

The Tales of Eldunary

Master Encyclopedia • Version 5

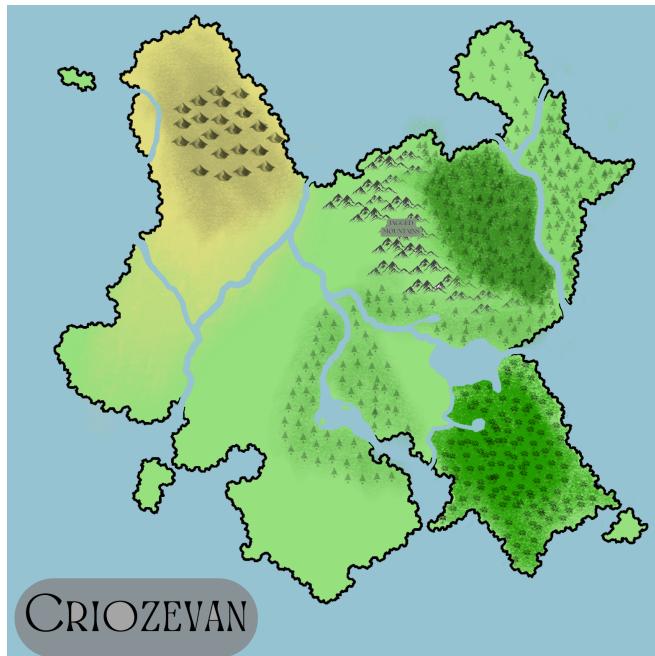
I. Maps



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Maps of Criozevan and surrounding regions. All maps were created in Year 1000 ACC (After Crimson Convergence).

II. Races

The following races inhabit the world of Eldunary. Each entry details their physical traits, culture, magic affinity, and current status.

1. Tharnex

Common Name	Tharnex
Endonym	Xynari
Exonyms	Insectoids, Hiveborn
Height	5–6 ft
Build	Segmented, insectoid
Features	Natural chitin armor (biologically secreted exoskeleton), multiple eyes, some with wings, venom sacs
Lifespan	~30 years
Origin	Evolved in the Criozevan deserts; nearly extinct following the War of Fodon. Legends say surviving Tharnex fled across the sea.
Homeland	Northern Fodon (original); one known survivor (Vorryn) remains on Criozevan
Culture	Worship X'zel, the Hive Divinity of Memory. Rituals include molting feasts, combat dances, and funerary echo chants.
Social Structure	Matriarchal caste system. Ranks: Queens, Sentinels, Drones, and Brood-Lurks.
Magic / Tech	Immune to mind control. Use organic biotech grafted into body armor.
Combat	Silent ambushers using group tactics. Echo-sense, venom bursts, self-sacrifice explosions.
Relations	Feared as monsters across Criozevan. Racial extermination was state policy in multiple kingdoms post-war.
Religion	Hive theology: all life is memory, all death is transfer. Symbol: the Eight-Legged Spiral.
Language	Tharnexi (clicks and pulses). Written in spiral claw-glyphs etched into carapace plates.
Notable Figures	Vorryn, the Last Drone • Vorvax (former Bug District leader of Fodon — see Arashi / Cities)
Status	CRITICALLY ENDANGERED — No strongholds. Threats: global extinction, myth discrediting, Arashi trafficking rumors.

2. Darkmane Elves

Common Name	Darkmane Elves
Endonym	Naelvari
Exonyms	Dark Elves
Height	4–5 ft

Build	Slight, agile
Features	Grey/obsidian skin, bioluminescent eyes, carved ears
Lifespan	~150 years
Origin	Forest-dwellers of northeastern Criozevan. Unified under the Darkmane Family until internal corruption split the realm and created The Fallen.
Homeland	Warring Darkmane Realm. Present in Grousea, Wrediff, and scattered forest enclaves.
Culture	Poison rites, blood-bond rituals, soul binding. Factions: ambush clans, reclusive pacifists, poison-brewers.
Social Structure	Tribal warbands led by eldest living Darkmane family member. Some regions use trial-by-duel.
Magic / Tech	Draw corrupted energy from abandoned Golem runes. Abilities: Shadowstep, silence binding, toxin shaping.
Combat	Guerilla warfare, traps, poison-laced daggers. Stealth doctrines and animal familiars.
Relations	Distrusted by Goldhelms, avoided by traders. Uneasy pacts with certain Arashi members.
Religion	Ancestral spirit worship. No central priesthood; each clan interprets omens independently.
Language	Nualthyrs (clan-dialects with tonal variance). Spoken secretly among elves who do not wish to be understood.
Notable Figures	Vaelith the Hollow (see: Darkmane Family)
Status	DECLINING — Strongholds: Grousea, Wrediff. Threats: internal infighting, magic corruption, cultural collapse.

3. Goldhelms

Common Name	Goldhelms
Endonym	Solari
Exonyms	Lightbloods or Goldhelms
Height	6+ ft (taller than average Folkwynd)
Features	Golden eyes, ivory-blond hair, fair skin
Lifespan	~100 years
Origin	Formerly Folkwynd; diverged genetically and culturally after developing holotech. Became a distinct race through societal design and military doctrine.
Homeland	Goldhelm Kingdom (Northwestern peninsula of Criozevan). Rare exiles in Akison, Frada, or Oredsy.
Culture	Value order, perfection, and advancement. Known rituals: Light Ascension, Unity Chant. Celebrate Holo-tech Day and Founding Day.
Social Structure	Technocratic caste: Citizen → Officer → Ascendant → Architect.
Magic / Tech	Anti-magic. Sole developers of holotech — tech that mimics magic. Magic is banned under penalty of public execution.
Combat	Division-based: Brutes, Archers, Swordsmen, Spearmen, Medics. Coordinated holo-units, tactical grids, Roman-army attack style.

Relations	Treat others as inferior. Border conflicts with Darkmanes. Political hostility with Ipadora.
Religion	Path of Radiant Order (no belief in rebirth). Priesthood functions as national ideal enforcers.
Language	Solaran (tech script); Common as secondary.
Notable Figures	King Aldric • Princess Seraphina (see: Families of Power)
Status	STABLE, MILITARIZING — Threats: internal rebellion, Arashi espionage.

4. Golems

Common Name	Golems
Endonym	Durakorr
Exonyms	Stoneborn, Forgelings
Height	8–9 ft
Build	Massive, rocky
Features	Mineral-encrusted bodies, rune veins, glowing cores
Lifespan	Immortal (if undestroyed). All are descendants of the Golem King.
Origin	Created solely by the Golem King using ancient rune forges. No other being can replicate true sentient Golems.
Homeland	Mountains of Nikolem Kingdom. Rare emissaries elsewhere.
Culture	Duty-bound, ritual-forging traditions. Emphasize utility, craftsmanship, and legacy. Fine with other races but do not fully accept them.
Social Structure	Guild-caste society based on purpose. Titles earned through creation, not blood.
Magic / Tech	High affinity to rune magic. Act as living batteries for enchanted gear. Nikolem Kingdom is rich in rune magic and forges.
Combat	Slow but overwhelming force. Natural stone armor, rune-powered fists, internal regeneration.
Relations	Respected for neutrality. Distrust those who exploit rune artifacts.
Religion	Worship the Golem King. No afterlife belief — legacy lives in crafted stone.
Language	Karthrun (chiseled glyph-code).
Notable Figures	The Golem King
Status	STABLE — Threats: scarcity of creation materials, rogue rune hunters.

