STOP! READ THIS FIRST!

This document precedes three files (as well as being a separate file) which comprise the ***Traveler's Guide to Mythosa***. Each of these files is in the Postscript format, and may printed on any printer capable of handling Postscript.

The ***Traveler's Guide to Mythosa*** is a complete campaign world intended for use with fantasy role-playing games (RPG). The information in the ***Guide*** is presented in a general style, so as to be usable with any fantasy RPG, be it D&D, RuneQuest, RoleMaster, or whatever.

The three files which comprise the ***Guide*** are:

Filename	Contains:
MYTH1-2.PS	Cover page, copyright page, introduction, table of contents, Book I (Overview), Book II (History), Book IV (Geography), Book V (Religion), and Book VI (Miscellaneous)
MYTH2-2.PS	Book III (Nations)
MYTHMAPS.PS	The five maps which show the known realms of eastern Mythosa

Book III and the maps were kept seperate due to their size.

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If you have any questions, comments, criticisms, compliments, whatever, please contact me at one of the addresses/phone numbers below:

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Please drop me a line and let me know how you like the ***Guide***. More publications may be released in the future, depending on popular response. Also, if you like Mythosa and would like a copy of ***The Mythosiad***, a 16-page supplement for using the 2nd Edition of a popular fantasy RPG with Mythosa, I'd be happy to give you a free copy.

A couple of quick notes:

The name *Mythosa* was **not** derived from Gary Gygax's *Mythus* RPG. I've been using Mythosa long before Gary's new game came out.

A city-state in Mythosa is called *Al-Qadima*. This name was thought up by the author long before TSR's *Al'Qadim* book came out, so no cries of unoriginality (or worse) please.

The Traveler's Guide to Mythosa

By Elanthelos the Elder

Translated and edited by
Bruce A. Gulke

The Traveler's Guide to Mythosa

by
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INTRODUCTION

Aelorea. Paaz-Iru. Axia. Sylvari. Most of thee probably do not know what these words mean, or perhaps thou knowest a couple, but thee are rusty on the others. It is for that very reason that I crafted this manual, that it might help thee learn of these things and the wonders they encompass. Ah, but where are my manners! Thou doth not even know mine name! Allow me to introduce myself: my name is Elanthelos the Elder, Sage of the University of Stalis. It has been my task for these last forty or fifty winters to chronicle the lands of my beloved homeland, known to thee as Mythosa. Starting out as a young, enthusiastic, adventuresome pup, I traveled the length and breadth of this marvelous world of ours, gathering information, making observations, listening to legends and stories, and writing, constantly writing, that I might recount to thee all thee would ever need to know about our realms. While this work is not by any means compleat, it is the most comprehensive work on the land to date (pardon my lack of modesty).

Why did I write this book? Well, it became known to the Sages of the University of Stalis that a great many people who should know much of our world knew in fact very little. These people included kings, ambassadors, merchants, and other such folk. The Sages also learned that persons from other worlds were journeying to Mythosa - as far-fetched as this may seem - and had little, if any, knowledge of our fair realms. For this reason, they commissioned myself (actually, I volunteered whole-heartedly) to journey throughout the continents, gather what I could, and return with my notes. Well, after forty-odd years, I came back, with a caravan filled with material. Compilation and editing took the past four years, but now, with the generous assistance of the Iberian Press, I may share our fair world with thee, o gentle reader. Welcome to the world of Mythosa! Marvel at the heights of the Stone Curtain, the beauty of Havenwood, and the power of the Council of Nine! Learn thee lessons from the wasteland of Kharas, and experience the future in Ilmara. The gates are open, dear reader. It is up to you to step through. I welcome you, and I dearly hope you enjoy your stay.

Elanthelos the Elder
Darfell 11, Month of the Stag, 3450 GY

Chapter the First:
Overview of Mythosa

Mythosa's Place in the Cosmos

The world upon which we live is known as Mythosa. According to the Royal Ambian Ministry of Astronomical Studies, the world is a planet; that is, a spherical object suspended by no means (as our ancestry thought), but which exists in space, an ether between our world, the stars, and other heavenly bodies. From their findings, they have determined our world to have a diameter of approximately 2,160 lenars, and a circumference of 6,790 lenars. Mythosa is the third planet from the Eye of Alluminara (this name is derived from the ancient belief that this was an eye of the Sun God; perhaps it is truth). Two planets have been observed to be closer to the sun, and have been given the name Harkis and Relnac. There are at least two worlds beyond Mythosa (Odaes and Llar); if there are more, or if any kind of life exists on these other spheres, their discovery will have to wait until more powerful telescopes are developed.

