, Aonghas, Aonghasan, Aonghus, Ardal, Argyle, Arlen, Armadal, Arnold, Arregaithel, Art, Artagan, Artair, Arter, Artgal, Arthur, Artur, Athairne, Athdar, Athdara, Audy, Aulay, Auliffe, Avartack, Aveny, Avna, Awley, Awliff, Awv, Ay, Aydan, Ayden, Aydin, Aydon, Aydyn, Aygnockawn, Ayrin, Ayvar, Bacstair, Bailefour, Baillidh, Bain, Bainbridge, Bainhrydge, Baird, Bairre, Balfour, Banad, Banain, Banning, Banquo, Baodan, Baoithean, Baran, Bard, Barhart, Barnaby, Barney, Barra, Barrie, Barry, Batair, Baydan, Beagan, Beagen, Bealantin, Bearach, Bearchan, Bearnard, Beatan, Beathan, Beatie, Beattie, Beatty, Beaty, Bebhinn, Beircheart, Beisdean, Ben, Benjamin, Bernard, Bertie, Bevan, Bhaididh, Bhaltair, Bharain, Bhatair, Bheathain, Bhruic, Biadhaiche, Billean, Blain, Blaine, Blair, Blane, Blar, Blathan, Blavock, Blayn, Blayne, Bofind, Boisil, Bow, Bowen, Bowie, Bowyn, Boyd, Boyne, Boynton, Bradach, Brady, Bram, Bran, Branan, Brandubh, Brandudh, Branduff, Bras, Brazil, Breandan, Breannan, Breas, Breasal, Breck, Brendan, Brendanus, Brendon, Brennan, Brennon, Brexton, Brian, Brianan, Brodie, Brody, Bronte, Brothaigh, Bruce, Bruic, Bruik, Brurik, Brus, Buadhachan, Buidhe, Buillidh, Cadhan, Caelan, Caerid, Cailan, Cailbhin, Cailea, Cailean, Cailen, Caillen, Cailte, Caimheul, Cainneach, Cairbre, Caireall, Calbhach, Caley, Calhoun, Callaghan, Callum, Calum, Caluman, Calvock, Camden, Camdene, Cameran, Cameren, Camerin, Cameron, Cameryn, Campbell, Camran, Camren, Camrin, Camron, Camryn, Camshron, Canice, Cano, Caoilte, Caoimhin, Caointean, Caolabhuinn, Caolaidhe, Caolan, Caomhan, Caorall, Caramichil, Carey, Carlie, Carlin, Carling, Carly, Carmag, Carmichael, Carmichail, Carne, Carney, Carny, Carol, Carollan, Carolus, Carraig, Carrick, Carrol, Carroll, Carvey, Carvy, Casey, Casidhe, Cass, Cassidy, Cat, Catan, Cathair, Cathal, Cathalan, Cathaoir, Cathaoirmore, Cathasach, Cathmor, Cathmore, Catholics, Cavan, Cayden, Ce, Ceallach, Ceannfhionn, Cearbhall, Cearbhallan, Cearnach, Ceat, Ceileachan, Cein, Cerin, Cesan, Cethern, Charles, Charraigaich, Chay, Cheney, Choilleich, Christian, Cian, Ciaran, Ciardubhan, Cinnard, Cinneididh, Cinnfhail, Cionnaola, Clancy, Cleary, Cleirach, Cliaman, Clock, Clothach, Clunainach, Cluny, Cobhan, Cody, Coigleach, Coilin,

Coillcumhann, Coilleach, Coinleain, Coinneach, Coire, Coireall, Coiseam, Colan, Colen, Colin, Coll, Colla, Colle, Collen, Collin, Collon, Collyn, Colm, Colon, Colum, Columbanus, Colyn, Comhall, Comhan, Comhghan, Conaire, Conall, Conan, Conar, Conchar, Conchobhar, Coner, Congal, Conir, Conlan, Conleth, Conlin, Conn, Connar, Connell, Conner, Connery, Connir, Connlan, Connor, Connyr, Conor, Conroy, Constantine, Conway, Conyr, Cooley, Corc, Corcoran, Corcurachan, Corey, Cori, Cormac, Cormack, Cormag, Cormick, Cornelius, Corquoran, Corwin, Corwyn, Cory, Cosgrach, Coty, Cowan, Coyle, Cragg, Craig, Creag, Creenan, Criffin, Criofan, Criostal, Criostoir, Crisdean, Cronan, Cruinn, Cu, Cuana, Cuchulainn, Cuilean, Cuinn, Cuirealan, Cuithbeirt, Cuithbreith, Cullan, Cullen, Culley, Cullin, Cully, Cumhal, Curadan, Curadhan, Curney, Curr, Curran, Curren, Currey, Currie, Curry, D'aray, D'Ary, Dacey, Dacy, Daeg, Daegan, Dagda, Dagen, Dahi, Dahy, Daibhead, Daibhi, Daibhidh, Daimhin, Daithi, Dall, Dallen, Dallas, Daly, Damon, Dan, Dane, Daniel, Dany, Dar, Daray, Darby, Darce, Daren, Darenn, Daric, Darick, Darin, Daron, Darren, Darrenn, Darrick, Darrin, Darroch, Darrock, Darryn, Daryn, Davey, David, Dawry, Dearan, Deasach, Deasmumhan, Deavin, Dechlin, Deegan, Deivin, Delaney, Delano, Dempsey, Denis, Deoc, Deocan, Deorsa, Derby, Dermot, Dermot, Dermott, Derry, Desmon, Desmond, Desmund, Dev, Devan, Deven, Devin, Devlin, Devlyn, Devyn, Dezmond, Diancecht, Diarmad, Diarmaid, Diarmid, Dillon, Dinsmore, Diocail, Diolmhain, Diomasach, Dionysius, Dobhailen, Dobharcu, Doctor, Dolaidh, Dolan, Domhnal, Domhnallaidh, Domhnallan, Domhnull, Don, Donagh, Donahue, Donaidh, Donal, Donald, Donard, Donegal, Donn, Donnach, Donnan, Donnchadh, Donnchaidh, Donnelly, Donnghail, Donnie, Donny, Donovan, Doogan, Dooley, Dougal, Dougan, Douglas, Dow, Dowling, Doyle, Drake, Driscoll, Drostan, Druce, Druhan, Dualtach, Dualtock, Duane, Dubh, Dubhagan, Dubhgan, Dubhloach, Dubhshith, Dubhthach, Dudley, Duff, Duffy, Dugald, Dugan, Dughall, Dughlas, Duglas, Duibhne, Duncan, Dunleibhe, Dunnaka, Dwayne, Eachainn, Eachan, Eachann, Eacharn, Eacheann, Eachthighearn, Eadalf, Eadan, Eairsidh, Ealadhach, Ealair, Ealuvig, Eamailinn, Eaman, Eamann, Eamon, Eamonn, Eanrig, Eanrin, Earail, Earc, Earnan, Earvin, Edan, Edgan, Edmund, Egan, Egon, Eibhear, Eideard, Eirheard, Elias, Emon, Enna, Ennis, Ennree, Enos, Enri, Eochagan, Eochaid, Eochaidh, Eogan, Eoghan, Eoghanan, Eoghann, Eoghnaidh, Eoin, Eolann, Eonan, Eonasdan, Eoran, Eos, Eosaidh, Eosaph, Eowyn, Erin, Ernan, Ernest, Erskine, Erwin, Eudard, Eugene, Evan, Ewan, Ewen, Fachtna, Faegan, Fagan, Fagen, Fagin, Failbhe, Fantasius, Faodhagan, Faolagan, Faolan, Faradock, Farqhar, Farquar, Farquhar, Farrell, Farris, Fay, Fayette, Faylin, Fearadhach, Fearbhirigh, Fearchar, Fearcher, Feargan, Fearghall, Fearghas, Fearghus, Feargus, Fedelm, Feea, Feeak, Feeocka, Feeockna, Felic, Felim, Felimid, Felix, Fellick, Feradach, Ferdinand, Ferghus, Fergie, Fergus, Ferguson, Ferris, Festus, Fia, Fiach, Fiacha, Fiachna, Fihel, Filip, Fin, Finbar, Findlay, Findley, Fineen, Fingal, Finguine, Fininny, Finlay, Finley, Finn, Finnean, Fionan, Fiongha, Fionn, Fionnchan, Fionnghal, Fionnlagan, Fionnlagh, Fionnlaoch, Fionntan, Flaithbheartach, Flann, Flannagan, Flin, Flinn, Florence, Florry, Flyn, Flynn, Foktna, Forbes, Fotadh, Fraech, Francis, Frang, Frangan, Frannsaidh, Frederick, Frek, Friseal, Gabhan, Gabhran, Gael, Gaelan, Gaelbhan, Gaelen, Gair, Gairbhith, Galaway, Galchobhar, Gale, Galen, Gall, Gallagher, Gallen, Gallgaidheal, Galloway, Galvan, Galvin, Galway, Galyn, Gannie, Gannon, Gaothaire, Garbhach, Garbhan, Garod, Garvey, Garvie, Gavin, Gawen, Gayle, Gaylen, Gayner, Gaynor, Gear, Gearald, Geoffrey, Gerald, Gerben, Gervin, Gibidh, Gilchrist, Gilecrosd, Giliian, Gille, Gilleabart, Gilleannrais,

Gilleasbachan, Gilleasbaig, Gilleasbuig, Gilleasp, Gilleathain, Gillebhrighde, Gillechriosd, Gilliosa, Gillis, Gillmore, Gilmore, Gilmour, Gilroy, Giolla, Giollamhuire, Giollanaebhin, Giollaruaidh, Gionnan, Girvan, Girven, Girvin, Girvyn, Glaisne, Glas, Glashan, Gleann, Glen, Glendale, Glendon, Glendyn, Glenn, Glossawn, Glynn, Godfrey, Goraidh, Gordain, Gordan, Gordon, Gormal, Gorman, Gow, Gradey, Grady, Greig, Greum, Griogair, Griogal, Guaire, Guenael, Guin, Guinnein, Guirmean, Gulla, Guthrie, Gwarry, Gwenael, Hagan, Hagen, Haggan, Haggen, Haley, Hamish, Harailt, Harry, Heber, Heim'laag, Henry, Hewney, Hogan, Hogen, Hugh, Hughey, Huisdean, Hurlee, Hurley, Hurly, Iagan, Iain, Ian, Iane, Ignatius, Ildatch, Innes, Innis, Inniss, Insin, Iomar, Iomhair, Iomhar, Iorcall, Iosag, Irial, Irv, Irvin, Irving, Irwin, Iurnan, Ivor, James, Jeremiah, John, Joseph, Kade, Kaegan, Kael, Kaelan, Kaelin, Kahir, Kailleaugh, Kaine, Kalan, Kale, Kaleen, Kalen, Kaley, Kalin, Kane, Karbra, Kasia, Kavan, Kayne, Keagan, Kearn, Kearney, Keefe, Keefer, Keegan, Keegen, Keelan, Keeland, Keelin, Keenan, Kegan, Keghan, Keharn, Keifer, Keilan, Keillan, Keir, Keiran, Keith, Kelby, Kelden, Kele, Kellan, Kelle, Kellen, Keller, Kelley, Kelleyl, Kelli, Kelly, Kellye, Kelvan, Kelven, Kelvin, Keme, Ken, Kendon, Kendrick, Kendriek, Kendrik, Kendros, Kendryk, Kennard, Kennay, Kennedy, Kennelly, Kenner, Kennet, Kenneth, Kennith, Kenny, Kent, Kentigern, Kenyon, Keondre, Kermichaef, Kermichil, Kermit, Kern, Kerne, Kerr, Kerrin, Kerry, Kervin, Kerwen, Kerwin, Kerwyn, Kev, Kevan, Keven, Kevin, Kevon, Kevyn, Key, Kian, Kieran, Kiermorvan, Kiernan, Kieron, Kigrihy, Kile, Kiley, Kille, Killian, Kilty, Kinnaird, Kinnard, Kinnel, Kinnell, Kirree, Kirwin, Kohal, Kohar, Kohir, Konn, Konock, Koo, Koocullen, Kooval, Koovy, Kormak, Kraig, Krin, Kwayne, Kye, Kylan, Kylar, Kyle, Kylen, Kyler, Külle, Kyne, Kyran, Kyrell, Labhraidh, Labhrainn, Labhras, Labhruinn, Lachaidh, Lachann, Lachlainn, Lachlan, Lachlann, Lachtna, Laird, Laise, Lamont, Lamonte, Laoghaire, Laoiseach, Latharn, Laurence, Lawler, Lazarus, Leamhnach, Leannan, Leary, Lee, Leesock, Leigh, Lennan, Lennon, Lennox, Lenx, Lesie, Lesley, Leslie, Lewis, Ley, Liam, Liegh, Liosliath, Loch, Lochlainn, Lochlin, Lock, Locktna, Logan, Logen, Loghan, Login, Logyn, Lon, Lonn, Lossren, Lou, Louie, Louis, Lowry, Luag, Luc, Lucas, Luchaidh, Lucius, Lugh, Luke, Lulach, Lunn, Luthais, Mac, MacAdam, MacAdhaimh, MacAilean, MacAladair, MacAllen, MacAllister, MacArthur, MacArtuir, Macbeatha, Machar, Mack, Mackensie, Mackenzie, Mackey, MacLean, MacNab, Macnair, Macon, Macrath, Madadh, Magee, Magnus, Maguire, Maha, Mahon, Mairtin, Maitiu, Malachy, Malakee, Malcolm, Malise, Maloney, Malvin, Manachan, Manas, Mannis, Mannus, Manus, Maodhog, Maoilios, Maol, Maoldomhnaigh, Maoldomhnaich, Maolmin, Maolmoire, Maolsneachta, Maoltuile, Maon, Marc, Marcas, Marcus, Mariubhe, Martainm, Martainn, Martin, Maspann, Mata, Matha, Matthew, Mattyu, Maurice, Mayo, Mayog, McGuire, McGwire, McKensi, McKenzee, McKenzie, Meeock, Meeris, Mel, Meloklin, Melvin, Melvyn, Mhuire, Miach, Michael, Micheal, Michean, Micheil, Mickel, Midir, Milesius, Milo, Mirartock, Mirren, Moireach, Monroe, Moran, Morann, Morfin, Morfinn, Morgan, Morgen, Morolt, Mortimer, Morvan, Morven, Morvin, Morvyn, Moses, Muircheartach, Muireach, Muireachan, Mungan, Mungo, Murchadh, Murdaigean, Murdoch, Murphy, Murray, Murrough, Murtaugh, Murthuile, Myles, Na, Naoghas, Naoise, Naomh, Naomhan, Neacal, Neachdainn, Neal, Neale, Neall, Nealon, Neas, Neasan, Neel, Neesha, Neeshay, Neev, Nehemias, Neil, Neill, Neils, Nels, Nelson, Nevin, Nevins, Nevyn, Nial, Niall, Niallghas, Nicholas, Nickol, Nicol, Niels, Nigel, Nigellus, Nijel, Niklas, Niles, Nilidh, Nils, Ninean, Ninnidh, Niocal, Niven, Nivens, Noah, Nolan, Noland, Nolyn, Nooa, Nuadu, Nuallan, Nygel, Ockey, Odharnait, Odhran, Odran, Oisean, Oisian, Oitir, Olaf, Olan, Olghar,