5. Ipadoras (Humanoid Aquatics)

Common Name	Ipadoras
Endonym	Velari
Exonyms	Tidewalkers
Height	5–7 ft
Features	Tentacle limbs (octopus-type), chromatophores, flexible joints, beaked mouths. Also includes shark-people and squid-people sub-types.

Lifespan	~80 years
Origin	Ancient deep-sea dwellers. Built reef cities and traded with surface-dwellers long before kingdoms formed.
Homeland	Ipadora Kingdom, Glaril, and coastal settlements.
Culture	Matriarchal. Values flow, intuition, and oceanic balance. Known for Tidal Harmony rites, ink-sigil messages, and coral festivals.
Social Structure	Matron-led clans. Lineage traced through sea rites.
Magic / Tech	Water-bending, bio-luminescent casting, ink sigil memory. Integrated water-pressure tech and sonar glyphs.
Combat	Tridents, water jets, ink-based illusions. Pressure pulse bursts and grappling techniques.
Relations	Respected as seafarers and river-taxers. Historical enemies: Fodon and Frada (due to land loss war). Control major rivers and sea lanes — all kingdoms must pay taxes for water travel.
Religion	Worship Deep Mother, sea of memory. Temples built into ocean trenches.
Language	Sylvaren (fluid-script and voicewave dialect).
Notable Figures	Queen Nayele of the Tide (see: Ipadora Family)
Status	FLOURISHING — Threats: coral blight, piracy, political espionage.

6. Shar'kai (Shark People)

Common Name	Shar'kai
Endonym	Vra'tan
Exonyms	Tidefangs, Sharkfolk
Height	6–8 ft
Build	Muscular, sleek
Features	Cartilage armor, serrated teeth, dorsal fins, gill slits. Extreme affinity for blood — contact causes frenzy state.
Lifespan	~65 years
Origin	Nomadic raiders turned mercantile fleet lords. Once worshipped as sea gods by islanders.
Homeland	Coastal towns, pirate fleets, deep reef outposts. Present in Glaril, Neruvalis, Ipadora, and Akison.
Culture	Honor-by-hunt society — trophies of kills used in diplomacy. Clan rituals involve blood tides and storm feasts.
Social Structure	Clan-ships ruled by Captains. Elders serve as storm-priests.
Magic / Tech	Surge magic (linked to currents). Weapon-forged teeth and sonar-sculpted blades.
Combat	Blitz tactics, underwater ramming. Bite combat, trident barrages, water drill spirals.
Relations	Feared by merchants, known for unpredictable loyalties. Tense truce with Ipadoras, unofficial rivalry.
Religion	Worship the Crimson Fin, deity of storms and prey.

Language	Ka'torr (guttural, gesture-based; used underwater).
Notable Figures	Rabuka (#4 Arashi) — the most notorious Shar'kai (see: Arashi Members)
Status	SCATTERED, dominant in certain sea zones — Threats: coral scarcity, tech piracy wars.

7. Folkwynd (Humans)

Common Name	Folkwynd
Endonym	Vellan
Exonyms	Humans
Height	5.5–6.5 ft
Build	Diverse
Features	Variable skin tones, hair, and eye colors
Lifespan	~85 years
Origin	Default race across Criozevan. Originated near central rivers and valleys. Evolved from humans during the Crimson Convergence.
Homeland	Most widespread race. Found in Vacron, Frada, Akison, Oredsy, and mixed kingdoms.
Culture	Culturally adaptive. Common traditions include oral epic chants and oath feasts. Clan names or professions often denote status.
Social Structure	Varies by kingdom.
Magic / Tech	Balanced use of magi and tech. Often bridge gaps between races in diplomacy.
Combat	Region-dependent: swordsmanship in Oredsy, tech arms in Frada. Generally adaptable — mix of ranged and melee.
Relations	Serve as diplomats, commoners, elites, rebels, and mercenaries. Known for rapid social mobility.
Religion	Varies by kingdom.
Language	Common tongue (regional variations).
Notable Figures	Crimson Knight • Elric • Seraphina (Goldhelm descent)
Status	STABLE — Threats: cultural fragmentation.

III. History

The Crimson Convergence

The Crimson Convergence is the defining cosmological event of Eldunary — the moment from which all years are measured (ACC = After Crimson Convergence).

- A red star appeared in the sky over Eldunary for exactly 40 days.
- The star drew magic out of the earth and condensed it into tangible forms — primarily runes.
- The light caused millions of years of evolution to occur in just 40 days, radically altering all species.
- Humans evolved into Folkwynd.
- The light was lethal to Elves. Every elf it touched died instantly.
 - Surviving elves retreated into the thick forests beneath the shadow of the Jagged Mountains. Over generations, they evolved into the Darkmane Elves. This region is now known as the Warring Darkmane Realm.
- Magic flooded from the earth into the mountains, awakening the Golem King from millions of years of slumber.
- Humans in certain distinct climates evolved differently from the Folkwynd baseline — giving rise to the Tharnex, Ipadoras, and Shar'kai.
- When the star finally vanished, the new calendar began. All subsequent years are counted from this moment.

All maps of Criozevan are dated to Year 1000 ACC.

IV. Kingdoms

Overview of all sovereign polities on the continent of Criozevan.

Polity	Capital	Other Cities	Main Races	Primary Biome
Goldhelm Kingdom	Ovodon	Ibeson	Goldhelms	Hilly, Light Forest
Warring Darkmane Realm	Grousea (informal)	Vlurg, Adlens, Wrediff	Dark Elves	Dense Forest
Nikolem Kingdom	Suudon	Cridbury, Klosdon, Phaaross	Golems	Mountains, Swamp, Forest
Kingdom of Vacron	Vacron	Clocester, Klanron, Anehull	Diverse	River Valley
Kingdom of Fodon	Fodon	Mayson, Plodrough, Sloumont	Diverse	Desert, Plains
State of Akison	Akison	Kusamori, Oniofast, Okbridge, Nerusvalis	Diverse	Jungle, Island, Underwater
Ipadora Kingdom	Ipadora Sanctuary	N/A	Fish-types	Island, Underwater
Republic of Frada	Frada	Hiypolis	Diverse	River Valley, Plains
Kingdom of Iyhago	Iyhago Prime	Andport, Uyrand, Ubraamore	Diverse	Plains, Forest, Island
Republic of Oredsy	Oredsy (Tharnselda)	Wrofast, Imuton, Icogas, Zhuiburn	Diverse	Plains, Forest

Goldhelm Kingdom

CAPITAL & SETTLEMENTS

- Capital — Ovodon: A large city on the northeastern peninsula, dominated by a towering castle dubbed the 'Gilded Cradle,' where the Goldhelm royal family resides. Not friendly to outsiders.
- Ibeson: Scientific capital of Criozevan. Hosts many public and private labs. Secret underground experimentation conducted by the Goldhelm government.