The world of Mythosa is orbited by five moons, three considered 'major' and two considered 'minor.' The major moons are Axia, Ataxia, and Eqlos. The moon Axia is the brightest of the three, appearing pure white in the evening sky. Eqlos appears with a dimmer light, more of a greyish tone. The moon Ataxia, however, reflects no light, and actually seems to absorb that light which approaches it. It can be seen as a round shadow in the sky. Magi, druids, and others say that these moons are representative of the Pantheonic Philosophy, and that the moons have a great deal of power, especially during certain phases and conjunctions. The minor moons are known as Meera and Ralos. They appear as slightly greyish orbs and look like smaller versions of Eqlos. The magickal community attributes no special qualities to the minor moons, but those who believe in lycanthropy claim that when these moons are full, those under the Curse of the Beast change their form...

The Known Continents of Mythosa

In the known reaches of our world are three major land masses, surrounded by hundreds of islands and countless seas. The first of these is the continent containing the realms collectively known as Yara-Kai and Ryh'ardha. The two regions are separated by the Great Barrier Desert, so easterners know little about the oriental lands. Yara-Kai extends for about 400 lenars westward, where oceans then cut it off. The north of the continent is home to the Savageland Jungles, an immense tropical rain forest, covering thousands of square lenars. The extent of the lands beyond the Savagelands is unknown, but it is said to go hundreds of lenars north, beyond the equator.

To the southeast of the Ryh'ardhan/Yara Kain continent, one finds the land mass containing Arsaenea and the Eastern Reaches. These two areas have some separation by the Wild Plains (a region of steppes and barbarian clans, also known as the Barbarian Plains), but the contact is greater than in the north. The Eastern Reaches extend for 300 lenars or so to the east, then break up into huge archipelagoes. The extreme southern regions of the continent have not yet been explored, as they are close to the southern pole, and are extremely dangerous and treacherous.

The other major land mass known is the Outremer. Discovered relatively recently, this area is west of Arsaenea. Only a small part of the Outremer has been explored and settled, and the lands to the west of the colonies remain very much a mystery.

Finally, there are the Island Kingdoms, also known as the Ocean Kingdoms. Found in the seas between Ryh'ardha and Arsaenea, these nations are Sorcalia, Alaslantya, and Talismarr. These are the only major countries in the oceanic region.

Mankind and His Kin

Many races have inhabited our world; some are extinct and gone, others still developing, others have yet to come into being. While there are many sentient races dwelling on Mythosa, there are three races which have dominated the globe since they first emerged. These races (known, surprisingly enough, as 'The Three Races') are the Malden, the Runir, and the Sylvari.

Most of us are familiar with the Malden, an ancient word for 'Mankind', so explanation is unnecessary. At present, this race claims dominion over most of the known world; though they actually control very little, they have been quite powerful (during the Imperial Age) and continue to be the foremost species of the globe.

The Runir are a race similar to man, though they are much shorter and dwell predominantly underground (though many live alongside Man in the cities and towns of the surface). Due to their diminutive nature, humanity has given the name 'dwarf' to these creatures.

The Sylvari are another race similar to humanity, but they are taller, more willowy, and are closer to nature and wooded lands than the Malden. Humans call the Sylvari various names, including elves, wood elves, or white elves.

While these three races constitute the dominant species of the world, there is a fourth race worth mentioning, which could be, but is not, grouped with the Sylvari: the Drakari. The Drakari are a race similar to the Sylvari, but they reside underground, and are an evil race, while the Sylvari generally are good. Physically, the Drakari are the same as their woodland cousins, but they have skin of jet black and hair of white and silver. According to elven lore, the Drakari used to be part of the Sylvari race, but temptation of certain elves by the Dark Gods caused a rebellion against traditional elven thinking, and a civil war, which the Drakari lost (they were subsequently banished to the underground). Mankind knows the Drakari as dark elves, black elves, or darklings.

The Pantheonic Philosophy

As our clergy would have us believe, and many of us do, there is an epic struggle fought on Mythosa, the hells and heavens, and every place where sentient beings exist. This struggle is known as the Pantheonic Philosophy, or Pantheonic Conflict. While it is said that this battle is constantly fought and permeates all life, very few people understand exactly what it is that the priests are speaking of. Hopefully, the following will clarify things for the reader.