Onchu, Ooney, Or, Oran, Oren, Orin, Ormond, Orran, Orren, Orrin, Oscar, Ossian, Owen, Owney, Ownry, Paarig, Pad, Padair, Pader, Padraig, Padruig, Paidean, Pal, Para, Paraig, Parlan, Parthalan, Parthalon, Patrick, Paul, Peadail, Peadailt, Peadair, Peadar, Peadrus, Peregrine, Peter, Phelan, Philib, Philip, Piaras, Pierce, Piers, Pilib, Pol, Proinnsias, Proinsias, Protestants, Quade, Quigley, Quillan, Quillen, Quillon, Quin, Quinian, Quinlan, Quinn, Quinnell, Quinton, Qwin, Qwinn, Rabhartach, Rafe, Raff, Raffer, Rafferty, Raghallach, Raghnaill, Raibeart, Rannal, Raoghalt, Raonull, Raymond, Raymun, Reagan, Reagen, Redmond, Redmund, Refer, Regan, Regen, Reginald, Renny, Ricard, Richard, Ridseard, Rierdan, Riley, Riocard, Rioghbhardan, Riordan, Risnidh, Risteard, Roane, Roark, Rob, Robaidh, Roban, Rodachan, Rodaidh, Roderick, Rogan, Roger, Rohan, Roidh, Roidsear, Roithridh, Ron, Ronaidh, Ronal, Ronald, Ronan, Ronell, Ronn, Ronnell, Ronnie, Ronny, Rooney, Rorie, Rorry, Rory, Ros, Ross, Rourke, Rowan, Rowe, Rowen, Rowney, Rownun, Roy, Royal, Royall, Royan, Ruaidhri, Ruailidh, Ruairidh, Ruan, Ruanaidh, Ruarachan, Ruiseart, Rumann, Ruvan, Ryan, Ryen, Ryon, Sachairi, Samlon, Scannlan, Schadd, Scotaidh, Scully, Sealbhach, Seamus, Searc, Seathan, Seitheach, Senach, Senan, Seocan, Seon, Seonachan, Seonaidh, Seoras, Seorsa, Seorus, Seosaidh, Seosamh, Seosaph, Seuman, Seumas, Sgaire, Sguelaiche, Shae, Shai, Shan, Shanawn, Shane, Shannan, Shannon, Shanon, Shawn, Shay, Shayan, Shaye, Shayne, Shea, Sheamais, Sheary, Sheerey, Sheridan, Sholto, Shosef, Siamaidh, Siamas, Sim, Simish, Simon, Siolat, Sionn, Sitric, Skelley, Skelly, Slaibhin, Slaven, Slavin, Sleven, Slevin, Slevyn, Sloan, Sloane, Sluaghan, Solamh, Solas, Solav, Solomon, Somerled, Somhairle, Standish, Stanislaus, Steafan, Steaphan, Steefan, Stephen, Stiabhan, Stiofan, Stiubhart, Strahan, Struthers, Suain, Suibhne, Suibne, Sullie, Sullivan, Sully, Sweeney, Tadgh, Tadhg, Tadleigh, Taggart, Taidhg, Taithleach, Taliesin, Tamhas, Taog, Taraghlán, Taran, Tarlock, Tavis, Teague, Tearlach, Tearlaidh, Tearley, Tearly, Ted, Teeg, Teig, Teimhnean, Teonaidh, Terence, Terrence, Terry, Thomas, Thornton, Tibbot, Tiernan, Tierney, Timothy, Tioboid, Tom, Tomachan, Tomaidh, Tomaltach, Tomaltock, Tomas, Torc, Torin, Tormod, Torna, Torradan, Torrance, Tory, Trahern, Trevor, Troi, Troy, Troye, Truinnean, Tuathal, Tulley, Tully, Turlough, Tynam, Tynan, Uallas, Ualraig, Uileos, Uilleachan, Uilleam, Uilliam, Uillidh, Uisdean, Usheen, Uspaig, Vayog, Vira, Vora, Warne, William, Zach, Zachary, Zowie

Female names -- Aaden, Abaigeal, Abhlach, Abigail, Achall, Affrica, Afkica, Afric, Africa, Agata, Agatah, Agatha, Agnees, Agnes, Ahkna, Ahkra, Ahktock, Ahlis, Ahmileena, Aidan, Aideen, Aiden, Aifric, Aigidh, Aigneas, Aigneis, Ailbhe, Aileas, Ailis, Ailleann, Aimil, Aimili, Aimiliona, Aine, Aingealag, Ainnir, Ainsley, Airleas, Airna, Aisleen, Aislin, Aisling, Aislinn, Akil, Alain, Alaina, Alan, Alana, Alanna, Alanora, Alastrina, Alastriona, Alayne, Alene, Alesone, Alexandra, Alice, Alina, Alison, Allannah, Allasan, Allene, Allyn, Allyn, Almha, Alona, Alun, Alva, Alyce, Alyn, Alyssa, Amber, Amelia, Amhuinn, Anabal, Anawbla, Aneer, Anna, Annabel, Annabella, Annabelle, Annag, Annagh, Anne, Annie, Anya, Aoibhinn, Aoife, Aphria, Apirka, Arienh, Arleen-Jean, Arlene, Arlina, Arline, Aselma, Ashlin, Ashling, Aurnia, Avlock, Ayla, Babag, Babaidh, Baillgheal, Bairbre, Bairrionn, Banba, Banbha, Banva, Banya, Barabal, Barabell, Barbara, Barin, Barock, Bathia, Beak, Bearrach, Beasag, Beathag, Bebhail, Bebhinn, Beelal, Beibhinn, Beitiris, Beitris, Beth, Betha, Bethag, Bethia, Beval, Bevin, Bin, Binn, Blaine, Blair, Blaire, Blanche, Blare, Blawnit, Blayr, Blayre, Blinna, Blinne, Bonnie, Boonan, Borgach, Boyne, Breandan, Breanne, Breeanne, Breen, Breena, Breeya, Brenda, Brenna, Briana, Brianag,

Briane, Briann, Brianna, Brianne, Bridget, Brighde, Brigid, Briona, Bryann, Bryanna, Bryanne, Buanann, Cacea, Cacee, Cacei, Caceigh, Cacey, Caci, Cacie, Caciegh, Cacy, Cacye, Caela, Caelan, Caera, Caila, Caileen, Caileigh, Cailin, Cailley, Cailyn, Cain, Caine, Cainnech, Cainnleach, Caireann, Cairistiona, Cairrean, Caisey, Cait, Caitelin, Caitir, Caitlen, Caitlin, Caitline, Caitlinn, Caitlinne, Caitlyn, Caitlyne, Caitlynn, Caitlynne, Caitrin, Cairina, Cairiona, Cairionag, Caleigh, Caley, Callan, Callee, Callen, Calli, Callie, Calum, Calynn, Cameren, Camerin, Cameron, Cameryn, Camren, Camrin, Camrine, Camrinn, Camrinne, Camron, Camryn, Camryne, Camrynn, Camrynne, Cane, Caoilainn, Caoimhe, Caointiarn, Caointiorn, Cara, Carell, Carina, Carling, Carly, Carol, Carole, Carolee, Carroll, Carrie, Carrigan, Carrol, Carroll, Casea, Casee, Casei, Caseigh, Casey, Casi, Casidhe, Casidy, Casie, Casiegh, Cassidea, Cassidee, Cassidei, Cassideigh, Cassidey, Cassidi, Cassidie, Cassidiegh, Cassidy, Cassidye, Casy, Casye, Catelen, Catelin, Cateline, Catelinn, Catelinne, Catelyn, Catelyne, Catelynn, Catelynnne, Cathach, Cathan, Cathasach, Catherine, Cathrine, Catrina, Catriona, Catrionag, Cay, Cayla, Caylee, Cayleigh, Cayley, Caylie, Caylin, Caysey, Caytelin, Caytlen, Caytlin, Caytline, Caytlinn, Caytlinne, Caytlyn, Caytlyne, Caytlynn, Caytlynne, Ceallach, Ceana, Ceanag, Ceara, Cecilia, Ceibhionn, Ceit, Ceitag, Charlotte, Christina, Christine, Ciarda, Ciarnait, Ciorstag, Ciorstaidh, Ciorstan, Climidh, Clodagh, Clothra, Cobhlaith, Cochrann, Coleen, Coleene, Colene, Colina, Coline, Colleen, Colleene, Colline, Con, Corcair, Corey, Cori, Coriann, Corianne, Corie, Cowley, Criosaidh, Cristiane, Cristin, Cristiona, Cuini, Cyna, Cyne, D'Arcy, Dacey, Dacie, Dacy, Dahlia, Dallas, Damhnait, Dana, Dara, Darby, Darcey, Darci, Darcie, Darcy, Daron, Darova, Darowva, Darra, Dasi, Dasie, Davan, Davnit, Dayna, Dearbhail, Dearbhorgaill, Deardriu, Dearshul, Deborah, Dedra, Dee-Dee, Dee, Deedra, Deidra, Deidre, Deirbhile, Deirdre, Delaina, Delaine, Delaney, Della, DerbFargaill, Derby, Deredere, Derval, Dervogilla, Dervorgilla, Devan, Devin, Devinne, Didi, Diorbhail, Diorbhall, Divlowna, Dmyphnah, Doileag, Doire, Doireann, Dolidh, Dolina, Dolly, Domhnulla, Dona, Donald, Donaldina, Donella, Donia, Doonla, Dora, Doreen, Dorene, Dorey, Dori, Dorie, Dorina, Dorine, Dorothy, Dorren, Dorri, Dorrie, Dory, Draigen, Drain, Duana, Duibhleadh, Duna, Dunla, Dureen, Duessa, Dwana, Dymphna, Eabha, Eachna, Eachra, Eachtach, Eadan, Ealasaid, Ealusaid, Eamag, Eamhair, Eapag, Eba, Edana, Eesold, Effreca, Effreta, Effrick, Eibhleann, Eibhlin, Eiblin, Eidann, Eideann, Eihhlin, Eileen, Eilidh, Eiligh, Eilionoir, Eilis, Eilispidh, Eimhir, Eimile, Eireann, Eistir, Eithne, Elaine, Eleanor, Eleanora, Elisot, Elizabeth, Elva, Emily, Ena, Enid, Enna, Erienne, Erin, Erina, Erine, Erinn, Erinna, Erinne, Erlina, Erline, Ernia, Errin, Eryn, Eryne, Erynn, Erynna, Erynne, Esther, Ete, Eua, Eubh, Eubha, Eufraca, Eufrata, Eva, Evaleen, Evalina, Evaline, Evalyn, Evegren, Eveleen, Evelyn, Even, Ever, Evil, Evleen, Evlin, Fafuh, Faife, Fainche, Fallon, Fan, Fann, Fanny, Farvile, Fay, Faynit, Feana, Fedelm, Feel, Feelin, Feeona, Feighona, Feiona, Fenella, Fennella, Fenoora, Feona, Feyona, Fial, Fidelma, Fieona, Findabhair, Finella, Finkeev, Finknis, Finn, Finnabair, Finnchneis, Finneacht, Finockt, Finola, Finscot, Finvarra, Fiona, Fionah, Fionavar, Fionna, Fionnaghal, Fionnghuala, Fionnuala, Fionnula, Fiteer, Fithir, Flan, Flann, Flidais, Flidish, Floireans, Flora, Florag, Floraidh, Florence, Fodla, Fola, Forbhlaith, Forlaith, Forveleth, Frances, Frangag, Frannsaidh, Fransag, Fyeona, Fyona, Galays, Geneviene, Ghleanna, Giliian, Gilleduff, Giorsal, Gitta, Glen, Glenda, Glenn, Glenna, Glenne, Glennis, Glynis, Glynnis, Glynnis, Gobnait, Gobnat, Gormal, Gormlaith, Gormley, Grace, Grainne, Grania, Granya, Greadach, Green, Greudach, Griadach, Grian, Griseal, Grudach, Guenaele,