GEOGRAPHY & ENVIRONMENT

- Lightly hilly terrain with thin, sparse forests.
- Surrounded by ocean on most sides. A heavily fortified river divides the kingdom: Ovodon to the north, Ibeson to the south.
- Isolated from the rest of the continent by natural water barriers and controlled crossings.

GOVERNMENT & POLITICS

- Monarchy with a council of advisors from each sector: Scientific, Military, Maritime, Merchants Guild, Northern Criozevan Diplomat, and Southern Criozevan Diplomat.
- Currently ruled by King Aldric (see: Families of Power). Ideology: Technocratic Isolationism.

MILITARY

- Brutes: Heavy frontline fighters — holo-tech war axes, multi-layered holo-armor, holo-shields.
- Archers: Ranged units — holo-tech bows and arrows, light holo-armor.
- Swordsmen: Standard infantry — holo-tech swords and armor.
- Spearmen: Anti-cavalry and defensive — holo-tech spears and shields.
- Medics: Healers using holotech-based support systems.

- Attack style mirrors Roman army formations. Uses natural water barriers and tech for defense.

MAGIC & TECHNOLOGY

- Magic is completely banned inside the kingdom. Use is punishable by public execution.
- Holotech is used in place of magic for everyday life, warfare, and industry.

ECONOMY & TRADE

- Autarky (self-sufficiency) is the national economic goal. All trade is restricted except with the Republic of Frada.
- Exports scientific findings and research exclusively to Frada.
- Infrastructure: Hover-rails, stone roads, and bridge networks.

CULTURE & SOCIETY

- Highly elitist. Citizens are obsessed with rising through the social hierarchy.
- Deeply isolationist — outsiders are viewed as lesser beings.
- Holidays include Holo-tech Day (celebrating the invention of holotech) and Founding Day (commemorating the establishment of the kingdom in Ovodon).

KEY ORGANIZATIONS

- Department of Holometric Advancement — scientific arm of the government.
- The Auric Vanguard — Goldhelm's military force.
- Goldhelm Maritime Trade and Defense Corps (MTDC) — controls rivers and seas, regulates trade.
- Imperial Merchants Guild — government-run guild for regulated trade inside Goldhelm and Frada.

NOTABLE HISTORY

- The Golden War: A civil war fought between the North and South of the kingdom.

Warring Darkmane Realm

CAPITAL & SETTLEMENTS

- Grousea (informal capital): Extremely shady and dangerous city. Considered the de facto capital despite no formal designation. A major criminal hub.
- Vlurg: Black market capital. Town centered around its market. Dark elf population speaks Nualthyr when they don't want to be understood.
- Wrediff: Hidden training ground for dark elf warriors. Shielded by dark elf magic — rarely seen or entered by outsiders. No markets or trade — only forges, shrines, and poison-makers. Locals speak only Nualthyr.
- Adlens: Diverse town of peaceful people — dark elves who reject violence, Golems who defected from the Golem King, and Goldhelms who fled corruption. Large port. Trade hub from GK to the southeast by boat. Peace treaty signed here.

GEOGRAPHY & ENVIRONMENT

- Dense, ancient forest. Filled with hidden dangers, ambushes, and old ruins.
- Elven warfare has permanently scarred the land. Corrupted runes are scattered deep in the forest.

GOVERNMENT & POLITICS

- Not a centralized government. A collection of scattered, warring tribes and villages.
- Constant infighting defines the realm.

MILITARY

- Tribal warbands. No unified army. Each clan fields its own warriors trained in guerilla tactics.

MAGIC & TECHNOLOGY

- Dark elves draw corrupted energy from abandoned Golem runes deep in the forest.
- Abilities include: Shadowstep, silence binding, and toxin shaping.

- Corrupted Runes: Left by the Golem King, now unstable after he stopped maintaining them. Prone to explosions. Emit dark magic that can infect the mind — often fatal.

CULTURE & SOCIETY

- Extremely secretive. Rarely interact with outsiders except during major wars.
- Poison rites, blood-bond rituals, and soul binding define cultural practices.

THE DARKMANE FAMILY & THE FALLEN

- The Darkmane Family split due to internal corruption. Some members became 'The Fallen' — soulless, dark-magic-possessed husks.
- Other family members exiled The Fallen, causing complete societal collapse.
- Legend says The Fallen still haunt the woods. Rumors hold that if you get lost in the forest, they will take you.

Nikolem Kingdom

CAPITAL & SETTLEMENTS

- Suudon (Capital): City in the Golem Swamp, home of the Golem King. Not hostile but unfriendly to visitors. Shrouded in mist. Houses a vast underground network rumored to extend beneath the Great Lake. A secret underground city is rumored to exist below.
- Cridbury: Built into the foothills of the Jagged Mountains. Home to many Golems and miners. Famous for strong metal and rare minerals. Training center for heavy weapon users. Outsiders without a guide often get 'lost' in the tunnels.
- Klosdon: Forest rest stop in the middle of Nikolem. Golems live peacefully here. Few visitors, fewer rules. Known for strange glowing plants at night.
- Phaaross: Bridge city into Vacron. Strong Golem military presence. Stone wall facing Vacron. Watchtowers on all sides. Trade hub connecting northwest to northeast.

GEOGRAPHY & ENVIRONMENT

- Mostly mountainous terrain — steep, jagged cliffs and deep caverns.
- Some tunnels are rumored to reach the core of Eldunary.
- Swamps surround Suudon.

GOVERNMENT & POLITICS

- The Golem King resides in the largest, most isolated mountain. The kingdom effectively operates under his will.
- Golems actively monitor the entire kingdom — acting as both sentries and enforcers.

MAGIC & TECHNOLOGY

- The kingdom is rich in rune magic. Known for their forges where rune users train, acquire Runestones, and craft infused gear.

INFRASTRUCTURE

- Contains a vast underground tunnel network connecting the northernmost mountains to Suudon near the Great Lake.

Kingdom of Vacron

CAPITAL & SETTLEMENTS

- Vacron (Capital): The largest city on the entire continent of Criozevan. Located at the center of the continent. Hub for trade and commerce. Extremely strict punishments for breaking the law. Friendly to outsiders. HQ for the Crimson Rooks and residence of the Crimson Knight.

