*Wysteria*

*The Gods*

***Origin of modern Aamirian Pantheons:***

Much of the North and some in Old Aamir and the Talaali Emirate worship old Gods.

**Origin of modern Northern Pantheons:**

***Origin of modern Westringer Pantheons:***

When the grey elves invaded Wysteria in the Time of Heroes, they brought with them a small pantheon of gods. This pantheon spread over time, and is now worshiped throughout most of the continent.

**The Nine Gods of the Conquerors, The Old Dominion**

This polytheistic pantheon is headed jointly by the Grand Apostle of the Nine, currently Vesil II Saere, in Ophiel’s Reach, and the King or Queen of Westring, currently \_\_\_\_\_\_\_, in King’s Mark. The Grand Apostle is chosen by a council of Elders upon the death of the previous.

Prayers are often made in front of the god or goddess’ symbol in a temple, or to a personal holy symbol.

The Old Dominion

Cyris— N, The Worldwaker, Goddess of Nature, symbolized by a circle which can be plain or decorated.

Iofiel— CN, The Warrior, Goddess of War and Strife, symbolized by a golden oval with circular indentations on the sides. Her animal is the stag or elk.

Adelphi— LN, The Merchant, God of Trade, symbolized by a coin.

Haroth— CN, The Wright, God of Craft, symbolized by a hammer.

Zuriel— LN, The Judge, the Father, God of Fate, symbolized by a scale.

Morael— LE, The Watcher, God of the Dead, symbolized by an eye. His animal is the owl. If an owl is heard, it

is considered good luck as Morael is watching over you and will give you a safe journey to the afterlife if you die.

Anaphiel— NG, The Mother, Goddess of Birth, Renewal, Joy, Family, and Fertility, symbolized by an

ouroboros. Her animal is the bear or the butterfly.

Mystriel— NN, The Mystic, Goddess of Magic, Wisdom, and Knowledge, symbolized by swirl. Her animal is the

snake.

Amurial— CG, The Maiden, Goddess of Love and Beauty, symbolized by an infinity symbol. Her animal is the

doe.

Many dwarves worship Moradin, their god of creation.

The Locked Goddess, the Hidden Lady, the Secret Mistress

The Locked Goddess is typically worshiped in Sky Vaults of Theas.

Brought to Wysteria from Telmello across the Nainin Sea. Followers of the Locked Goddess believe that she is trapped beneath the earth, under the greatest mountain of the Vaults. She was locked there by her eternal foe, the arrogant god of the sky.

Their temples are almost always hidden beneath the ground—carved intricately into mountains, vaults within themselves. Each temple holds its own secret, just as the vault of the Locked Goddess is secret.

In general, the religion is focused on converting outsiders, avoiding impurity, and discovering secrets. On a personal level, people focus on avoiding arrogance and remaining humble, resilient faith, aiding others, the pursuit of knowledge and secrets to find enlightenment. Followers are expected to be modest, enjoying all that they have and remaining without want. Evil is arrogance and greed.

Followers of the Locked Goddess embrace slavery and imprisonment. They see it as a means of growth and a means to know the Locked Goddess’s suffering. To become a priest among them, a person needs to spend years in study, and, as a final test, must be imprisoned in chains and vaults until deemed worthy of priesthood. Even afterword, priests of the Locked Goddess wear shackles to show their devotion. Priests wear the colors of the Vaults of the Locked Goddess: black, blue, and other dulled colors.

Divining rituals are often undertaken by priests and are carried out in solitary, typically imprisoned in a dark place. Through the darkness and the earth, the Locked Goddess will whisper prophesy and show visions to the most faithful. Normal prayer rituals are held either in a temple to honor the Locked Goddess in full, or outside under the sky to show defiance against the arrogant enemy of the Locked Goddess. Rituals sometimes involve the forced imprisonment or burying of sacrifices.

Her followers hold that one day the Locked Goddess shall be freed from her prison, and on that day all secrets shall be revealed and all oppression will end.

*Currency*

Much of Wysteria uses the same currency, however there are unique coinages in some parts of the continent.

Minting houses can be found in Kings Mark, Zeena, Sahaladar, Bayfair, and Yronlake.

Common currency:

Coppers are 'cards'

Silvers are 'reeds'

Electrums are 'stags'

Gold pieces are 'marks'

Platinums are 'crowns'

Large trade transactions are made using trade bars, as coins can be difficult to manage in large quantities. These are minted in Kings Mark. 2 pound silver bars are called 'silver cards' and are worth 10 gold pieces. A five pound silver bar is called a 'silver lex' and is worth 25 gold pieces. A 5 pound gold bar, known as a 'golden sun', is worth 250 gold pieces.

North of Coulin, copper pieces are replaced with yronshards minted in Yronlake. These are accepted in Coulin and in the North, but are worthless elsewhere.