Guinevere, Gwenaelle, Gweneth, Hannah, Hazel, Heather, Honora, Ibeag, Iles, Imly, Imogen, Innes, Iona, Iosbail, Iosobail, Isabel, Isbeal, Iseabail, Iseabal, Iseult, Ishibeel, Isobail, Issobell, Ita, Ite, Iuchra, Jamie, Janel, Janet, Janneil, Jannel, Jannell, Jean, Jeanne, Jenna-Rose, Jenny, Jessie, Joan, Johnnett, Jonet, Joneta, Jonete, Jonette, Josephine, Julie-Alicia, Julie-Andrea, Juno, Kacea, Kacee, Kaceigh, Kacey, Kaci, Kacie, Kacy, Kacye, Kahock, Kain, Kaine, Kaisey, Kaitlin, Kaitlyn, Kalene, Kali, Kallan, Kallie, Kane, Karen, Karistina, Kasea, Kasee, Kaseigh, Kasey, Kasi, Kasia, Kasidy, Kasie, Kassidea, Kassideigh, Kassidey, Kassidi, Kassidie, Kassidy, Kassidye, Kasy, Kasye, Katelyn, Katrina, Kayley, Kayne, Kaysey, Kealy, Keegan, Keel, Keelan, Keelea, Keelee, Keeleigh, Keeler, Keeley, Keeli, Keelia, Keelie, Keelin, Keely, Keelye, Keernat, Kel, Kelby, Kelci, Kelcie, Kelea, Kelee, Keleigh, Keley, Keli, Kelie, Kellan, Kellea, Kellee, Kelleigh, Kellen, Kelley, Kelli, Kellie, Kelly, Kellyanne, Kellye, Kelsey, Kelsi, Kelsie, Kelsy, Kelvina, Kely, Kelye, Kendall, Kendyl, Kennis, Kentigerna, Kerea, Keree, Kereigh, Kerey, Keri, Keriam, Keriann, Kerie, Kerrea, Kerree, Kerreigh, Kerrey, Kerri, Kerrie, Kerrin, Kerry, Kerrye, Kerwin, Kery, Kerye, Keva, Kevia, Kevin, Kevina, Keyne, Kiely, Kila, Kilah, Kinsey, Kinteern, Kleena, Kloda, Kloria, Kokran, Konlock, Konock, Korker, Kree, Krinoc, Kristeen, Kristeena, Kroaknit, Kweilin, Ky, Kyla, Kyla, Kyle, Kylea, Kylee, Kyleen, Kyleigh, Kylene, Kyles, Kyli, Kyla, Kylian, Kylie, Kylin, Kyna, Kyne, Kyra, Lacye, Laina, Lane, Laney, Laoidheach, Latharna, Lawnog, Lea, Leana, Leann, Leanna, Leanne, Leatrice, Leatrix, Lee, Leeann, Leeanne, Leedan, Leeock, Leeshock, Leianna, Leigh-Anne, Leigh, Leitis, Leslea, Leslee, Leslei, Lesleigh, Lesley, Lesli, Leslie, Lesly, Leslye, Liadh, Lileas, Lilidh, Linda, Liosag, Liosaidh, Lisidh, Liusaidh, Lorna, Louise, Lucy, Luighseach, Mab, Mabel, Mabley, Macha, MacKail, Mackensie, Mackenzie, Mackessock, Madge, Maegan, Maeve, Magaidh, Magdalene, Maighsi, Maileag, Maili, Maille, Mairead, Maireag, Mairearad, Mairghhead, Mairghread, Mairi, Mairsil, Mal, Malamhin, Malise, Mally, Malmhin, Malva, Malvie, Malvina, Maol-Mhuire, Maol, Maolmin, Mara, Marcel, Marcella, Mare, Margaret, Margo, Maria, Marie, Marine, Marion, Marjorie, Marsail, Marsaili, Marsali, Marta, Martha, Mary, Maud, Maude, Maura, Maurayd, Maureen, Maurene, Maurin, Maurine, Maurizia, Mave, Mavelle, Mavis, May, Maygan, Mayv, McKensi, McKenzie, McKennie, Meadhbh, Meagan, Meaghan, Meara, Mearan, Meckenzie, Meegan, Meg, Megan, Megann, Meggan, Meggie, Meggy, Meghan, Meghann, Megless, Megs, Meig, Mel, Melissa, Mell, Mellen, Melly, Melva, Melvina, Melvine, Melvira, Men, Merna, Mevin, Mhuadh, Mildread, Milread, Min, Mindy, Miran, Mireen, Mirgel, Mirna, Mirock, Mo, Mocka, Moibeal, Moina, Moira, Moire, Molly, Molmoria, Mona, Moncha, Mongfind, Moon, Moonit, Mor, Mora, Morag, Mordag, Moreen, Morena, Morgan, Morgana, MorganneKainen, Moria, Moriah, Morna, Morrigan, Morven, Moyna, Muadhnaid, Mugain, Muireacht, Muireall, Muireann, Muirgel, Muirgheal, Muirne, Munfin, Munka, Muriel, Muriella, Myrna, Mystaia, Nairne, Nan, Nannag, Nara, Narvla, Nathalie, Navin, Neala, Nealah, Neamhain, Neela, Neelie, Neely, Neev, Neila, Neilla, Neillidh, Nela, Ness, Nessa, Niamh, Niela, Nila, Noirin, Nola, Nolana, Nora, Noranorah, Noreen, Nuala, Nuallan, Odharnait, Oighrig, Olive, Ona, Onora, Oocra, Oona, Oonagh, Oonaugh, Oran, Orna, Patricia, Pawrigeen, Peg, Pegeen, Peig, Peigi, Penelope, Proinnseas, Quin, Quine, Quinn, Quinne, Qwin, Qwine, Qwinn, Qwinne, Ragan, Raghnaid, Ranalt, Raonaid, Raonaid, Reagan, Reeowna, Regan, Regina, Reiley, Reilley, Reilly, Reily, Renna, Rennie, Rhona, Rhoswen, Rian, Riane, Rilea, Rilee, Rilei, Rileigh, Riley, Rili, Rilie, Riliegh, Rilley, Rily, Rilye, Rinalda, Rinalde, Riona, Roan, Rogan, Rois, Roisin, Rona, Ros, Rose, Roslin, Rosly, Rowan, Rowana, Rowena,

Rownet, Ryan, Ryana, Ryane, Ryann, Ryanna, Ryanne, Ryen, Ryley, Sabia, Sabina, Sadb, Sally, Sameer, Samhaoir, Sara, Sarah, Saraid, Sayv, Scota, Scotock, Seana, Searlaid, Searlait, Seasag, Seasaidh, Senga, Seonag, Seonaid, Seordag, Seorsag, Seosaimhin, Shae, Shaena, Shai, Shaie, Shaiee, Shaina, Shana, Shanah, Shanley, Shanna, Shannah, Shannan, Shannen, Shannin, Shannon, Shannone, Shannonn, Shannonne, Shannun, Shannyn, Shanon, Sharlit, Sharra-Sarai, Shauna, Shawna, Shay, Shaye, Shayee, Shayna, Shea, Sheana, Shee-Shee, Sheela, Sheelah, Sheena, Sheenah, Sheeva, Sheila, Sheilah, sheina, Shelellehee, Shena, Sheyna, Shibeel, Shina, Shinayd, Shivawn, Shosafeen, Shulnon, Shyena, Shyna, Sidheag, Sighe, Sile, Sileas, Silis, Sine, Sineag, Siobhan, Sitheag, Siubhan, Siusaidh, Siusan, Skotaw, Slaine, Slainidh, Slainte, Sophia, Sorch, Sorit, Sorka, Suanach, Susan, Susanah, Susanna, Swanock, Sydok, Sydock, Taillte, Taithleach, Taltana, Talty, Talulla, Tammis, Tara, Tarah, Taria, Tarra, Tarrah, Taryn, Tayda, Teala, Teamhair, Teara, Tearlag, Teasaidh, Teefa, Teffia, Tegan, Teresa, Tierney, Tomag, Tracee, Tracey, Traci, Tracie, Tracy, Treasa, Treasa, Tuala, Tuathla, Tullia, Tully, Tyock, Uaine, Uallach, Uilleag, Ula, Una, Unity, Vevila, Vevina, Vivian, Wallach, Wanna, Winifred

Surnames -- An Chtigh, Aoidhe, Banain, Baoghill, Baoigheall, Beaglaioich, Beoll, Birn, Bogaigh, Braoin, Braonain, Breislein, Briain, Bric, Broin, Brolaigh, Brollach, Brosnach, Bruadiar, Bruic, Brn, Bre, Buachalla, Cadhain, Cadhla, Caellaighe, Caim, Cairbre, Caireall, Cairre, Caiside, Caithniadh, Canain, Canannain, Canna, Caoimh, Caoindealbh, Caoinnigh, Caollaidhe, Caomhanach, Caomh, Cathail, Cathain, Cathal, Catharnaigh, Cathasaigh, Ceallach, Ceallaigh, Ceandubh, Cearbhaill, Cearbhall, Cearmada, Cearrnaigh, Cein, Chennselaig, Ciabh, Cian, Ciarain, Ciardha, Ciardubh, Cinnfhaelidh, Cinnsealach, Cinne, Cionnaoith, Cleirch, Cleireigh(Clery), Cligh, Cln, Cobhthaigh, Coch, Coigligh, Coile, Coim Coingheallaigh, Coinghioll, Coinne, Coin Colghain, Colm, Comhraidhe, Conaill, Conbhuidhe, Concheannain, Conchobhair, Congalaig, Conghalaigh, Connag, Connall, Connmeadha, Connmhach, Conraoi, Corcr, Corra, Corrag, Corraidh, Corraidhin, Cosraigh, Craobhach, Creach, Crioich, Croidhe, Croinin, Cruadhlaioich, Cuagain, Cuana, Cuidighthigh, Cuileann, Cuilinn, Cuill, Cuille, Cuinn, Cuirc, Culachain, Curr, Ceachair, C Daimh Dalaigh, Dearg, Deor, Deaidh, Dimmussaigh, Diomasaigh, Diubhgeann, Diubh, Dobhailen, Dochartaigh, Doibhilin, Doinn, Domhnaill, Domhnallain, Domhnall, Donnag, Donnchadha, Donndubh, Donnghaile, Dorchaigh, Duach, Dubhag, Dubhchonna, Dubhda, Dubhghaill, Dubhhl, Dubhshle, Dubhthaigh, Dubhuidhe, Dubhchon, Duibhdabhoireann, Duibhdma, Duibheamhna, Duibhghiolla, Duibhir, Duighlaigh, Duilleain, Duineachdha, Duinn, Duinn Dulchaointigh, Dunhallow Maccarthys, Dunlaing, Daigh, Egra, Failbhe, Faircheallaigh, Fallamh, Faolain, Faolain, Farach, Fathaigh, Fearadhaigh, Fear, Fergail, Fhearghaill, Fhloinn, Fhtaigh, Fiachna, Fiachra, Fiangusa, Fiannaidhe, Fidhne, Finntighearn, Fionn, Fionnachta, Fionnag, Fionnal, Fionn, Firghil, Fithcheallaigh, Flainn, Flaithbheartach, Flaithbheartaigh, Flaithre, Flannabhra, Flannag, Floinn, Foghlada, Fuar, Gadhra, Gaibhtheach, Gairbhith, Gairbh Gairmleadhaigh, Gallchobhair, Gamhna, Garbh, Gealbh, Glaimhin, Gles, Gradaigh, Griobhtha, Grigh, Gheannaigh, Haghmaill, Haichir, Haileach, Haileag, Haimheirgin, Hainiarriadh, Hairt, Hallmhur, Hanluain, Hanrachain, Hanrachtaigh, Haodha, Haodhag, Haonghuis, Haonghusa, Harrachtain, Hartag, Heachighearna, Heachthianna, Headroman, Heaghra, Healadaighthe, Heided Heidhin, Heidirsceoil, Heigceartaigh, Heilidhe, Hiarlatha, Hicidhe, Hifearn, Hinneirghe, Hiongardail, Hionmhaine,