- Clocester: Former mining colony turned town. Known for crystal caverns and unstable ground (frequent collapses from underground duels). Tunnel access to KoF, RoF, and Kol borders. Mixed population — refugees and runaways. Home to a neutral forge with Rose protection. Criminal meeting ground.
- Klanron: Peninsula between two rivers. Butterfly HQ. Meeting point for all Magic Societies. Population is 90% magic users. Friendly to visitors until non-magis try to stay permanently.
- Anehull: Ghost town rebuilt into a resort. Former Arashi campaign battleground. Rose leaders use it for covert meetings. Locals profit from war relic tourism. Under constant Crimson Rooks surveillance. Magic dampeners active at all times. Rumors of hell malefici sightings.

GEOGRAPHY & ENVIRONMENT

- Located at the geographic center of Criozevan. Built around river valleys, forming a natural continental crossroads.
- Connects north, south, east, and west trade routes.

GOVERNMENT & POLITICS

- Highly diverse population. Strict legal code with harsh, efficient punishment for lawbreakers.
- Famous for its order, stability, and no-nonsense leadership.

TRADE & INFRASTRUCTURE

- The economic heart of Criozevan. Maintains border access and trade routes to several kingdoms. Friendly to outsiders as long as the law is followed.

KEY ORGANIZATIONS

- Crimson Rooks HQ: Heavily fortified compound within the city. Guarded by elite officers and surveillance technology. Many citizens see them as both protectors and watchers.

Kingdom of Fodon

CAPITAL & SETTLEMENTS

- Fodon (Capital): The second largest city in Criozevan. Located on the northwest peninsula. Arid, desert climate next to the sea. Originally divided into four war-torn districts — Bug, Magic, Death, and Fire. The districts fought for decades until Lucifer (#6 Arashi) killed all four district leaders. Now a diverse but tense metropolis marked by old ruins and district pride.
- District Leaders (now deceased):
 - Vorvax (Bug): Rumored to be the last matriarch of the Tharnex. Ruled from the shadows with shifting armor that sensed incoming danger. Once she was killed, the rest of the Tharnex race perished.
 - Azaraith, the Nightweaver (Magic): Feared ruler of the Magic District. Cloaked in shifting darkness, she bent arcane forces with her staff. Even the Arashi hesitated to challenge her. Her mask's face was never revealed.
 - Varnokh (Death): A towering armored construct powered by a magenta arcane core. Wielded a massive scythe-axe linked to necromantic energy. Ruled without emotion through death rituals and executions. His core was destroyed by Lucifer; his body was never recovered.
 - Vulkran (Fire): A knight of molten steel and volcanic power. Wielded a lava-blade and obsidian shield. His armor could melt sand into glass. Slain by Lucifer. His remains lie entombed in a fire-cracked canyon near Plodrough — still warm to this day. Born in Zhuiburn.
- Mayson: Desert town in the Kingdom of Fodon. Has many crypts beneath it.
- Plodrough: Desert town built into a canyon. Underground city carved vertically into the cliffs.
- Sloumont: Dry plains farming town. Expansive. Near a river. Small agricultural port.

GEOGRAPHY & ENVIRONMENT

- Northwestern region of Criozevan. Harsh desert with dry plains, jagged cliffs, and scorched canyons.
- Includes underground towns, ancient crypts, and limited coastal access. Formerly warmer, now dry and wind-blasted.

GOVERNMENT — THE DUNE ACCORD

- A unique governing system born from the civil war. Named after the survival pact signed at the site where Fire District Leader Vulkran erupted in death — melting a canyon into Ashglass Hall.
- Ashglass Hall: Made of black obsidian and lava glass, glowing with heat veins. Council debates happen beneath molten-stone pillars and hanging lava-stained stalactites.
- Four High Seats: Each representing a former district (Bug, Magic, Death, Fire). Elected by district population and surrounding towns. All four seats hold equal voting power.
- Voice of Sand: A fifth seat elected by the entire kingdom every five years. Holds power to break ties, pass emergency orders, and represent Fodon internationally. Known as 'the Will of the Wastes.'

HISTORICAL CONFLICTS

- Allied with Frada in a massive war against Ipadora. Drove Ipadora off the mainland and seized former Ipadora territory. Cut a manmade river to divide Fodon from its defeated foe.

State of Akison

CAPITAL & SETTLEMENTS

- Akison (Island Capital): A city that encompasses its entire island. Built like a five-petaled cherry blossom expanding outward from the central palace. Inspired by ancient Japanese cities — curved rooftops, zen courtyards, fortified bamboo walls, stone walkways over water. Trade and travel hub to other continents. Friendly to outsiders.
- The Five Blossom Rings (Sakura-go):
 - Tetsukaku (鉄閣, 'Iron Heights'): Government district. Home to the Iron Bloom (Sunlee's palace and the Tetsugan meeting hall). Stone watchtowers and ceremonial halls.
 - KoganeMura (黄金村, 'Golden Village'): Martial training district — temples, dojos, and tournament grounds. Annual martial festivals and public spar duels.
 - Uramizu (裏水, 'Hidden Waters'): Canal-filled black market zone. Curved alleys, shadow bridges, hidden gates. Policed unofficially by old guilds and smugglers.
 - Harashima (原島, 'Sprawling Isle'): Riverfront economic district — foreign embassies, trader towers, floating market barges, midnight auctions.
 - Shōmeika (照明白, 'Luminous Blossom'): Cultural and spiritual heart — blossom-viewing temples, ink halls, ancestral gardens. Lit at night by paper lanterns, spirit drums, and performance arenas.
- Kurashiki Region (Northern Island Mountains): Misty mountains with sacred shrines and cherry blossom groves. Home to powerful samurai and shinobi clans. Governed through clan law with conditional loyalty to the Iron Path. Most outsiders are watched or rejected unless sponsored by a clan.
- Oniofast (Mainland): Jungle town built into ancient shifting ruins. HQ for covert Pegasus operations. Streets are half-mechanical, half-organic. Rose, Butterfly, and magis are banned — entry is suicide. Annual 'Signal Harvest' event.
- Kusamori (Mainland): Center of medicine, poison, and herbs. Built on platforms above the forest canopy. People travel by tram-type vehicles. Extends across the whole peninsula.
- Okbridge (Mainland): Checkpoint city connecting the mainland to Akison island. Tight customs, engineer guilds, and vehicle refit stations. Strategic for defense, trade, and secret smuggling.
- Nerusalis (Mainland): The 'Disappearing City' — built on a slope into the water, sometimes submerged by tides. Midway port to Glaril. Underwater tech salvage point.

GEOGRAPHY & ENVIRONMENT

- Split between a dense jungle mainland and a mountain-and-blossom island.