*General: Westring*

Westring, Kingdom of the Western Conquerors.

The kingdom of Westring was created slightly over 3000 years ago, when the Elven conquerors of the Sunrise Lands landed on the western shores of Wysteria. The force was led by Ophiel, the Fury of Dawn; Ezekial, the Colors of Dusk ; and Cassiel, the Stars of the Night. Ezekial and his two sisters swept over the land, creating the mighty kingdom of Westring, and its capital, Kings Mark.

Westring is mainly inhabited by descendants of the elf-human mixes of earlier times. Many of the humans bear slight elven features, like serene beauty and grace to slightly longer lifespans. The elven blood also leads to a condescending nature, leading many of the more 'pure' humans of the cities to believe themselves far superior to many others. Compared to the rest of the continent, the frequency of seeing half-elves and pure elves is much higher, however they are still not common. Dwarves are intermixed into the smallfolk of the mountains.

Many of the common peoples farm the river valleys and hills, and fishing is common along the coasts. Pitch fields dot the Fenlands, and there are loggers in the mountain forests, providing woods for the people of Westring.

The many castles in Westring are controlled by lords, either born into nobility, or who climbed their way into riches. Westring is ruled by a single, hereditary king or queen. Only one house has ruled Westring, and the line of rulers can be traced back to the Three Conquerors. The lords of Westring serve as an under-council, and advise the sovereign ruler.

Interkingdom Relations

The Basilian Confederation: Westring has had a shaky relationship with the BC. The past thirty years have been peaceful, however there have been telltale signs of upcoming troubles, for example—small raids in border towns, unfavorable rumors influencing the peoples, trade denouncements, exc.

*Houses of Wysteria*

**Houses of the Uriel Plains**

*Ebonwulf of Tessenhall*

Connor of Waterford

Mayr of Tessenhall

Acosta of Tessenhall

Singer of Tessenhall

**Houses of the Mark**

*Virro of King’s Mark*

Wynfaren of Wyndfarer Rock

Reynelis of Castle Reynlin

Elthana of King’s Mark

**Houses of the Riverlands**

*Ravalee of Riverlock*

Hesmont of Hewgill Hall

**Houses of the Rift**

*Dondirro of Direwood*

Hopfer of Langen

Auerbach of Langen

Liabella of Logoria Castle (Old Liabella)

**Houses of the Reach**

*Liabella of Blaisa*

Lorifyr of Baltso Hall

*Sparre of the Aerie*

*Fyste of Bellshard*

Sandow of Angarth Castle

Greymyre of Starford Hall

**Houses of the Broken Isles**

*Franz of Gatterlen Hall*

*Reid of Gatterlen Hall*

**Houses of the Maw**

Holland of Dustan Keep

Holland of Gatterlen Hall

*Reiten of Fangador*

*Mar of Rosewell*

**Houses of the North**

*Edister of Kells*

*Rekleov of Kells*

*Liabella of Rosewell*

*Reidarsson of the Black Keep*

Frisk of Axewick

Forirsson of Yronlake

*Nohr of the Wall of Kharcaras*

Valbrandottir of Northwatch

**Houses of the Fenlands**

*Merser of Wyre*

Stoen of Risinium Peak

Greynore of Deepwell Hold

Orilin of Blackdown Keep

Xyrric of Bacre Hall

*Organizations*

***Dwarven-Founded Groups***

There are two main "political parties" among the dwarves: Mhisram's People and the Old Tunnelers

About 20 or so years after the failed Dwarven Secession War, the Second Rebellion between the Mawish cities and the western cities began.

The dwarven king Mhisram aided the eastern armies in breaking away from Westring, and for that, the dwarves were granted peaceful haven in the East, away from the persecution of the Westringer ruler.

The dwarves who took--and continue to take--this offer and move away from their long-time homeland in the Rift are known as Mhisram's People. Those who refuse to leave are the Old Tunnelers.

The Old Tunnelers themselves are broken into factions--those who with to integrate peacefully with the Westringers, and those who wish to take on the lost cause of King Bomlin--the ruler who began the Dwarven Secession War--and fight for the ownership of the Rift.

***The Heralds / Conqueror’s Coast Trading Company:***

One organization that heads the path to peacefully integrate the dwarves into the society of Westring is known as the Heralds or the Goldfingers. The name "Goldfingers" comes from their chosen method of integration--what better way to fit into a society than to make economic ties? The Heralds founded the CCTC, or the Conqueror's Coast Trading Company, which has outposts from Ismad to the Shadow Hills (The Merchant's Guild of Riverdeep is highly affiliated with the CCTC, and was one of the few Merchant's Guilds not sold into the trading giant). The Heralds are based in the Rimehallows in the Fenlands. The head of the organization and the CCTC is Mirbon. He sits at the head of the large council of dwarves, elves, half-elves, and humans that govern the CCTC's actions.