Hodhr, Hoireachtaigh, Huaithnigh, Huallach, Huig Huirthile, Hle, Haighthe, Hin, Hnigh, H Hn, Labhradha, Laighin, Laochdha, Laoghaire, Leannain, Leathlaobhair, Liath, Limhain, Lochlainn, Loide, Loinsigh, Lonag, Longaigh, Longain, Long, Lorc, Lach, Lh, Mac, Mac Amhalghaidh, Mac Amhlaoibh, Mac An Airchinnigh, Mac An Bhreitheamhan, Mac An Bhreitheamhnaigh, Mac An Bhd, Mac An Choilgh, Mac An Fhailghigh, Mac An Philidh, Mac An Ghirr, Mac An Tsaoir, Mac An Tsonnaigh, Mac Anna, Mac Aodha, Mac Aodhag, Mac Aonghasa, Mac Aonghasa, Mac Artian, Mac Bhloscaidh, Mac Bradaigh, Mac Branain, Mac Braoin, Mac Cagadhain, Mac Cailein, Mac Canann, Mac Carrghamhna, Mac Carthaigh, Mac Cathasaigh, Mac Cathmhaoil, Mac Cearbhaill, Mac Cearnaigh, Mac Cionath, Mac Cluin, Mac Cochl, Mac Coibheanaigh, Mac Coin Mac Colghain, Mac Con Uladh, Mac Conboirne, Mac Conchradha, Mac Conchruachan, Mac Congail, Mac Conghamhma, Mac Conmara, Mac Conmhaoil, Mac Conmidhe, Mac Connmhaigh, Mac Conraoi, Mac Consaid Mac Conshna, Mac Corcraoin, Mac Cormac, Mac Cosraigh, Mac Criomhthainn, Mac Cuille, Mac Cuindlis, Mac Cuinneagain, Mac Curtain, Mac C, Mac Ce, Mac Dhomhnaill, Mac Diarmada, Mac Domhnaill, Mac Donnchadha, Mac Duinnshlthe, Mac Einri, Mac Eochaidh, Mac Eoghain, Mac Fhiodhbhuidhe, Mac Fhlannchaidh, Mac Fionbhair, Mac Gabhann, Mac Gafraidh, Mac Gairbh Mac Giolla Bhride, Mac Giolla Bh, Mac Giolla Chomhgaill, Mac Giolla Chuille, Mac Giolla Domhaigh, Mac Giolla Ghlais, Mac Giolla Laoire, Mac Giolla Mhartain, Mac Giolla Mh Mac Giolla Mo, Mac Giolla Mochuda, Mac Giolla Na Naomh, Mac Giolla Phadraig, Mac Giolla Ph Mac Giolla Riabhaigh, Mac Giolla Rua, Mac Giolla Ruadh, Mac Giolla T, Mac Glaisin, Mac Gormain, Mac Inneirghe, Mac Lochlainn, Mac Maghnais, Mac Maolruanaidh, Mac Mathghamha, Mac Muireachaidh, Mac Murchada, Mac Murchadha, Mac Oistogh Mac Oitir, Mac Phaidin, Mac Raghnaill, Mac Raith, Mac Ruaidhri, Mac Ruidhri, Mac Scannl, Mac Seanlaoich, Mac Searraigh, Mac Seiridh, Mac Suibhne, Mac Tighearn, Mac Toirdhealbhaigh, Mac Trfhir, Mac dghail, Maccarthy M, Maccarthy Muskerry, Maccarthy Riabhach, Macdail Re Deachair, Macdha, Macgiollarnath, Macguag, Macmeanman, Madaidhin, Mael Riain, Mag Aodha, Mag Aonghusa, Mag Eochag, Mag Fhearadhaigh, Mag Fhionn, Mag Fhloinn, Mag Oireachtaigh, Mag Shamhradh, Mag Uidhir, Maguiginn, Mainn Manachain, Maoil Aodha, Maoil Eoin, Maoilchiar, Maoileoin, Maoilriaghain, Maoilsheachlainn, Maoilgh, Maol Dhaigh, Maolag, Maolain, Maolalaidhs, Maolchalann, Maolchaoine, Maolchathaigh, Maolchathail, Maolconaire, Maolcraoibhe, Maoldomhnaigh, Maoldoraidh, MaoldMaolmhuaidh, Maolruanaidh, Maonaigh, Mathghamhna, Matudain, Meachair, Meadhra, Meall, Miadhachain, Midhir, Mochain, Mughr, Muilleoir, Muircheartaigh, Muireachaidh, Muireadhaigh, Muirgheasa, Murchadha, Murchadha, Murchain, Murnain, Mle, Ma, Mn, Neachtain, Neill, Niallain, Nuallain, O Coinnigh, O Deoradh, O Dubhuidhir, O Heicnig, O Mael Ruanaid, O'Condon, O'Confaly, O'Connkerry, O'Conof Corcomroe, O'Faodhag, Oengussa, O’Sluagahadain, Peat, Raghallaigh, Raithbheartaigh, Raog, Reachtag, Riada, Riaghain, Riag, Riordan, Rod, Roe, Roghan, Ruadh, Ruaidh Ruairc, Ruanaidh, Scannl, Scolaidhe, Scoll, Seachnasaigh, Seaghdha, Seanachain, Sean, Seasn, Segda, Seiridh, Siodhach, Siride, Sligo, Sluaghain, Suileabh, Sach, Tarpaigh, Tighearnaigh, Tiobraide, Treasaigh, Tuama, Tuathail, Urthaile



Kornunnos (Kith Berserkers)

Kith are often depicted as murderous savages naked or clad in animal skins, berserk and howling into battle, immune to weapons, and often appearing more like animals than men. Berserks are described as leaping about before battle, or pacing like a caged animal, or biting upon their shields. However, that concept reflects not ordinary Kith warriors, but a description of a special group of fighters known as berserkers or Kornunnos, the chosen of "Kornun, the Horned God".

<i>" his men went without mailcoats, and were as frantic as dogs or wolves; they bit their shields and were as strong as bears or boars; they slew men but neither fire nor iron could hurt them. This is known as running berserk."</i>

Raised by Druids apart from other Kith and put through particularly rigorous Kles trials, these savages work themselves into furies of rage before they wade into battle, and continue to fight right even after death. Legends speak of Kith berserks who fought against impossible odds covering the battlefield with heaps of carcasses and mounds of severed heads. A wise commander does not try to control them, but simply lets them go...

Indeed, Kith who have been touched by Kornun revel in sacred battle madness, disregarding their own safety and cleaving anything that stands before them. Once a Kith berserker gives in to his rage, he unleashes all of the glorious frenzy and anger of all his ancestors. The strength of the berserker is redoubled, and he becomes immune to pain, living only to smash and rend and kill. Berserkers are said to possess the strength of many men, and they are impervious to harm from iron. The burial ceremony of a true warrior is a huge pyre built of the bodies of his opponents, and Kornunnos are the elite Kith warriors.

Druids prepare and test their elite warriors often in rigorous Kles training and rites of passage. It is the Druids who name those warriors destined to become Kornunnos, for they can sense the favor of Kornun on a newborn child. They name children and cast them into the pits, leaving them to fend for themselves against wild beasts and the fury of the elements, and feed them a diet of blood and offal. Lean and hungry, the unfortunates are made to fight rabid dogs and beasts, so that they might be afflicted with that horrible madness. Those few who survive emerge from the pits more beasts than men, whose mouths froth when they fight, hideous warriors thirsty for blood and slaughter--the blessed of Kornun. These frightful warriors possess senses and reflexes keen as animals, and seem more beast than man.

All too often, the Kornunnos seem to be more at home among a pack of wild animals than men, and usually dwell apart from other Kith in warbands of up to a dozen berserk brothers. It is the role of the Hichana, or wise women, to teach the berserker to control his impulses, releasing them only in battle. The Hichana have ancient, secret rituals that tame the inner beast within the warrior. These ceremonies are acts of worship of Danu and Kornun, holy mysteries that only the Hichana fully understand.



Ulfhedinn (Kith wolf-souls)

Kith legends say that the battle madness of some rare heroes pleases Kornun to the extent that he fills them with the spirit of a beast. The warrior grows to enormous size and transforms into a half beast. The Druids teach that this is the Ulfhedinn--holy wolf-spirit--of Kornun. The Druenes believe that this is also a manifestation of the Wendigo.

This sacred transformation is extremely rare and considered by many to be only a myth, although nearly all berserkers aspire to earn the favor of Kornun and this holy shape, thereafter calling themselves Ulfhedinn. These warriors often wear the skins of wolves, or go into battle sky-clad to beseech Kornun to once again bring upon this transformation. If nothing else, this garb certainly makes them appear more fearsome, and some Ulfhedinn warbands have earned names for this practice, such as the Ulfhednar (wolf-coats), Ulfarks (wolf-skins), Wargs, and Varg-Ulv.

gallery: Kith



Lothian Mercenaries

Lyonese (Lothians)

The Lyonese are the famous mercenaries who live in the border region of Lyonesse between Nan'Avathar and Belerion. The Lyonese come from a long line of warriors, and are renowned for their strength, adaptability, and bravery.

Properly speaking, the Lyonese are the people who dwell in Lyonesse, and people from every nation have wandered into Lyonesse and made it their home. However, most Lyonese are descended directly from the **Lothians**: northman warriors who have dwelled in the Nan-Avathar and Lyonesse region for ages.

Regions

Lyonese are of course found in Lyonesse, but are also very commonly found throughout all the northlands, or traveling abroad just about anywhere.

In addition, the Alorns and Avathars are descended from the Lothians, so in a sense the Lothians are everywhere, and the Lyonese can find (distant) kin just about anywhere they go.

Personality

Most Lyonese are Lothians, but many are of mixed Lothian, Alorn, Kith, and Avathar heritage. The Lyonese often share the Lothian traditions, but are also enriched by many ethnic subgroups and a blending of cultures from neighboring or ancestral lands. The Lyonese people usually tend to emphasize their similarities and shared culture as Lyonese, and see the richness of their culture as a strength.

Physical Description

Lyonese are northmen of stature similar to Avathars, which puts them between Alorns and Kith. Due to their Lothian ancestry, Lyonese can travel in most of the northlands and pass for a native. This is especially true in Nan-Avathar, because most Avathars have Lothian lineage.

Languages

Most modern Lyonesse use Alornean as their daily tongue, and many speak multiple languages: typically Kith and Avathar. However the old Lothian tongue is still used for military terms and between Lothians, particularly in the outlands. The old Lothian language is similar to medieval Germanic or Swiss languages.



History

In ancient times central Alornea (what is now Nan-Avathar and Lyonesse) was known as the Lothian Kingdoms. The Lothians were a fierce warrior culture with well-developed arms, armor, and martial techniques. However, they were fractious and the Lothian kings were ever at each other's throats.

Thousands of years ago, the Belerions began a migration southwest into what would become new Alornea. Most of the Lothian kings resisted the Belerion advances, and there were long years of bloody conflict. However, some Lothians joined with the Belerions, and together became the Alornean people.

Most of the Lothian tribes remained in the Lothian Kingdoms. True to their nature, the Lothians remained divided, or they would likely have stopped the Belerion advance, and this weakness led to their downfall. Some years later, the first Vampire Lords arrived and began a unification under their rule. Many of the Lothians became known as Nan-Avathar, and their people became the Avathars. However, not all Lothians chose to bow to the Vampire Lords, and either joined with the Alorns or took to the mercenary life.

The Ravennost

One of the Old Lothian Kingdoms was called Ravennost. The warriors of this realm were especially ferocious, even for Lothians. They took to training ravens, wearing cloaks of raven features, and carried hooked swords and sickles. Some of the Skhelloch Gleven are likely descendants of the Ravennost.

Characters

Lyonese make ideal player characters due to their versatility. One can travel throughout the northlands and pass as a local if a little care is taken to dress and act like one, and if one possesses the proper linguistic and cultural knowledge. The Lyonese people have had a violent past and are typically well-schooled in the war arts. Their culture also prizes independence, innovation, and adaptability, making the Lyonese excellent adventurers.

Lothian Names

Male names -- Abelard, Adalbert, Adalbrecht, Adalfuns, Adalhard, Adelstan, Adelulf, Adso, Aganbold, Agid, Agin, Agino, Aigo, Alaricus, Albertus, Albgast, Albirich, Aldo, Alimahus, Amalrich, Amalricus, Ambrico, Ambricus, Amo, Ampho, Anafid, Andhari, Ansehelm, Ansgor, Anshelmus, Ansila, Ansobert, Aranold, Arcavius, Archembald, Archimbalt, Arenvald, Arnald, Arnegis, Arnoald, Arnoldus, Arnwald, Ascalo, Ascila, Aspuanis, Athalwolf, Audegar, Audila, Audo, Autgar, Avila, Azzo, Baldavin, Baldemar, Baldewin, Bardo, Baro, Baso, Bazzo, Berahthaben, Berhdoldus, Berhtolf, Berico, Beringaer, Beringer, Berinhard, Bernardus, Bero, Beroald, Berthar, Bertilo, Berwelfus, Bezilo, Binizo, Bisinus, Blanko, Bobo, Bodenolf, Bodo, Bodolev, Bodoloff, Boiorix, Bovo, Burchard, Burconius, Burgundus, Burkardus, Carbo, Ceubasnus, Chacili, Chazili, Chlodovech, Chlodowig, Chonrad, Chretzo, Chrezzo, Chustaffus, Ciprianus, Clarebald, Clarembald, Cobbo, Cornel, Cristianus, Crotila, Cuno, Cunradus, Dagilo, Dailus, Dammo, Deigenhardus, Didericus, Dimarus, Ditmarus, Ditwinus, Dolleo, Draga, Drogo, Dudo, Duihna, Eberhardus, Eburhart, Eckardus, Edelstein, Eginolf, Eidhart, Eigio, Einolfus, Embrico, Emelricus, Emercho, Emicho, Emmerich, Endemannus, Ercanbald, Ermenoldus, Ernolf, Ernst, Eutha, Everwinus, Facco, Fadiko, Faramund, Fastred, Fato, Fersio, Fersomeris, Filibert, Fizzilo, Flaco, Flanbert, Folkher, Folkmod, Franco, Fraomanus, Fridebertus, Fridebraht, Fridericus, Fridurh, Frilo, Frithuric, Fulco, Fullofaudes, Gabo, Gadfrid, Gaido, Gairbert, Gairebold, Gairhard, Gairovald, Garibald, Gastne, Gaufrid, Gautbeht, Gautelen, Gautzelin, Gauzelen, Gauzpert, Gawin, Gebahard, Gebhard, Gelfradus, Gelther, Gerbertus, Gerbodo, Gerbotho, Gerhardus, Gerhart, Gerlach, Gerlacus, Gernandus, Gerulf, Gerwald, Gevehard, Gigo, Gimmo, Giselberdus, Gisfrid, Gisilbeht, Gisilbert, Giso, Glaumunt, Glauperaht, Godafried, Godehard, Godesmannus, Godila, Godohelm, Godscalcus, Goldkopf, Gomic, Gosbert, Gotteschalk, Gottschalk, Gotwinus, Gotzstaf, Grawo, Gundobald, Gunnulf, Guntard, Gunterus, Guntmar, Guntramus, Gunzelinus, Gusso, Hagarih, Hagilo, Haimirich, Haimo, Halo, Hanno, Hano, Hapertus, Haribehrt, Hariberct, Hariman, Harimann, Hariwald, Harpernus, Hartmannus, Hartmudus, Heidolfus, Heimerich, Heinricus, Helfricus, Helgaud, Helmhart, Heribehrt, Herilo, Herman, Hermannus, Herminafid, Hertwicus, Hetzkinus, Hildeberht, Hildebrandus, Hildegard, Hildibrand, Hiruz, Hluodohari, Hluodowig, Hnaufridus, Holo, Hraban, Hremfing, Hroch, Hrodebert, Hrodgar, Hrodger, Hrodo, Hrodric, Hrodric, Hrodulf, Hrotmar, Hrudolf, Hruodiger, Hruodland, Hruodpeht, Hugi, Hugo, Hugubehrt, Hugubert, Hunberct, Hunfrid, Huolo, Hupertus, Hurmio, Isenbard, Iso, Ivvanus, Jofridus, Johannes, Joppo, Jordanes, Judbert, Judo, Kacili, Kuonrat, Laico, Lallo, Landebert, Landico, Lando, Landoberct, Lanzo, Launobaudus, Launus, Lentfridus, Leonhard, Leudbald, Lewenhard, Liukardis, Liutbalt, Ludewicus, Ludoldus, Luitfridus, Luitgarde, Luitpold, Lvfridus, Madulnus, Magahard, Maganhard, Maginfred, Maginrad, Malbert, Malger, Mallobaudes, Malo, Mangod, Manfred, Mansuetus, Mantio, Manzio, Maricho, Maricus, Marquardus, Maso, Masso, Matto, Maus, Mazo, Mazzi, Meffridus, Meinfridus, Meingotus, Mello, Mengotus, Merobaudes, Mezzi, Milo, Muato, Mundo, Munifrid, Munio, Munizo, Nadilo, Nagal, Neozzo, Nibelungus, Nidungus, Niuzilo, Nordemann, Oggod, Ortolfus, Ortwinus, Otho, Pizzo, Poppa, Quito, Radulf, Raffo, Rafold, Raganald, Raganfrid, Raganhard, Raganher, Reginhart,