GOVERNMENT — THE IRON PATH

- Ruled by Sunlee, the Master of Martial Arts — one of the most powerful beings in the world.
- Governs through personal strength, respect, and the doctrine of discipline and clarity.
- The Tetsugan ('Iron Eye Council'): 4 Kurashiki Clan Emissaries, 5 City Keepers, and 2 Tora no Shūjin ('Prison Tigers' — Sunlee's appointed field enforcers). Meets in the Iron Bloom. Votes are held only when Sunlee allows — his silence overrides any tie.

MILITARY — BLADES OF THE IRON PATH

- Tetsu-no-Kiba ('Iron Fangs'): Frontal combatants and urban enforcers.
- Yamigasa ('Shadow Hats'): Ninja operatives trained in Kurashiki. Masters of silence.
- Kinzoku Kawa ('Metal River'): Amphibious soldiers and river guardians.
- Sōryū Heika ('Twin Dragon Guards'): Sunlee's personal protectors, feared by Arashi-level foes.
- Entry requires surviving the Tetsudōmei ('Iron Oath') — a week-long silent jungle trial of survival, pain, and willpower.

Republic of Frada

CAPITAL & SETTLEMENTS

- Frada (Capital): Administrative and command core. Built around the Glass Bastion citadel (a transparent dome of reinforced crystal that reflects spells and projectiles). Grid-like road layout for strategic movement and quick lockdowns. Diverse but weak government. Medium crime. Doesn't prioritize outsiders.
- Hiropolis (Military City): One of the most fortified cities in Eldunary. Houses the Fradan War College, Republic Armory, and Holo-Tech Forge Docks. Divided into training zones, living blocks, and the Foundry Belt. In wartime, the entire city can transform into a mobile supply fortress via rail barge and sky towers. Closest non-desert city to Ipadora Sanctuary. Direct connection to Ipadora Kingdom.

GEOGRAPHY & ENVIRONMENT

- Dominated by dry plains, wind-cut ridges, and wide strategic rivers. Largely flat — military outposts easily redeployed via rail or hover convoys.
- Borders the sea with key access to international shipping lanes.

GOVERNMENT — THE BRONZE CHAIN

- The Senate (26 members): Elected by citizen-vote from each province or army division. Debates economic laws, foreign alliances, and resource allotment. Every senator must serve at least 5 years in the armed forces before eligibility.
- The Command Council (9 generals): Active military officers elected by senior war veterans. Handles defense policy, emergency declarations, and war tech contracts.
- Final decisions require both sides. If martial law is declared, the Command Council rules unilaterally.

MILITARY

- Universal military service — every citizen must serve at least 3 years. Motto: 'Strength is the Spine of State.'
- Shield Corps: Heavy infantry — holo-shield formations and breach tactics.
- Striker Units: Elite recon and assault — adaptive holo-stealth systems.
- Sky Darts: Air division — hover-tech, drop deployment, scout gliders.
- Black Cloaks: Internal watchdogs and border enforcers trained in suppression. Hunt deserters ('Broken Links') until eliminated.
- Forge Guard: Tech-specialists — holo-tech weapons, AI-linked armor, mech support.

ECONOMY & TRADE

- Holo-tech weapons are Frada's primary national export — ranging from energy blades to battlefield vision suites. Produces custom holo-tech for Goldhelm, Oredsy, and certain Pegasus-aligned factions.

CULTURE & SOCIETY

- Praises utility, loyalty, and sacrifice. Art and religion are optional luxuries for retired veterans.
- Annual 'March of Flame' commemorates the invention of holotech.
- National motto inscribed at every city gate: 'Fall in Line. Or Fall.'

NOTABLE INFRASTRUCTURE

- The Glass Bastion: Senate dome that reflects incoming spells and projectiles.

- The Foundry Belt: Industrial district where holo-tech blueprints are updated daily and combat suits are pressure-forged.
- The Spine Track: Super-long stone pathway between Frada and Hiypolis, used for honor marches, war games, and public exile.

Kingdom of Iyhago

CAPITAL & SETTLEMENTS

- Iyhago Prime (Island Capital): A spiraling sanctuary where each district represents an aspect of the Quiet Harmonic. The highest point houses the Sanctum Spiral where the ruler resides. Access requires ritual purification and a silence oath. Located on the island of Vehalo, accessible by three sacred bridges. Port city and sea trade hub. Friendly to outsiders.
- Uyrand: Plains town known for memory archives and mirrored halls inside towering, skyscraper-like buildings. Rose HQ (see: Organizations).
- Andport: The primary western gate — crossed only after ritual oath-walking. Southwestern port town. Bridge connecting to the Republic of Frada. Controls goods passing from northwest to south.
- Ubraamore: Bridge and checkpoint city into Iyhago's island. Crimson Rooks outpost. Secretly the black market tech trade capital.

GEOGRAPHY & ENVIRONMENT

- Mainland of terraced hills, rivers, and elevated cities aligned by spiritual principles.
- Movement and city design follow spiritual symmetry — every route has meaning.

GOVERNMENT & RELIGION — THE QUIET HARMONIC

- A religious theocracy. Life is structured around silence, memory, and sacred speech.
- Worship centers on stillness, reflection, and the belief that balance creates divinity. Prayer involves movement and posture — speech is rare and sacred.
- Public rituals are silent. Sacred texts are visual, revealed through mirrored surfaces.
- Children learn silence and posture before they learn language. Festivals are wordless light-processions. Laws are echoed by chime bells, not voices.

RULER — VELES, MASTER OF MAGIC

- Speaks only through harmonic pulses interpreted by chosen attendants. Believed to commune directly with the divine pattern guiding the kingdom.

MILITARY — THE RESONANT GUARD

- Elite force of Spellers trained in sacred speech-based magic called Kōtoba.
- Words are weapons — a single syllable can reshape memory, space, or structure.
- Guards spend years in silence before casting their first phrase.
- Ranks: Initiates (The Voiceless) → Active field casters → High-commanders (speak only once per cycle).

LANGUAGE — SHAYATHI

- Sacred language used in worship, law, and magical casting. Built on tone, breath, posture, and silence as much as vocabulary.
- Key terms: sha (balance), thi (form), vala (voice), yunai (silence), eshar (erasure).
- Kōtoba is a refined form of Shayathi used only by the Resonant Guard. Unauthorized use is forbidden and spiritually dangerous.

Republic of Oredsy

CAPITAL & SETTLEMENTS

- Oredsy (Capital, citizen name: Tharnselda — 'Sword's Choice'): Built around the central arena Fereltharn ('Justice's Blade'), used for duels, referendums, and civic votes. The Tower of Vaelrin houses the Circle Council and archives of national law. Run by Pegasus (see: Organizations). Southern land trade hub. Kind of friendly to outsiders.
- Wrofast: Port town controlling the river-to-sea choke point. Creates ships and innovative maritime tech. All ships bear a metallic blue 'W' on the top-right of each sail and the bowsprit tip. Population speaks Sailor Speak.
- Imuton: Forest town surrounded by grand trees. People live inside enormous tree trunks.
- Icogas: Ancient magic site under the town square. Magic is unstable inside town — rumored to be cursed. Holotech and runestones do not function here. Secret Butterfly monitoring station.
- Zhuiburn: Surrounded by perpetual flames. Extremely unfriendly to outsiders (rumors of being burned alive on entry). Population speaks Pyrrhith.