The base argument of the Conflict is that there are two forces present in the universe (or, including the other planes of existence, the multiverse). These forces are in a perpetual war with one another, each trying to overcome the other. However, if one of these forces were to win, which could only be accomplished by the destruction of the other, the victor, too, would perish, and all existence as we know it would cease to exist. To prevent this from happening, and preserve

all life, a third force exists, to balance out the struggle and keep either side from gaining sizable advantage over the other. These three forces are known as Law, Chaos, and Equilibrium (or Neutrality).

The force of Law is exemplified by the concepts of goodness, love, beauty, peace, honesty, all that is just and pure. According to the theory, this force manifests itself in the gods of the pantheon of Law, and in the Elder God Varanishu.

The force of Chaos is typified by the notions of evil, hatred, ugliness, discord, and other things profane and corrupt. Again, the theory says Chaos reveals itself in the gods of the Chaos pantheon, and in the Elder God Zarayama.

The force of Equilibrium is characterized by having no extremes, but being a fulcrum, a balance, or a symmetry. The gods of the Equilibrium are those beings that govern things neither good nor evil, such as time, death, and nature. The Elder God Asrantha is the personification of the neutral force.

Since the gods of the three pantheons best show the conflict of the forces, it is named the Pantheonic Philosophy. The priesthood recognizes that a constant struggle between good and evil, balanced by neutrality, is necessary for existence of all beings. Many priests of Lawful gods realize this, and fundamental try not to eradicate evil, but keep it under control so that it still exists, but does not threaten goodness. The same is true for the priests of Chaotic gods. All priests of Neutrality realize this in one way or another, and constantly make sure one side does not become too powerful.

While there is plenty of evidence to show that this theory is valid, there is enough to suggest it isn't. Additionally, many in the intellectual community believe it is just an excuse used by priests to classify everything as either 'good' or 'evil', leaving no room for compromise.

Magick in Mythosa

One of the most wondrous features of life in our world is the presence of magick. A mystic force wielded by an elite caste of magi and wizards, magick is an accepted, albeit feared and respected, part of daily life. However, a surprisingly small number of the common folk know how magick works. Whereas the people understand that the powers of priests come from their patron deity, the general perception of wizardry is that a few words are said, some magic dust is thrown, and voila! a magical effect takes place; this is far from the actual practice of the Lost Art. This treatise does not try to explain how spells are cast nor does it try to teach one to wield sorcery (for this, seek ye a willing teacher or a university). Rather, it explains the principles behind the spells; in other words, what is happening to allow wizards to cast spells. This whole system can be broken down into nexuses, ley lines, and the moons.

According to the Druids, magical power originates in areas known as nexuses. A nexus is a region where a great deal of akasa (magical power) can be found, and where it 'flows' to other nexus points. There are purported to be hundreds of nexuses across Mythosa, but the exact location of all of them is unknown (even to the Council of Nine). It is said that the Druids know the locations of all the nexuses, but they will never reveal that information (the Council has tried to extract it, but through their efforts it was learned that the ArchDruidic Conclave was one of the few cabals more powerful than the Nine Magi; accordingly, the knowledge has remained secret). Through independent efforts, a few nexuses have been discovered. These include the center of Magewood in Sorcalia, Caer Celtos in Kaermyr, the city-state of Oasys, the

Black City of Wizardry, the Church of Celestial Harmony, and Amansyr, the capital of Ilmara. It is speculated that Ral'Ghast and Czaran are also built on nexuses. The locations of these magick centers have suggested that either the power of these regions attracted the construction of the cities and temples and such, or perhaps power *given* to the area by the settlement created the nexus. Only the Druids know the answer to this question, and they aren't revealing the answer.

Ley lines are the invisible streams of akasic power that flow between the nexuses. It is said that the lines are almost everywhere, and a mage draws power from a line when spell casting. Due to the power of the lines, a wizard need not be right in the path of one; they radiate power to be picked up and changed into magick.

The major moons of Mythosa, Axia, Ataxia, and Eqlos, are also said to influence magical power. It is said that when a moon is full, the powers of a mage corresponding to the moon (a good wizard when Axia is full, evil for Ataxia, etc.) are increased. Likewise, when the moon is new, the powers dim. Whether there is truth to this is unknown, but most magicians discount it as a wives' tale. However, most people stay indoors and avoid travel on nights when Ataxia is full...just in case.