Raginmund, Raimer, Rammius, Rampo, Ratilo, Rautio, Reinboldus, Richart, Ricohard, Ripertus, Riso, Roricus, Rubertus, Rudegerus, Rudolfus, Runo, Rusto, Ruthardus, Sarilo, Sconea, Shilgen, Sibertus, Sibico, Sibilo, Siboldus, Sibractus, Sibratus, Sidimund, Siegmirth, Sifridus, Sigenandus, Sindo, Sito, Situli, Snaracho, Snarung, Snato, Snazi, Stallo, Starchari, Sumar, Sunno, Suppo, Swikerus, Tadica, Tallo, Teutobod, Thancharat, Thancheri, Theodbald, Theodemar, Theodericus, Theodilacus, Theodoric, Theudobald, Theutlich, Thieme, Thiemmo, Thiudorieks, Trafstila, Trapsta, Trostheri, Trostila, Truhtilo, Ucco, Ulricus, Ulla, Unsenis, Vagdvaraestus, Varin, Vidans, Waibilo, Waido, Walahfrid, Waldhar, Waldhere, Waldibert, Waldomar, Walhbert, Waliko, Waloco, Walpurga, Wandilo, Warenheri, Warinhari, Wazo, Wecelo, Weidheri, Weila, Welp, Welpo, Wercha, Wercrata, Werdo, Wernerus, Wezilo, Wibil, Widargelt, Widigast, Wido, Wido-gast, Widoradus, Wigandus, Wigo, Wikerus, Wilhelmus, Willahelm, Willamar, Willehelm, Winebaud, Winicho, Wintar, Wintherus, Wintri, Withari, Withekindus, Wocco, Woco, Wolkan, Wortwinus, Wracwulf, Wultgar, Wunnihad, Wurm, Zinzo

Female names -- Ada, Adala, Adalberta, Adalheid, Adalheidis, Adalind, Adalindis, Adallindis, Adalmut, Adalrada, Adaltrutis, Adaluuidis, Adalwara, Adalwif, Adda, Addela, Adela, Adelaidis, Adelheidis, Adeltrudis, Adhela, Adila, Adwala, Aebbe, Agentrudis, Agglethrudis, Albelenda, Alberad, Alberadis, Albrad, Albrade, Albruga, Alburgh, Alburg, Alda, Aldguda, Aldgudana, Aldruth, Aleidis, Alfgarda, Alfild, Alfient, Alia, Alverat, Alvered, Amalberga, Amalberta, Amalbirga, Amalfriede, Amalgunde, Amoltrud, Amulberga, Anselda, Ansitruda, Anstruda, Aschilt, Athala, Athela, Aua, Auacyn, Auekin, Auin, Auina, Auriana*, Aurildis, Austrechildis, Ava, Avacyn, Avekin, Avelina, Aveza, Avin, Ayla, Baltelda, Balthechildis, Balthildis, Bauin, Bava, Bavacin, Bavin, Bechte, Belegardis, Berehta, Bergard, Bergundis, Berhta, Beriungis, Berna, Bernewief, Bernewif, Berta, Bertaida, Berthildis, Berthlenda, Bertildis, Bertiana, Bertrada, Bertruda, Bertswinda, Betlindis, Bettin, Binhildis, Blitekin, Boltiarda, Bova, Boviardis, Bytzel, Childebertana, Chlotichhilda, Chunegundis, Cilia*, Clodauuiua, Clotrada, Conegont, Conegundis, Conegunt, Constantia, Contzel, Crapahildis, Cristehildis, Cristemburga, Cristemia, Cristyne, Cunegund, Cunegundis, Dadin, Dagarada, Danburga, Demuth, Dilli, Dillo, Doda, Dodda, Duda, Eberhild, Ebertana, Eburhild, Eburhilt, Edeberga, Edeborg, Edila, Ega, Egecin, Egeluuara, Egesburga, Egesloga, Ehgelhild, Ehgeluuara, Elftrudis, Else, Elsebeth, Emecin, Emeludt, Emma, Engelgard, Engelsuit, Engeluuara, Engelwara, Enna, Erchembrog, Eremburgis, Ereprad, Erkembrog, Erkenbrog, Erkenburoc, Erkenrad, Ermandrud, Ermecin, Ermegardis, Ermengarda, Ermengardis, Ermentrudis, Ermeswindis, Ermina, Erpsuid, Errictruda, Ethelchif, Ethelgard, Ethelgarda, Eue, Euerloga, Eurildis, Eurohildis, Everelda, Evereldis, Evfemia, Farahilda, Flouerana*, Folclind, Folclinda, Folcrada, Folcuuara, Folgarda, Folsuindis, Folsuuendis, Fordola, Fortliff, Frauuaara, Fredeburgis, Fredegonde, Frederada, Fredeuuara, Frethegard, Frethesuinda, Frethesuindis, Fridegundis, Fridesuenda, Fridewiga, Frisburgis, Frithelinda, Frouuin, Frouuina, Fye, Gailan, Gailana, Geila, Gelduuara, Gele, Geneva*, Gerberga, Gerburg, Geredrudis, Geretrudis, Gerharde, Gerhild, Gerlent, Gerlinda, Gersenda, Gersuenda, Gersuinda, Gertruda, Gertrudis, Geruuara, Geua, Geva, Gisela, Gisila, Gisla, Glismodis, Godalinda, Godeca, Godecin, Godelda, Godelinda, Godildis, Goduuara, Gothuuera, Grede, Gredechinn, Grimuuara, Grishild, Guda, Gude, Gundichild, Gundrada, Guodhilda, Guodlia, Gyel, Gyszel, Hadaken, Hadewidis, Harwara, Hazeca, Hedewigis, Heidindrudis, Heilewif, Heilswinda, Heldeburga, Heletradana, Heleuuidis, Helewidis, Helinda, Heltrada,

Hengelsenda, Herden, Herdin, Herenborg, Herenfrida, Herlindis, Herlinda, Hermana, Hermengarda, Hette, Hildberta, Hildborg, Hildcardis, Hildeberga, Hildeburg, Hildeburgis, Hildegard, Hildegardis, Hildelana, Hildemunda, Hildeswindis, Hildeuuara, Hildeuuif, Hildewara, Hildewif, Hildrada, Hildwara, Hiltrude, Hirmenlind, Hostaruuara, Hruodgarda, Hruotberta, Ida, Idasgarda, Ideslef, Idesuuif, Ideswif, Idisiardis, Imicina, Imma, Ingela, Ingelswindis, Ingeluuara, Ingelwara, Iodberta, Iolitha*, Irmele, Irmengard, Irmenhild, Irmenlind, Isa, Isburch, Isold, Judda, Kordel, Kordula, Kungund, Landburuga, Landgarda, Landrada, Lanthildis, Lantuuara, Lavena, Lavina, Lebdrudis, Leddinga, Leuekin, Leuuich, Liaueld, Lidiardis, Liedrada, Liefhun, Lieftet, Liepmayt, Lietgarda, Lietgardis, Lietuuif, Lieuuara, Lifgarda, Linda, Lindi, Liodburga, Liodgard, Liodrada, Litburh, Litgardis, Litiardis, Lucardis, Lugardis, Lype, Lyse, Machtildis, Madelrada, Madhalberta, Magthildis, Magtildis, Mahthild, Mahthildis, Malasintha, Malasuinha, Margarete, Markuuara, Mathildis, Mauriana*, Meckil, Megenberta, Megendrod, Megenhelda, Megenlind, Megenlioba, Megensind, Megensinda, Megenuuara, Meinburg, Meinnelda, Meinsent, Meinswindis, Menborch, Methdin, Methild, Methildis, Minna, Murina*, Nidlebis, Niesenn, Nordrada, Oda, Odala, Odburga, Odela, Odgiva, Odguda, Ogdudana, Odila, Odilia, Odlenda, Odriana*, Olburgis, Olga, Orieldis, Osgarda, Osgiua, Otberta, Otgiva, Otilia, Oydela, Pharahildis, Radagundis, Radborg, Radburg, Radburgis, Radegund, Radeken, Radgert, Radlia, Radsuinda, Rainilda, Rainildis, Ramburga, Regana, Regenburuga, Regenelda, Regenlind, Regenset, Reginsuint, Regneuuig, Reinewif, Reingard, Reingardis, Reingart, Reingaud, Reingod, Reinhedis, Reinsuent, Relindis, Renburgis, Rennewief, Riberta, Richelda, Richildis, Riclindis, Ricsuinda, Rikildis, Rinelt, Rinilda, Rodburga, Rodgarda, Rodgardae, Rofsind, Rosamunda, Roslindis, Roswitha, Rotburga, Rothin, Rotlenda, Seburg, Seburga, Siborch, Siburg, Sigarda, Sigberta, Sigeberta, Sigeburgis, Sigethrod, Sigiburgis, Snelburch, Stenburch, Stilleuuara, Strilleburg, Suitburgis, Syardis, Syele, Teudsindis, Thancuuara, Theaduuara, Thedela, Theodelinda, Thidela, Thieda, Thietgarda, Thietuuich, Thietwara, Thiodsind, Thiodsuinda, Thiutuuara, Thrasborg, Thrudberga, Ticekin, Tietlenda, Tietza, Thrutborgana, Trudlinde, Trutilda, Ualdburg, Ualdethruda, Uda, Ueremund, Uerenburoc, Uiburgis, Uindborog, Uinebarga, Uireda, Ulgarda, Uoldolberta, Veleda, Vrowecin, Vualdberta, Vualdedruda, Vualdetruda, Vuifken, Vuinetberta, Vuiuechin, Waldburg, Warehild, Wavin, Wiblind, Wiburgis, Wifhildis, Wihted, Wilberga, Wilgeva, Willelda, Willesuindis, Wivecin, Wivin, Wilbergis, Wlbgis, Wifildis, Wlgert, Yrmengardis

gallery: Lyonese (Lothians)



Ogham

Northman (language of the Alorns and Kith)

Northman is the traditional language of the Alorns and Kith, analagous to ancient Gaelic, a language that has survived centuries of war and deeds of valor.

The early Kith originated a system of writing or signed communication called Ogham. The symbols were called after various trees and plants, and cut into the vertical edge of a stone or wood from the bottom up. Typically only Kith leaders learn the Ogham, and Kith tend to be superstitious about other more sophisticated kinds of writing.

Alorns use the Eldarin writing systems, and they adopt many Eldarin words in speech as well. The Ogham is deemed quaint, although Alorn rangers sometimes adopt the symbols for trail markers and codes.

Alorns and Kith who dwell near Dwur mountains tend to speak the norse Dwur tongue instead of or in addition to Northman.