GEOGRAPHY & ENVIRONMENT

- Mountain-fed rivers cut through pine-lined ridges and windswept plains.
- Cities built in ring formations around central training yards or debate plazas.
- Trade roads guarded by rotating citizen patrols called Bladewards.

GOVERNMENT — THE FREE ASSEMBLY

- Two bodies: The Circle (high mentors, former champions, senior arbiters of law) and The Commons (rotating citizen delegates serving fixed terms).
- Major decisions may be overturned by popular duel or collective voice-vote in Tharnic.

LEADER — SELVARIN, MASTER OF SWORDS

- Holds the lifelong title of Master of Swords and elected Voice of the Republic. Known as Kirel'dra Tharnic ('Speaker of the Sword's Truth').
- Mediates national disputes, leads the militia in wartime, sets training standards.

MILITARY — THE BLADEGUARD

- Voluntary but expected — every adult citizen trained by age 14.
- Road Wards: Mounted defenders and scouts.
- Honor Guard: Elite duelists and civic protectors.
- Steel Chorus: Battlefield signalers trained in rhythm-based Tharnic calls.
- Officers voted in by their units through ritual declaration.

CULTURE & SOCIETY

- Swordcraft is a foundational discipline tied to moral philosophy and civic law.
- All major disputes — property, leadership, even marriages — may be resolved by formal duel.
- Public debates held in Rings of Word and Will — rhetoric and restraint carry equal weight with steel.
- Foundational principles: 'Speak with clarity. Fight with purpose. Live with honor.'

ECONOMY & TRADE

- Exports masterwork blades, armour, and steel. Markets operate under civic guild charters ratified by the Free Assembly.
- Contracts signed in both Common and formal Tharnic.

LANGUAGE — THARNIC

- Sacred civic language. Built for clarity, strength, and moral alignment. Used in courts, military orders, and oaths.
- Key terms: dael (honor/truth), loen (dishonor/challenge), tharn (sword/path/will), kirel (speak/declare), selda (choice/vote), ferel (law/justice).
- Sample phrases: 'Vaela selda dael.' (Freedom is the choice of the honorable.) | 'Kirel tharn loen.' (You declare the blade without honor.) | 'Morin vaela.' (Remember liberty.)

Ipadora Kingdom

CAPITAL & SETTLEMENTS

- Ipadora Sanctuary (Capital): Located on the western side of the Ipadora island. A true sanctuary — almost no crime. Welcomes outsiders, refugees, and peaceful travelers. Has both a surface island city and a vast underwater complex. The Ipadora Palace lies beneath the island in a heavily secured cavern. Heavily patrolled, especially underwater.

GEOGRAPHY & ENVIRONMENT

- Kingdom is mostly underwater — built in deep oceanic valleys.
- Surface terrain includes beachfronts and lightly forested areas.
- A large manmade river separates its mainland portion from rival kingdoms.
- Underwater landscapes filled with coral structures, bioluminescent flora, and fortified trenches.

GOVERNMENT & POLITICS

- In ancient times, Ipadora controlled much more mainland territory. Lost land after a massive war against the Kingdoms of Fodon and Frada.
- After being driven back, Ipadora cut a river to physically and symbolically separate from its former enemies.
- Despite the loss, Ipadora maintains autonomy and military power through water control.

STRATEGIC POWER

- Controls all major rivers, sea lanes, and underwater trade routes across Criozevan.
- All kingdoms using waterways must pay taxes or gain permission from Ipadora — a monopoly that makes the kingdom economically and politically powerful.

V. Cities & Towns

A comprehensive directory of notable cities and towns across Criozevan. Entries list their kingdom affiliation (in parentheses), key characteristics, and strategic importance.

Capital Cities

- **Fodon:** (Kingdom of Fodon) — Second largest city on the continent. Northwest peninsula. Divided into four historic districts: Bug, Magic, Death, Fire. Arid desert climate next to the sea. Extremely diverse.
- **Ovodon:** (Goldhelm Kingdom) — Northeast peninsula. Home of Goldhelm Castle, the 'Gilded Cradle.' Capital of the Goldhelm Kingdom. Hostile to outsiders.
- **Grousea:** (Warring Darkmane Realm) — De facto capital though not officially designated. Very shady and dangerous. Major criminal hub.
- **Suudon:** (Nikolem Kingdom) — Located in the Golem Swamp. Home of the Golem King. Not hostile but unfriendly. Shrouded in mist. Vast underground system rumored to go beneath the Great Lake.
- **Vacron:** (Kingdom of Vacron) — Largest city in Criozevan. Continental center. Trade and commerce hub. Very strict law enforcement. Friendly to outsiders. Crimson Rooks HQ and Crimson Knight's residence.
- **Akison:** (State of Akison) — Island city encompassing its entire island. Trade and travel hub to other continents. Friendly to outsiders.
- **Ipadora Sanctuary:** (Ipadora Kingdom) — Island city on the western side of the Ipadora island. True sanctuary with near-zero crime. Welcomes all. Has an underwater section beneath the island where the Ipadora Palace lies.
- **Frada:** (Republic of Frada) — Capital of the Republic. Diverse population. Weak government. Medium crime. Doesn't prioritize outsiders.
- **Iyhago Prime:** (Kingdom of Ihago) — Island city on the northern end. Port city and sea trade hub. Friendly to outsiders.
- **Oredsy (Tharnselda):** (Republic of Oredsy) — Controlled by Pegasus (see: Organizations). Southern land trade hub. Kind of friendly to outsiders.

Kingdom of Fodon — Towns

- **Mayson:** Desert town with many crypts beneath the town square.
- **Plodrough:** Desert town built into a canyon. Underground city carved vertically into the cliffside.
- **Sloumont:** Dry plains farming town near a river. Expansive. Small agricultural port.

Republic of Frada — Towns

- **Hiypolis:** Military town between a river and the sea. Houses Republic of Frada's military and weapons production (including tech for Goldhelm). Closest non-desert town to Ipadora Sanctuary. Direct connection to Ipadora Kingdom.

Kingdom of Ihago — Towns

- **Uyrand:** Plains town. Very vertical — skyscraper-like buildings. Memory archives and mirrored halls. Rose HQ.
- **Andport:** Southwestern port town. Bridge connecting to the Republic of Frada. Controls goods passing from northwest to south.

- **Ubraamore:** Checkpoint town into lyhago. Bridge to lyhago island. Crimson Rooks outpost. Secretly the black market tech trade capital.