Northman Place Names

Adder nathair-nimhe
Agate agat, clach-luachmhor
Ale leann, lionn
Alkali salann-na-groide
Alley caol-shr`aid
Amber o`mar, leann-soillear
Anchoracair luinge
Ancient `airsaidh, aosda
Ant seangan
Anvil innean gobha
Archer boghadair, fear-saighid
Area raon, magh
Armorer fear-dheanamh arm
Army armailt, feachd-cogaidh
Badgerbroc, t`uitean, srianach

Bagpipe piob-mhor
 Barbarian allmharach, duine borb
 Baron ridire
 Basalt gn`e chloiche, [etc]
 Bay camus, loch-mara, b`agh
 Beach mol, tr`aighe, cladach
 Bear math-ghamhainn
 Beauteous maiseach, `aluinn, b`oidheach, sgiamhach, grinn
 Beautiful b`oidheach, rionmhach
 Beauty maise, `aillte, sg`eimh
 Beaver dobhar-chu, [etc]
 Bee beach, seillean
 Beech crann-f`aibhile
 Beef mairtfheoil, mart-biadhta
 Beetle daolag, fairche, ceardamann
 Bend cromadh, camadh, fiaradh [noun]
 Berry dearc, dearcag
 Birch beithe
 Bird eun, eunlaith
 Bitter goirt, searbh, teth, geur
 Bittern chorra-ghr`ain
 Blackbird lon-dubh
 Blackness duibhead, dorchachd
 Blacksmith gobha-dubh
 Bleak lom, fuar, fuaraidh [etc]
 Bliss `ard-shonas
 Bloody fuileach, fuilteach
 Blossom bl`ath
 Blue gorm, liath
 Boar torc, cullach, `umaidh
 Boat b`ata, eithear, sgoth, [etc]
 Bog fe`ithe, boglach, suil-chrithich
 Border oir, bile, crìoch, iomall, bruach, taobh, oirthir, c`orsa
 Borough baile mo'r, b`orgh [etc]
 Bough meur, geug, meangan, fi`uran, faillean
 Bread aran
 Brimstone pronnasg, pronnastan
 Brown donn
 Buck boc, damh fe'idh, fear, lasgaire [etc]
 Bull tarbh
 Bulldog tarbh-ch`u
 Calf laogh
 Camp c`ampa, feachd-ch`omhnaidh

Canal clais uisge
 Carp carbhanach
 Carpenter saor, saor luinge [etc]
 Cat cat, chat
 Caterpillar burras
 Cattle spre'idh, crodh, buar, bor, tan [etc]
 Cavalier marach, ridire
 Cave uamh, brugh, toll fo thalamh
 Celestial n`eamhaidh [adj]
 Chalk cailc
 Cheese c`ais
 Cherry sirist, croabh-sirist
 Chicken eireag, isean
 Chief priomh, `ard, `araid [adj]
 Chivalry ridireachd [noun]
 Cider leann-ubhall
 Cinder gual, eibhleag
 City cathair
 Cloud neul, dubhar, sg`oth, ce`o
 Clover seamrag, bileag-chapail, saimir
 Coal gual
 Cold fuar, fionnar, fuaraidh [adj]
 Colt searrach
 Commons tuath-chomhairle
 Company cuideachd, comunn
 Consort ce`ile [noun] aonaich [verb]
 Cottage bothan
 Country d`uthaich, tir
 Cow bo', mart
 Crab partan
 Crane c`orra-sgriach, corra-ghlas
 Crawfish giomach-iusge
 Cream uachdar, b`arr, c`e
 Creek b`agh, geodha, camus, c`uil
 Crescent leth-chearcall
 Crow feannag
 Crown coron, cr`un
 Crucible suacan, poit-leaghaidh
 Crystal criostal, glaine-sh`oilleir
 Cuckoo cuach, cuthag
 Cup copan, c`orn, cuach
 Curlew guilbneach
 Current buinne, cassruth [noun]

Cygneteala `og, isean eala



Southmarens

Southmarens form a broad category of swarthy humans from the southern lands. They are small of stature and generally have olive colored skin and dark hair. Southmarens are amazingly quick--both of body and mind--and are renowned for many highly evolved forms of swordsmanship. Most Southmarens in positions of wealth are Harns, whose ancestors founded the Southmaren Empire of Harnendor. The Rochir are horse nomads of the vast Rochir Plain and deserts.

Aquilans

Most wealthy Southmarens maintain homes in the great city of Aquila. Some Southmarens who dwell primarily in the city call themselves "Aquilans", and make up some of the most cultured and elitist of all peoples short of the Eldarin.

Droog (Laborers)

In Southmaren society "Droog" is a derisive term for any person with a "highly eclectic" or primitive bloodline, such as Kith, Rochir or other savages. Whether they have wandered into the great city on their own, or were brought back from expeditions to far away lands as slaves, Droogs typically form the lowest labor class in Southmaren society. Unaccustomed to urban life

and sophisticated mannerisms, Droogs are seen as coarse and brutish by most Southmarens, which only serves to cement their position one notch above beasts. Droogs ripped from exotic homelands are sometimes very unusual in appearance and customs, and are not always human.



Haradjinn (Desert Tribesmen)

Haradjiaa, the eastern desert of Harnendor, is the domain of desert tribesmen known as the Haradjinn. These fierce tribes are descendants of Southmaren and Rochir explorers who traveled east through the Red Waste and took up the Alu desert ways to survive in the inhospitable red sands.

These fierce men of the desert wear the robes and headcloths of the Alu, albeit each tribe has its own distinctive style and patterns. Aside from their prowess in desert survival, the Haradjinn are skilled swordsmen and renowned riders of both horse and camel, with the tribes who trace their roots most strongly back to the Rochir claiming to be the most talented riders and breeders of mounts.

The Haradjinn typically worship a number of aquatic gods, such as Kraken and Suul, and often prophesy that water will return to their parched lands. Seashells and other gifts of the sea found in lands are treated as omens or preserved as tokens of luck or holy relics. The Haradjinn are also often knowledgeable about Baal artifacts and ruins, and many tribes pass down Baal items of power relinquished by the desert.

At least one Haradjinn tribe, the suul'Arakjinn, is known to dwell in the western desert of Harnendor, the Rochir Plains. However, the Rochir will warn travelers that the suul'Arakjiin do not greet trespassers in their lands warmly, and often travelers never return.

Harn (the Southmaren Language)

The Southmarens share a common tongue throughout the southern lands. The Southmaren language is warm, beautiful and flowing. The tongue is old enough to have developed cultural

variations in the Southmaren subraces, but the southern races can understand one another well enough.

In practical terms, this is equivalent to Renaissance Italian.



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Harns (Harnendorians)

The Harns are humans who rule the southern seafaring cities of the regal Southmaren Empire of Harnenedor. Once a militaristic culture that ruled an expansive empire, the Harns have since become an decadent society of artists, aristocrats, and thieves. It is said that a Harn merchant can squeeze silver from rocks.

Harns are of human average size, somewhere between the average-sized Alorns and even smaller Alu. They generally have olive colored skin and dark hair. They are almost always in high spirits and good disposition. Even while dueling a villainous foe, a Harn maintains his wry grin and takes time for witty quips. Harns are true rogues who rely on their exceptional luck, sharp wit, winning smile and keen blade.

Regions

Harns are adventurous and can be found anywhere, but they hail from the once mighty Southmaren Empire of "Harnendor":searchid?HARNENDOR. They rule the ruins of their empire from their capital city of "Aquila":searchid?Aquila

Personality

Regal and sophisticated, the Harns have an old and elegant culture. Unlike the Kitanians who dwell at the river valley source of the Inner Sea, whose empire is in ascent, the Harns sadly watch their empire crumble and their influence dwindle. They still hold on to their traditions

where religion, culture and honor are concerned. Their language is used as the common trading tongue in most nations and their leaders are masters of intrigue and diplomacy. Harn art and culture are the height of elegance; their styles are imitated throughout the western world, though rarely as well as the original. Harns consider themselves to be more civilized than most humans. Oddly enough for a culture of merchants and thieves, they hold life in high regard. Even a brutal thug is unlikely to slay helpless victims.

Harns are almost always in high spirits and good disposition. Even while dueling a villainous foe a Harn maintains his wry grin takes time for witty quips. They are true rogues who rely on their exceptional luck, sharp wit, winning smile and keen blade.

Harns greatly esteem swordplay and have developed highly advanced styles of swordsmanship, particularly with fencing swords like the rapier. Aspiring students travel to the Harn fencing academies in Aquila from all over the world. The fencing academies teach different styles of fencing, and often have a spirited rivalry for the top students. Dueling is forbidden in Aquila, but is still commonplace, although fortunately fought to first blood rather than death in most cases.

Physical Description

Harns are of human average size, somewhere between the average-sized Alorns and even smaller Alu. They generally have olive colored skin and dark hair. They are usually smiling or singing and are considered handsome by other humans. They are sharp and quick, with a keen sense of balance that keeps them safe in the rigging or a swaying deck. A deep love of music, dancing and drink is in their blood.

Relations

Harns once dominated all trade but their peerless merchants can still squeeze silver from rocks. They stockpile and trade all sorts of goods, mostly grains, from their capitol city of Aquila. Harn traders are greeted with friendship, for these ships are the life's blood of trade throughout most of Ares. Their pilots long ago unlocked the secrets of navigation and sail their swift dual-masted ships across open seas to visit any port. Due to their wide travels, Harns often come to port with exotic goods from unknown cultures, as well as the silks, pearls and jade from the legendary Isle of Jade. Their own crafts are sought after as well, particularly glass and metalworks.

Lands

Harns are coastal fisher folk, grain farmers, and dwellers of the fabled city of Aquila. Their lands are safe, civilized and well maintained by powerful legions.

Art and Culture

Like their lives, Harn artwork centers on the sea. Carvings of shells, fish and seabirds are common decorations, and they favor bright patterns of red, white and gold. A series of ancient stone obelisks line the shore of the Inner Sea. Carved in the likeness of enormous seabirds, these statues have great historical and religious significance for the Harns.

Religion

Harns are unusually accepting and even capricious when it comes to matters of faith. Nearly any sort of religion is tolerated, and many Harns participate in worship ceremonies based solely on a jaded sense of curiosity. Most Harns worship a handful of gods each when it is convenient or fashionable. In the capital city of Aquila, the fabled Street of the Gods has temples to hundreds, even thousands of different gods. Based on tithes to the faiths, the different temples purchase more expensive lands further toward the head of the street. Most temples go to great

lengths to attract and keep the fickle attention of their followers, blending dazzling displays of showmanship into their worship services.

History

The seafaring realms of the south have rich and ancient histories, which they record and carefully protect in the tomes of their proud libraries. Much of their history is intertwined with that of their empire and the great city of "Aquila":[search?Aquila](#).

The Southmaren Empire of "Harnendor":[sid?HarnendorHistory](#) ruled for hundreds of years, prospering with trade and innovation. Harnendor commanded a powerful navy and legions second only to Draconian Empire, which was used to explore and colonize many parts of Ambar. Some thought that the light of Harnendor would shine forever, but eventually the Southmaren Empire fell as all empires do. Although the capitol city of Aquila stills stands, it is the last of the great Harn cities.

The noble class and more affluent Harn merchant families can trace their lineage to the original people of Aegon the Falconmaster, the first Emperor of Harnendor.

Language

Harns speak the Harn tongue, the language of their ancestors, also known as Harnendorian.

Quotes

- *"Hold a woman by the waist and a bottle by the neck."*

Harn Names

Male names -- Aelhaern, Aelwen, Aethan, Aidan, Akellon, Akhaan, Alan, Alavon, Alawn, Alban, Alcwyn, Aldryth, Aldwyn, Alec, Aled, Alun, Alwen, Alwyn, Amaethon, Amloth, Amlyn, Arawn, Arianwyn, Arnallt, Arovan, Arthen, Arthog, Arthur, Arthvael, Artin, Artro, Artu, Arturs, Arvon, Arwel, Arwyn, Asaff, Avan, Avar, Avloeg, Awen, Awstin, Baglan, Barendd, Barri, Barrwg, Barwyn, Basharat, Bedo, Bedwyn, Bedwyr, Beion, Beli, Ben, Berian, Berthig, Berwyn, BledigBlethyn, Bledri, Bleithian, Bradach, Bradwen, Bran, Brennig, Briavael, Brieg, Brochan, Brottor, Brwyno, Brychan, Bryn, Brynach, Brynmor, Brython, Cadan, Cadell, Cadeyrn, Cadivor, Cadmael, Cadog, Cador, Cadvael, Cadwal, Cadwallon, Caerwyn, Cai, Caleb, Caledvryn, Carannog, Carwyn, Casnodyn, Cedewain, Cedivor, Cedrych, Cedwyn, Ceidrych, Ceiriog, Ceiro, Celyn, CelynenCellan, Cemlyn, Ceneu, Cennard, Cennyth, Cenwyn, Ceredig, Ceryx, Ceulanyth, Cevni, Cian, Cledwyn, Cludwyn, Clydai, Clydri, Coel, Collen, Colwyn, Connacht, Cunetha, Curig, Cybi, Cynan, Cyndrig, Cynlas, Cynon, Cynrig, Cynvael, Cynvor, Dankil, Davi, Davyth, Degwel, Deian, Deiniol, Derran, Dewi, Dion, Drognan, Dulais, Dulas, Dylan, Dyvan, Dyved, Dyvnallt, Dyvri, Dyvrig, Eben, Eberk, Edern, Edwart, Edwyn, Egryn, Eidin, Einkil, Eirig, Eirug, Eirwen, Eithig, Eivion, Elaeth, Elensh, Elffin, Elgan, Elian, Elidir, Elis, Eliseg, Eliseth, Elli, Elved, Elvoth, Elvryn, Elystan, Emlyn, Emrys, Emyr, Endav, Enlli, Erthig, Eudav, Eurig, Eurion, Eurov, Falkar, Faren, Faxe, Feff, Ffagan, Ffinian, Ffion, Fflamthwyn, Ffranc, Ffrancon, Ffychan, Gareth, Garmon, Garwyn, Gawain, Geglash, Geraint, Gerwyn, Gethin, Gildas, Glanmor, Glasnant, Glaton, Gliptomerkes, Glwys, Glyn, Glyndwr, Gorunn, Govannon, Greiz, Grenig, Griffri, Grigor, Groog, Gruffyth, Grugwyn, Guraad, Gwallog, Gwallter, Gwarthen, Gwaun, Gwenallt, Gwern, Gwili, Gwilym, Gwion, Gwyn, Gwynallt, Gwynant, Gwyndav, Gwynlais, Gwynvor, Hadimash,

Hamar, Heinin, Hennin, HergestHinin, Heth, Hethwyn, Hevin, Hiraethog, Hopcyn, Horazon, Hratli, Huw, Hywel, Hywyn, Ianto, Idnerth, Idris, Idwal, Idwallon, Iestyn, Ieuan, Ilan, Illtud, Ingues, Ioanlolo, Ionor, Iorath, Iorwerth, Ioseff, Irvon, Irwyn, Islwyn, Isvael, Isvoel, Ithel, Ithig, Jakartai, Jebekaweel, Jerhyn, Jerryn, Kawiyed, Kenrick, Khaliyed, Khammaad, Levi, Lewsyn, Lewys, Llawen, Llawthen, Lleision, Llelo, Lleu, Lleuver, Llevelys, Llew, Lliedi, Llion, Llivon, Llunwerth, Lluth, Llwyd, Llwyvo, Llyr, Llyvni, Llywarch, Llywel, Llywelyn, Loderr, Lokizo, Luc, Lutgehr, Mabon, Machreth, Madog, Mael, Maelgad, Maelgwyn, Maelog, Maelogan, Maelon, Maelor, Maelrys, Maelwas, Maldwyn, Manas, Mareduth, Marlais, Martyn, Math, Mathew, Mechain, Medrod, Medwyn, Meic, Meical, Meidrym, Meilir, Meilyg, Meilyr, Meirchion, Meirion, Melvyn, Mereduth, Mervyn, Mesak, Meshif, Meurig, Meuryn, Miall, Millikan, Moelwyn, Mogim, Moren, Morgan, Morgant, Morien, Morlais, Morus, Morvael, Morvran, Mosar, Mostyn, Myrthin, Nantlais, Neirin, Neivion, NiclasNidian, Ninian, Nisien, Nuth, Ogwen, Onllwyn, Onvael, Orig, Orwig, Orv, Oskar, Osval, Oswallt, Owain, Owen, Padarn, Padrig, Pasgen, Pax, Peblig, Pedran, Pedrog, Pennar, Penri, Penwyn, Per-Vartal, Peredur, Peris, Petran, Plennyth, Powel, Prmaine, Prosser, Pryderi, Prydwyn, Prys, Prysor, Prytherch, Pulgh, Pwyll, Pys, Qiol, Quaz, Rhain, Rheged, Rheinallt, Rhirid, Rhiryd, Rhisiart, Rhiwallon, Rhobat, Rhobet, Rhodri, Rhosier, Rhun, Rhuvon, Rhyddian, Rhydwyn, Rhys, Rhystud, Rhytherch, Robyn, Rodric, Rolant, Rolf, Rurik, Samlet, Sannan, Sawel, Seimon, Seirian, Seiriol, Seisyll, Seisyllt, Selwyn, Selyff, Sevnyn, Siarl, Silyn, Sion, Sionyn, Sior, Sokaar, Steffan, Strakeln, Sulien, Sulwyn, Taklenn, Talhaearn, Taliesin, Talin, Talog, Talvan, Talvryn, Tanad, Tanat, Tangno, Tangwyn, Tarhan, Tathal, Tathan, Tawe, Tecwyn, Tegid, Tegla, Tegryn, Tegvan, Tegvryn, Tegwel, Tegwyn, Teivion, Teivryn, Telerch, Telor, Telurin, Tervel, Terwyn, Tewdrig, Teyrnnon, Tharsis, Thax, Thaxas, Thorkar, Thorkell, Tomos, Torunn, Trahaearn, Traslek, Traubon, Trebor, Trevor, Trystan, Tryvan, Tudri, Tudrig, Tudvor, Tudwal, Tudwr, Tweli, Twm, Twynog, Tybion, Tysul, Tywi, Tywyn, Ulizanz, Veit, Velkmol, Viganir, Warriv, Watcyn, Wedros, Worvan, Wyn, Wyre

Female names -- Adwen, Aeres, Aeronwen, Aeronwy, Aerven, Ala, Alaara, Aldyth, Alus, Alwena, Alwyn, Alys, Amranwen, Anest, Annwyl, Aquixa, Aranwen, Ariannell, Arianwen, Arthun, Arvon, Arwenna, Aurtholen, Ava, Avaxa, Awela, Awena, Banwen, Bechan, Beryl, Bethan, Betrys, Betsan, Blodeuweth, Blodwen, Blodyn, Braint, Branwen, Bree, Brengain, Briallen, Bronmai, Bronwen, Brythonig, Brythonwen, Cadi, Cari, Carwen, Carys, Cati, Catrin, Ceindeg, Ceindrych, Ceinffryn, Ceinlys, Ceinwen, Ceirios, Cerian, Ceridwen, Cerys, Chandara, Cigva, Collwen, Crisiant, Cristyn, Cyffin, Dagnal, Daron, Dedwyth, Del, Delwen, Delyth, Diesa, Dilwen, Drudwen, Dwynwen, Dwysan, Dwyvor, Ebrilla, Ebrillwen, Eigr, Eigra, Eilian, Eilir, Eilwen, Eira, Eirawen, Eirian, Eirianell, Eirianeth, Eirianwen, Eiriol, Eirlys, Eithwen, Eiviona, Elain, Elan, Eldryth, Elen, Elenid, Eleri, Elin, Elinor, Eluned, Elysteg, Endewyn, Enid, Envail, Envys, Erin, Eryl, Eswen, Ethni, Eulwyn, Eurlly, Eurvion, Eurwen, Eury, Evely, Faiyeh, Ffion, Fflur, Ffriad, Gaenor, Garwen, Geinor, Glain, Glenda, Glenwen, Glenys, Glesig, Glesni, Glynis, Glynwen, Glynys, Goewyn, Gwalia, Gwen, Gwenda, Gwendolen, Gwendraeth, Gwenthwyvar, Gwenith, Gweniver, Gwenllian, Gwenlliant, Gwenlyn, Gwennan, Gwennant, Gwennol, Gwent, Gwenhyth, Gwenvair, Gwladys, Gwlithen, Gwyneth, Gwynvi, Havina, Havren, Havwen, Hawen, Hawys, Hedyth, Heilin, Heini, Heleth, Heulwen, Heulyn, Hiraeth, Hirwen, Hlin, Huny, Hwyla, Ilar, Ilde, Ilid, Iola, Ionalonwen, Iorwen, Irwen, Kaelan, Killian, Krona, Kutha, Leri, Lifrasa, Lili, Lilwen, Llinos, Llio, Lluan, Llywela, Lona, Lora, Lowri, Lucinda, Luned, LydiaLyn, Lyneth, Lynva,

Lynwen, Mabli, Madlen, Madryn, Maelona, Maelorwen, Magdalen, Mair, Mairwen, Malen, Mali, Mallt, Manod, Manon, Marareth, Mared, Marged, Margiad, Margred, Marian, Mariyaleh, Medeni, Medi, Meduwen, Medwen, Meilys, Meinir, Meinwen, Meirian, Meiriona, Meirionwen, Meirwen, Melangell, Menai, Menna, Mererid, Meriel, Merleri, Meryl, MevinMegan, Modlen, Moelwen, Mona, Morvuth, Morwen, Morwenna, Myvi, Myvina, Nerys, Nest, Nesta, Nevyn, Nevyth, Nia, Non, Nona, Nonna, Nora, Olwen, Ormul, Petra, Prydwen, Rakhswi, Rebeca, Rhagnell, Rhiain, Rhian, Rhianeth, Rhiangar, Rhiannon, Rhianwen, Rhianyth, Rhona, Rhonwen, Rhoslyn, Rhuneth, Ronwen, Sanant, Sannl, Saran, Seren, Seth, Sha, Shareen, Shay, Shaya, Sian, Siani, Sioned, Siriol, Siwan, Sulwen, Talliya, Talya, Tangwen, Tanwen, Tegan, Tegau, Tegeirian, Tegwen, Tegweth, Teithwen, Teivi, Teleri, Tesni, Thorka, Thorlla, Thraxa, Tirion, Torgga, Tudvul, Tybie, Vlana, Vlasha, Wena, Werdeya, Willjula, Yalla

Imperial Auspexum

While it has always been the fashion to seek divinations and readings of the portents in the many temples of Harnendor, the Emperor consults the council known as the Imperial Auspexum. Each member of the council carries the title of Imperial Auspex, and interprets omens derived from the observation of a different species of birds.

Imperial Harriers

Birds are a traditional symbol of the "Southmaren Empire", and the "Imperial Harriers" are the most highly ranked servants in the Emperor's court. One attends him at all times as bodyguard and loyal adviser. Starting at breakfast, a Harrier advises the Emperor of weather, morning news, and messages brought by carrier birds with silver-belled feet. Naturally, these airborne messages are written in code, and can only be deciphered by a Harrier. The Harriers also have an elaborate language of bird whistles used for secret communication, and some say they can even speak with spy birds to foresee danger to the Emperor.

Since their youngest age, the Imperial Harriers are instructed in training and bonding with their falcons. The bond forged between them is mystical and beyond common understanding, but two-edged, for the loss of his faithful companion would be a heartrending experience like no other.

The livery of an Imperial Harrier is soot gray and black, with a tall, soft hat. They bear the mark of the Emperor, gold and black falcons, on a chain of office, a hunting horn, and hunting knife. Most also carry a brace of pistols--the few weapons allowed in the presences of his Imperial Majesty. Lastly, the Emperor has sponsored many of his Imperial Harriers to become trained in "Black Wizardry".



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Falconguard

The Falconguard are a small, elite order of the Imperial Harriers trained to ride the winds on the backs of the Hippogriff, or Hippogriff. Long ago, the Southmarens of Harnendor made pacts with the ancient avian gods, and the Hippogriff of the Rhiphaean mountains were bound to serve certain bloodlines. To this day, the newly anointed members of the Falconguard take oaths to serve not only the Emperor but also the "Lords of Air".

The Falconguard act as scouts, battle commanders, and the Emperor's eyes over all the land. Known to travel a hundred miles a day, they also serve as speeded couriers carrying messages that cannot be entrusted to birds alone. Often trained in "Black Wizardry", they also employ a variety of spells for communication, travel, and directing troops from the air.



Rochir

Rochir (Horse Nomads of the Rochir Plains)

The Rochir are Southmaren nomads who have dwelled along the southern coasts of the Rochir Plains since ancient times. Born with a blade in hand and learning to ride before they walk, Rochir are masterful riders and deadly fighters. Indeed, the Rochir were given their name by the Eldar, which means "horse-lord" in Eldarin. Like their riders, Rochir horses are small and fine-boned, faster than a dream and can turn like dancers.

Rochir are organized into nomadic tribes that ride the arid plains, each led by a warrior chief called the "Roch". Shelter and water sources are shared by the Rochir tribes, serving as neutral ground for meetings or trade. Some of these oases have been improved, with permanent buildings or walls to protect or conceal the camp. They rarely fight one another, as they have dangerous Goblins to the south and wild beasts often wander in from the nearby deserts. The Rochir tribes have wandered the Rochir Plains for countless generations, in peace with one another and the forces of nature. Indeed, the Rochir are the ancestors of the modern Kitanians, and still keep the old ways. Like most Kitanians, Rochir men are warriors and hunters, while

women care for the hearth and home. However, each Rochir tribe has a circle of wise women called Hichana, who act as priests and tend to the spiritual matters of their people. In the old faith, the Hichana call upon a variety of totem spirits in harmony with the land, not capricious gods. These traditions are seen as backward within the modern Alorn cities, as men have usurped the priesthood as they do in the Southmaren temples.

Regions

Rochir are nomadic, living in independent tribes that ride the vast Rochir Plains.

Personality

Rochir have a deep respect for nature and survivors. They also respect shrewd bargainers, and take what they need by force only when other efforts have failed. They also respect skill, regardless of whether it be mastery of a blade, survival in the desert, or shrewd bargaining.

Rochir are organized into tribes, each led by a warrior chief called the "Roch". Like most primitives, men are warriors and hunters, while women care for the camp, hearth and children. Some women become healers and medicine-women. Each tribe had a wise-woman called the "Hichana", who speaks for the tribe concerning all things unrelated to war or the hunt. Hichana have knowledge of nature and healing that many call supernatural.

Physical Description

Rochir are humans of average height and build. They have dark, reddish skin, and favor short, well-groomed beards. Their eyes are usually dark brown or pale yellow. Rochir live outdoors, and dress in flowing robes that protect them from the hot desert sun.

Relations

The Rochir people have a long-standing alliance and friendship with other Southmarens and with the Alorns to the north. Trade and intermarriage are common and make the union even stronger. Rochir are always eager to trade for metal weapons, particularly scimitars.

Lands

Rochir are nomadic, living in independent tribes that ride the plains and deserts. Shelter and water sources are shared by the Rochir tribes, serving as neutral ground for meetings or trade. Some of these oases have been improved, with permanent buildings or walls to protect or conceal the camp. Rochir are good sources of knowledge about regional history and geography, particularly their wise-women.

Religion

Rochir have no formal religion, but Rochir have a deep respect for nature and are generally very superstitious about magic. Rochir tribes have wise women called Hichana. These witches lead the tribe in spiritual or arcane matters.

History

The Rochir Hichana keep oratory histories of their people. The tribes have wandered the Rochir plain for countless generations, in peace with one another and the forces of nature. Their only enemies are the Goblins to the south and the occasional rampaging beast from the mountains, desert, or ocean's deeps.

Language

Rochir speak a regional dialect of Southmaren.