Republic of Oredsy — Towns

- **Wrofast:** Port town controlling the river-to-sea choke point. Creates ships and maritime tech. Ships bear a metallic blue 'W' crest. Population speaks Sailor Speak.
- **Imuton:** Forest town surrounded by grand trees. Residents live inside enormous tree trunks.
- **Icogas:** Ancient magic site under the town square. Magic is unstable — rumored to be cursed. Holotech and runestones don't function here. Secret Butterfly monitoring station.
- **Zhuiburn:** Surrounded by perpetual flames. Extremely hostile to outsiders. Population speaks Pyrrhith.

Kingdom of Vacron — Towns

- **Clocester:** Former mining colony. Crystal caverns and unstable ground (frequent collapses). Tunnel access to KoF, RoF, and Kol borders. Mixed population of refugees and runaways. Neutral forge with Rose protection. Criminal meeting ground.
- **Klanron:** Peninsula between two rivers. Butterfly HQ. Meeting point for all Magic Societies. 90% magic-user population. Friendly to visitors — changes when non-magis try to stay.
- **Anehull:** Ghost town rebuilt into a resort. Former Arashi campaign battleground. Rose leaders use it for covert meetings. Locals profit from war relic tourism. Under constant Crimson Rooks watch. Magic dampeners active at all times. Rumors of hell malefici sightings.

State of Akison — Towns

- **Oniofast (Mainland):** Jungle town built into ancient overgrown ruins. Pegasus covert operations HQ. Half-mechanical, half-organic streets. Rose, Butterfly, and magis banned — entry is suicide. Annual 'Signal Harvest' event when rogue tech is extracted from the jungle.
- **Kusamori (Mainland):** Center of medicine, poison, and herbs. Built on platforms above the forest canopy. Tram-type transportation. Extends across the whole peninsula.
- **Okbridge (Mainland):** Checkpoint city connecting mainland to Akison island. Tight customs, engineer guilds, vehicle refit stations. Strategic for defense, trade, and secret smuggling.
- **Neruvalis (Mainland):** 'The Disappearing City' — built on a slope into the water, sometimes submerged by tides. Midway port to Glaril. Underwater tech salvage point.

Nikolem Kingdom — Towns

- **Cridbury:** Built into the foothills of the Jagged Mountains. Home to many Golems and miners. Famous for strong metal and rare minerals. Training center for heavy weapon users. Outsiders without a guide often get 'lost' in the tunnels.
- **Klosdon:** Forest rest stop in the middle of Nikolem. Golems live peacefully. Few visitors, fewer rules. Known for strange glowing plants at night.
- **Phaaross:** Bridge city into Vacron. Strong Golem military presence. Stone wall facing Vacron. Watchtowers on all sides. Trade hub from northwest to northeast.

Warring Darkmane Realm — Towns

- **Vlurg:** Town centered around its market. Black market capital. Dark elf population speaks Nualthyr when not wanting to be understood.

- **Wrediff:** Hidden training ground for dark elf warriors. Shielded by dark elf magic — rarely found by outsiders. No markets or trade — only forges, shrines, and poison-makers. Locals speak only Nualthyrm.
- **Adlens:** Diverse, peaceful town. Home to dark elves who reject violence, Golems who defected from the Golem King, and Goldhelms who fled corruption. Large port. Trade hub from GK to southeast by boat. Peace treaty signed here.

Goldhelm Kingdom — Towns

- **Ibeson:** Scientific capital of Criozevan. Many public and private labs. Secret underground Goldhelm experimentation.

Independent / City-States

- **Glaril:** The biggest underwater city. Largest concentration of fish-types anywhere. Connected to Neruvalis. Hub for underwater technology. Frequent pirate activity. Not under full governance of the State of Akison — governed by a faction of the Ipadora family.
- **Skellmoor:** A floating steampunk city. No laws. Criminals live in harmony. Center for the technology black market — gadgets and curiosities.

VI. Character Power Rank

The strongest known beings in Eldunary, ranked from most powerful to least. The Masters all share a roughly equal power level at rank 5.

Rank	Name	Notes
1	Fluffy	Meta — the most powerful known being in Eldunary.
2	Crimson Knight	Folkwynd — resides in Vacron; enforcer of world order.
3	Zunarorth	Dragon — ancient and feared.
4	Golem King	Creator of all Golems; sleeps in Nikolem's mountains.
5	The Masters	Three beings of near-equal power: Sunlee (Martial Arts), Selvarin (Swords), Veles (Magic). Fought to a stalemate in the First Great War — the Equinox of Power.

VII. Magi Types

Magic users in Eldunary fall into four main categories. Many powerful sorcerers (such as Merlin) place their runestone jewel inside a staff or ring.

Metas

- People born with a specific innate power — e.g., talking to animals, super strength.
- Population: 27.5% of all Magi.

Malefici

- Scarlets: Magic users whose powers can run out of control. (1% of Malefici / 0.275% of all Magi)
- Dark Malefici (49.5% of Malefici / ~13.6% of all Magi):
 - Hell Magic: Used to spawn demons and creatures from hell. (2% of Dark Malefici)
 - Pure Dark Magic: Can bring people back from the dead or possess others. (98% of Dark Malefici)
- Mage: Can cast any spell or enchantment. (49.5% of Malefici / ~13.6% of all Magi)

Runestones

- People who can only control their power through a runestone, weapon, or item.
- Population: 45% of all Magi — the most common type.

Distribution Summary

Type	% of All Magi	Notes
Metas	27.5%	Born with innate ability
Malefici (total)	27.5%	Split into Scarlets, Dark Malefici, and Mages
— Scarlets	0.275%	Uncontrolled power
— Hell Dark Malefici	0.27%	Demon summoning
— Pure Dark Malefici	13.3%	Resurrection / possession
— Mage	13.6%	Full spell casting
Runestones	45%	Item-bound control

VIII. Arashi Members

The Arashi are a powerful criminal organization with hidden underlying goals. Members are ranked #0 through #12. Member #0 is currently under investigation and their identity is unknown.

#0 Unknown

Power	Unknown
Arashi Trait	Unknown
Location	Unknown
Backstory	Currently under investigation. Identity and motives are classified.

#1 Dark Paladin — *The Dark Avenger*

Power	Black Magic
Arashi Trait	Domain: Dark Sanctuary
Location	Icogas
Backstory	A great swordsman corrupted by black magic. Now the strongest active Arashi member.

#2 Berserk — *The Devil's Advocate*

Power	Super Strength and a giant sword
Arashi Trait	Death Eye: Deal With the Devil
Location	Oniofast
Backstory	A savage warrior who made a pact with the devil to become stronger.

#3 Nebbio — *The Assassin of the Mist*

Power	Mist manipulation, sharp throwable poison-infused needles
Arashi Trait	Domain: Mist Nebula
Location	Suudon
Backstory	Born into the Mist family but was rejected for being too weak. Left to become stronger, then returned to assassinate his father — the head of the Mist family.