Equipment

Rochir favor light horseman's weapons like spears, sabers, small axes, and short composite bows. While the Rochir craft exquisite composite shortbows, metal is rare on the plains and weapons of forged steel are generally traded from the Kitanians or taken from enemies. These metal weapons are rare and greatly prized, often handed down for generations as tribal relics. Armor is more rare and less practical in the desert and plains, but shields, leather armor, and scale armor are not uncommon amongst war leaders. The Rochir also make a rare variety of studded leather armor that uses bones instead of metal. Tribal wise women also trade various medicinal herbs, poultices and potions.

Adventurers

Most Rochir adventurers leave their tribes and deserts where they grew up. Youngsters must set out on their own on a Wandering quest to prove their worth to themselves and their tribe. They must fend for themselves for six months to a year, providing for their basic needs, defending themselves from hostile creatures and people, and gaining character and perseverance through the rigors of survival. Some choose to wander the desert or plains far from any known tribal territory. Other explore more civilized parts, making allies, delving into caverns, and exposing themselves to foreign cultures. Rochir on Wandering must follow two restrictions: They cannot accept aid from others unless adequate payment is rendered, and they cannot speak in defense of themselves or their actions.

Quotes

The earth does not belong to us, we belong to *it*.

gallery: Rochir

Southmaren Names

Male names -- Accerrito, Acorri, Adelmo, Adovardo, Aiolfo, Albizzo, Aldighieri, Aliotto, Amannito, Amero, Anfrione, Anichino, Apardo, Arcolano, Ardengo, Ardingo, Aretino, Argometto, Aringhieri, Aringo, Ario, Aris, Aronne, Arpo, Arrichino, Arrigo, Arsizio, Asparru, Astore, Attaviano, Avito, Avveduto, Azzerello, Azzone, Baccio, Baiardo, Bambo, Banchello, Banco, Bandetto, Bandino, Bandoccio, Bardo, Barduccio, Barla, Barone, Bassanio, Beca, Begni, Benci, Bencivenni, Benghi, Benicio, Benincasa, Benintendi, Bernassa, Bertacchin, Betto, Bettino, Bettuccio, Bicci, Biligiardo, Biliottino, Bindo, Bindaccio, Bindello, Bino, Biordo, Bivigliano, Bizzello, Bizzero, Boccio, Boccaccio, Borgo, Borgognion, Borso, Bottiglio, Braccio, Brancazio, Breusio, Briccoldo, Brigliador, Brunaccio, Brunellesco, Buccio, Bucello, Buffillo, Buto, Caccino, Cafferello, Calderino, Camaino, Cambio, Cambino, Canaffo, Cante, Cantino, Cardinale, Caro, Caroccio, Casino, Castello, Castellano, Catalano, Cataldo, Cavalcante, Cecca, Cecchino, Cecco, Cederno, Cenni, Cennino, Ceo, Cerbino, Cetto, Chello, Chiaramont, Chiarello, Chiarissim, Chimenti, Chimento, Chino, Chiovo, Chirico, Chirro, Chiuolo, Ciai Ciaio, Ciango, Ciano, Ciapo, Ciardo, Ciatino, Ciattoro, Ciccio, Cima Cimetto, Cino Cinello Cinozzo, Ciolo, Cione, Cipolla, Ciridonio, Ciuccio, Ciulo, Ciupo, Ciuto, Co, Coccino, Cola, Coluccio, Compagno, Concio,

Conetto, Consiglio, Conte, Contro, Coppo, Coppino, Corfino, Corso, Corsello Corsino, Covone, Credi, Curzio, Daddo, Dato, Davanzato, Dego, Dello, Deo, Diedi, Dietaiuti, Doffo, Dolfo, Duccio, Duccino, Duilio, Dutì, Elvio, Endiro, Endrio, Ennio, Erio, Ersilio, Evio, Fantino, Fastello, Fecino, Fenso, Fifo, Figlio, Fileno, Fino, Forese, Fosco, Friano, Frolio, Fronte, Frosino, Fuligno, Fulino, Gaddo, Galeazzo, Galeotto, Galgano, Galileo, Gallo, Galvano, Gamberino, Gano, Genovino, Gentile, Gerozzo, Ghelere, Ghetto, Ghezzo, Ghino, Ghinozzo, Ghirigoro, Ghorò, Giasone, Gierozzo, Gilio, Gimignano, Giolio, Giotto, Giugno, Giunta, Giuntino, Giunto, Goccio, Gonzo, Goro, Gostanzo, Grifo, Guadagno, Gualente, Guardi, Guarente, Guarenti, Guariento, Guccio, Guelfo, Guernieri, Guerriante, Guigliador, Guiniforte, Guinnozzo, Gusme, Iginio, Inghilese, Istagio, Lalo, Lapaccio Lapaccino, Lapo, Lapino, Lappino, Lapuccio, Larione, Laro, Lattanzio, Lele, Lelio, Lello, Lerino, Lidano, Ligo, Lillo, Lino, Liso, Luti, Lutozzo, Maccio, Madore, Maestrino, Malacresta, Manente, Manno, Mannio Mannino Manetto, Marchionne, Marcovaldo, Marmuccia, Marsiglio, Maruccio, Marzi, Marzio, Masaio, Mea, Meglio, Meglino, Memmo, Meno, Mico, Micuccio, Miglianino, Migiotto, Migliore, Migliorozzo, Mimmo, Miniato, Mino, Mocenigo, Mola, Monaldo, Monte, Montuccio, More, Morello, Moreno, Naimerio, Nanne, Nanni, Nannino, Nastagio, Navanzato, Nebrotto, Nello, Nencio, Nene, Nardo, Neso, Netto, Nigi, Noddo, Nofri, Noldo, Nozzo, Nuccio, Nuccino, Nuto, Nutino, Nuttino, Nuzzio, Oderigo, Odilon, Olinto, Orabuono, Orinolo, Ottobono, Ottobuono, Ovidio, Palla, Pannuzzo, Panuzio, Pantaleo, Pantaleone, Papero, Papi, Papino, Papo, Parente, Parigi, Pazzino, Piccardo, Pico, Pinaccio, Pino, Pippo, Piramo, Poggio, Poggino, Poltrone, Prete, Priano, Puccio, Puccino, Recco, Remo, Rento, Renzo, Renzetto, Renzino, Riccalbano, Rinieri, Rino, Rinuccio, Ristoro, Romigi, Romualdo, Rota, Rovigo, Saladino, Salimbene, Salito, Sarò, Scelto, Schiatta, Segna, Sicurano, Signorello, Soderino, Sodo, Soldo, Sostegno, Sozzo, Spina, Spinello, Stagio, Stoldo, Strozza, Strozzo, Taldo, Talento, Tamerighi, Tano, Tanino, Tanuccio, Tazio, Tedesco, Tegno, Tellero, Tello, Tendi, Tendino, Tengi, Tento, Testa, Tieri, Tinaccio, Tingo, Tino, Tinoro, Tiziano, Toccio, Tolosino, Toso, Toto, Totò, Tribaldo, Tubbia, Tuccio, Tura, Turco, Turi, Turino, Uguccione, Umbro, Vaggio, Vagno, Vanni, Vannozzo, Vannuccio, Venere, Ventura, Venzi, Verso, Vezio, Viaro, Vico, Vieri, Vincilago, Volta, Zanobi, Zelone, Zorzi, Zuanne

Female names -- Abriana, Agalina, Ambra, Amina, Ammanata, Anatina, Armida, Bandecca, Burlanda, Chola, Ciecherella, Ciosa, Citha, Ciuta, Cosetta, Diletta, Dina, Dolce, Druda, Egeziaca, Emerenzia, Etheria, Fina, Fotina, Ghinga, Ghita, Giada, Gilia, Gostanza, Grana, Gravina, Guerina, Lagia, Lapa, Letta, Letteria, Lizia, Lola, Luana, Mara, Mea, Mella, Meloria, Mena, Milena, Mina, Miuccia, Morena, Nanna Nannetta, Nedda, Nencia, Nezetta, Nina, Ninuccia, Nucca, Papera, Perna, Pina, Prada, Prasede, Rina, Romina, Salvagia Salvaza, Savia, Selvaggia, Sitha, Sveva, Tanina, Teglia, Vanna Vanozza, Zaira, Zuanna

Surnames -- Southmaren surnames originally referred to either an ancestor (using the prefix "eb-" for male ancestors and "d-" for female ancestors) or the territory from which the person comes (prefixed by "el-"). For example, "Rinieri d-Fotina" is the son of his mother Gwenlyn. In formal address all three surnames are sometimes used (e.g. "Rinieri eb-Guarenti d-Fotina el-Aquila"), while in more relaxed common speech the surname prefix is frequently omitted altogether (e.g. "Rinieri Guarenti").

el-Allawi, el-Birakki, eb-Faxx, eb-Guraad, el-Harnen, eb-Khammaad, el-Madaar, eb-Meshif, d-Ormùl, eb-Sokaar, el-Tokhan.

Tulnites (Canal Rats)

The people of Tuln are Southmarens, but share some ancestry with Avathars. Whether it is the proximity to Nan-Avathar or beast witchery of the bogs, Tuln and its people have an ill air about them. The more cosmopolitan Southmarens of Aquila often jest unkindly that Tulnites smell and look swamp rats, or perhaps the other way around.

gallery: Southmarens



Vôzen

Vozen

Deep within the primeval coastal jungles of the Dragon's Tail live an unctuous race who call themselves V. The V are a race of shape shifting, adaptable, semi-aquatic jungle hunters. They are sacs of oily protoplasms without bones, able to assume any shape.

Regions

The V are isolated in the primeval coastal jungles of Vokrazum, located at the southern edge of Eru-Uruloki dragon blight.

Personality

V are flexible and fluid, adapting to any situation. They have a strong affinity for water, swimming and even sleeping in water. They enjoy hot, humid environments such as jungles and swamps. V dislike sand and have an uncontrollable fear of fire.

Physical Description

V are superficially human in appearance, albeit they are completely hairless and boneless, and some of their movements seem more fluid than possible for humans to attempt. The natural color of a V is an oily whirling pattern of earth tone colors--greens, browns and blacks. Their composition grants them several advantages, however, such as the ability to change their shape and exist for long periods of time underwater. V are naturally resistant to crushing attacks, since they have no internal organs or bones.

The bane of V is fire. An exposed flame will quickly ignite the oily skin of a V in flames that are difficult to extinguish. Living in the streams and rivers of their jungle they rarely encounter fire, and the volcano gods only rarely show their spectacular wrath. Thankfully, they do not need to cook their food, as they can naturally digest meats and fats of all kinds, and they are generally immune to diseases that affect warm-blooded creatures. Their favorite foods are eels, beetles, and monkey brains, but subsist largely on the large numbers of lizards that are common in their jungles. V drink all varieties of oil but never alcohol, which they cannot comfortably digest.

V have no distinction between male and female. When blessed by the gods, a V will give birth to a child asexually. The child appears as a small bud that grows and detaches when it is "born".

Relations

V dwell in remote jungles and have no civilized neighbors. They share their habitat primitive dinosaurs and a savage race of feline cat people, often violently. When traveling in far away lands they appear human enough to pass unnoticed.

Lands

V dwell in steamy coastal jungles and shallow waterways. Within their jungles they are predatory hunters, masters of their terrain.

Religion

V worship the gods of the volcanoes that dot their steaming southern jungles. Sacrifices are made to appease the gods, lest they show their anger by visiting fire upon the people. Criminals are also taken to the holy places and sacrificed to the volcano gods. V also revere the spirits of their ancestors, mumbling prayers or making sacrifices for favor and guidance in this life.

History

The V keep no written history and have short memories. However, strange ruins dot their jungles that speak of an ancient past. Most V remember a time a few years ago when servants of the fire gods came and demanded frequent tributes of precious stones from the jungle mountains. These demands were readily met, either out of religious devotion or fear of the

fire-breathing dragons these "Baal" godlings commanded. Some V were honored by the Baal to accompany them back to the realms of the gods.

Language

V speak a unique babbling tongue that sounds like bubbling mud or trickling water. Few races are able to speak V correctly, if at all.

Names

AzAzgAzuth, Azr Azg AzAzgOzvveriaz, Plezxixxina, Szzickra, Ullziizza, UzUzUz, UzgUzath, UzVuzVazgVazr Vazuth, Yuzziwaz, Zrrilin

Equipment

V construct primitive weapons for hunting, mostly stone-age knives, axes, javelins, and spears tipped with obsidian. Only the most devout V make the sacred journeys to the volcanoes to retrieve this sharp volcanic glass, truly considered a gift from the gods. V also wield blowguns poisoned with arrow frog venom and shurikens made of pieces of sharp obsidian.

In the depths of their remote jungles, V warriors wield some of the most unusual and unique weapons on Ambar. Some warriors wield fish spine sword made from the snout of the saw-fish, a shark common to waters throughout the South. The barbs are teeth-like and very sharp. One end of the snout is carved into a handle and then wrapped with leather or cloth. A full blow from this sturdy weapon can easily bisect or behead an opponent. V sometimes wield fish spine swords made from wooden clubs set with two rows of obsidian blades.

Another unique weapon is a type of club-sling made of a curved length of hardwood set with a long slot running down its center. The club-sling can be wielded as a stout club and also used to sling round discs of obsidian at high velocity. Longer staff-slugs also exist, which are able to throw larger discs.

Adventurers

V adventurers are not only rare, but seldom noticed due to their ability to blend in with human society. Despite their differences, they adapt to society or the company of adventures with equal ease.

Quotes

Be like water my friend, be like water.

You're not going to burn that food are you?

gallery: Vôzen

Vokra (the Vozen Language)

Vozen speak a unique babbling tongue that sounds like bubbling mud or trickling water. Few races are able to speak Vozen correctly, if at all.