#4 Rabuka — *Demon Shark*

Power	Large sword (water element) and a katana (lightning element)
Arashi Trait	Death Eye: Great Blue Chasm
Location	Glaril
Backstory	Born in Glaril, an underwater city off the coast of Akison. Left on the streets and became a bloodthirsty killer. Learned swordsmanship and magic through unknown means. Has killed over 1,000 people. Arrested by the Crimson Rooks multiple times.

#5 Velho — *The Abyssal Monarch*

Power	Necromancy
Arashi Trait	Domain: Heaven's Chains
Location	Unknown
Backstory	Was the Master of Magic many years ago, obsessed with heaven and the afterlife. An incredibly powerful magic-user who died and was resurrected — by an unknown individual, or perhaps himself. Origins are largely unknown.

#6 Lucifer

Power	Magic Cancellation
Arashi Trait	Death Eye: Instant Shutdown
Location	Zhuiburn (born)
Backstory	Created a new type of magic called 'Magic Cancellation' — temporarily extracts a target's magic and transfers it to himself while rendering the target's magic useless for a period. Killed all four district leaders of Fodon.

#7 Biruda — *The Cybernetic Oni*

Power	Engineering; wields a war hammer
Arashi Trait	Domain: Junkyard
Location	Akison
Backstory	Born on Akison and learned the way of the Oni Samurai. An outcast as a child, he left to learn forging and engineering. Upgraded himself by attaching parts of his metallic creations directly to his body.

#8 Oto

Power	Sound manipulation
Arashi Trait	Death Eye: Audio Overload
Location	Unknown
Backstory	A crime boss who was kidnapped by the Arashi twice before finally complying. In public life, he is a famous music star.

#9 Kaboom

Power	Explosion
Arashi Trait	Death Eye: Nuke
Location	Ibeson (created)
Backstory	Created by the Goldhelm government in Ibeson as a destructive weapon. Escaped the facility and found Arashi members, who recognized his potential and recruited him.

#10 Ryobik

Power	Robot / mechanical intelligence
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Arashi Trait	Death Eye: Analysis
Location	Unknown
Backstory	Given to #0 by his father when young. Has been operational for hundreds of years. Manages logistics — assigns missions to Arashi members and directs them according to #0's will.

#11 Spector

Power	Mirror manipulation (amplified)
Arashi Trait	Realm Expansion: Hall of Mirrors
Location	Andport (born)
Backstory	Born in Andport. As an infant, his family was attacked by a hell malefici. During the attack, he was thrown into a mirror and impaled from all sides. The only way to save him was to fuse the mirror shards into his body, combining it with his innate meta power of teleportation. Now uses his amplified mirror powers to teleport Arashi members to their assignment locations.

#12 Helm

Power	Poison manipulation (gas and gloop forms)
Arashi Trait	Death Eye: Hydra Oil
Location	Ibeson
Backstory	A scientist at a large potion and pharmaceutical company. Had a mental disorder and could not speak. In an accident, two different chemicals spilled on him — burning his arms and fusing two poison globs into them (gas form and gloop form).

IX. Families of Power

The most influential noble and ruling families in Eldunary.

Ipadora Family

- Location: Ipadora Sanctuary
- Rules the Ipadora Kingdom.
- A faction of the Ipadora family also governs Glaril, the largest underwater city.
- Notable Figure: Queen Nayele of the Tide.

Darkmane Family

- Location: Warring Darkmane Realm
- Once unified the dark elf realm under their rule. Internal corruption split the family — some members became 'The Fallen' (dark-magic-possessed husks), triggering societal collapse.
- Notable Figure: Vaelith the Hollow.

Goldhelm Family

- Location: Ovodon (Goldhelm Kingdom)
- The royal and only family of the Goldhelm race. All Goldhelms descend from this line.
- Head / King: Aldric
- Princess: Seraphina

X. The Masters

The Masters are the 5th most powerful beings in Eldunary. All three hold a roughly equal power level and govern their respective kingdoms. They fought one another during the First Great War in a battle that ended in a total stalemate. Upon witnessing the destruction around them, they chose peace. This battle is recorded in history as the Equinox of Power.

Master of Martial Arts — Sunlee

- Leader of the State of Akison.
- Governs through the doctrine of the Iron Path — discipline, clarity, and personal strength.
- Never speaks more than necessary; his presence alone commands entire rooms.
- Said to have forged the Iron Path after defeating over a dozen crime kings and rebel clan lords with his bare hands.
- Carries only the Black Root — a metalwood staff from the old jungle. No armor, no magic.

Master of Swords — Selvarin

- Leader of the Republic of Oredsy. Title: Kirel'dra Tharnic ('Speaker of the Sword's Truth').
- Embodies the civic virtues of clarity, strength, and fairness.
- Mediates disputes of national consequence, leads the militia in wartime, and sets training standards.

Master of Magic — Veles

- Leader of the Kingdom of lyhago.
- Speaks only through harmonic pulses interpreted by chosen attendants.
- Believed to commune directly with the divine pattern guiding the Quiet Harmonic faith.

XI. Organizations

Major non-governmental and cross-kingdom organizations operating throughout Eldunary.

Pegasus

- Originally a corrupt government organization. Now operates as a vigilante group that pursues what it considers 'good.'
- Currently at war with Rose.
- Maintains a covert operations base in Oniofast (State of Akison).
- Controls or heavily influences the Republic of Oredsy.

Rose

- A crime syndicate created by ex-Pegasus members specifically to destroy Pegasus.
- Leadership conducts covert meetings in Anehull (Kingdom of Vacron).
- Maintains HQ in Uyrand (Kingdom of Iyhago).
- Provides protection to the neutral forge in Clocester.

Butterfly

- Organization of the most powerful Metas (see: Magi Types).
- Fights against corruption and crime syndicates — Rose, Pegasus, and Arashi.
- Helps forge alliances between magic societies across different kingdoms.
- HQ is in Klanron (Kingdom of Vacron).
- Operates a secret monitoring station in Icogas (Republic of Oredsy).

Arashi

- A powerful criminal organization with hidden underlying goals beyond ordinary crime.
- Has 13 ranked members (#0—#12). See: Arashi Members for full profiles.

Ace

- A group of powerful mercenaries for hire. Services include security, assassination, and kidnapping — as long as payment is provided.
- Extremely mysterious. Far less is publicly known about them than the Arashi.
- Every member wears a mask with a playing card symbol printed on it.
- Enforces rules in Adlens, hired by the local government.

Crimson Rooks

- Purpose: To keep order throughout the world of Eldunary.
- HQ is located in Vacron (Kingdom of Vacron).
- Maintains an outpost in Ubraamore (Kingdom of Iyhago).
- Keeps Anehull under constant surveillance.

Magic Societies

- Societies of the most powerful and influential magic users in each kingdom (except the Goldhelm Kingdom, where magic is banned).

- Function as part of each kingdom's government.
- Meeting point for all Magic Societies is Klanron (Kingdom of Vacron).

— End of Encyclopedia —

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