Finally, every mage or would-be wizard should know of two strange features of Mythosan magick. These are the wylde magick zones and dead magick zones.

Wylde magick zones are regions where magick is completely unpredictable. Spell casting in these areas may not conform to what the mage desired, and may produce results totally unrelated to the intended effects. Scholars of magick are unsure what causes these areas, but fortunately, they are a rare occurrence. Sorcalia's Universaetie di Magius catalogs the known regions of wylde magick, and pays well for information leading to location of valid zones.

In addition to wylde magick zones, there are also dead magick zones. For some reason, sorcery will not work in these areas. Magick spells, enchanted objects, even innate abilities of certain monsters are negated in these regions. According to Druidic lore, ley lines are too far apart in these places for magic to function. Like wylde magick zones, dead magick zones are a rarity.

The Mythosan Calendar

The birth of the faith of Chronos (god of time) dates back thousands of years; modern-day scholars place the origin at around -2825 GY The Sylvari were the first to worship the god, whom they call Lorleos. It is said that the deity gave his first priests a calendar that they might chronicle his sphere. Though different names have been applied to the days, months, etc., the calendar has been the same in its organization for the past 6000+ years. The names given on the next page were adopted by the Order of the Holy Balance (Church of Celestial Harmony) in 1000 GY as standard.

The astute reader will note that the calendar follows an exact pattern, and does so year after year. This suggests an influence of some Lawful deity; Chronos serves Equilibrium, but the heavens, which govern the calendar, are ruled by Celestya, a Lawful goddess.

THE MYTHOSAN CALENDAR

Based on a blessing from the God Lorleos-Chronos
Standardized by the Church of Celestial Harmony, c. 1000 GY

Days of the Week		***Months of the Year***	
Yarstahg	Day of Beginnings	*Winter*	Ramas - Month of Ardoc the Ram
Selstahg	Day of Promises	*Spring*	Scordelos - Month of Pyral the Phoenix
Anostahg	Day of the Unknown		Theres - Month of Tungar the Boar
Wyertahg	Day of the Gods		Toresk - Month of Rahl the Griffin
Moratahg	Day of Death	*Summer*	Agahst - Month of Serca the Eagle
Gaestahg	Day of Healing		Halember - Month of Faernir the Dragon
Taertahg	Day of Rest		Klas - Month of Kes the Serpent
		Autumn	Darfell - Month of Weisa the Stag
			Vesmer - Month of Vaen the Hawk
			Malruik - Month of Skeva the Rat
		Winter	Lyhtan - Month of Brune the Bear
			Jynval - Month of Kane the Wolf

The names of the days of the week are from Old Altaevian; they stand for various periods that occurred during the Panthean War, a mythological conflict that is said to have occured when the gods walked the mortal plane. The totem animals of the months are supposedly the first creatures of their kind, who aided various deities during the War, and whose contributions were honoured by having their forms cast into the heavens. The month that corresponds to each animal is the month when that creature's constellation is predominant in the night sky.

Holidays

Though each religion has its own varied holidays, there are four days of the year that, while having religious significance for some, are generally recognized throughout the realms even by the secular community. These are:

Harvestart - Occurs at the end of Theres; it is a celebration of the beginning of planting

Midsummre - Occurs at the end of Halember; probably the most sacred of all holidays, and especially honoured by the Druids. It is said to be a magickal, mystical night.

Harvestide - At the end of Vesmer, it celebrates the harvest and the end of the growing season.

Yuletide - Occurring at the end of Jynval, Yuletide is a universal celebration, honouring the end of the year and the beginning of the next. Gifts are often exchanged during the holiday.

Phases of the Moons

The three major moons, Axia, Ataxia, and Eqlos, each go through a fullness cycle once during the year. The reader is directed to Zoara's ***Orbs of the Heavens*** for further information on these satellites.

The two minor moons, Meera and Ralos, go through the phases more often. Meera waxes and wanes every 30 days, give or take a day. Ralos cycles five times a year. The moons, their phases, and the relative dates they occur on are shown below:

Phase	Ralos	Meera
New Moon	Ramas 1, Theres 13, Agahst 24, Darfell 4, Malruik 15	Ramas 9, Scordelos 10, Theres 11, Toresk 12, Agahst 11, Halember 12, Klas 13, Darfell 12, Vesmer 14, Malruik 11, Lyhtan 10, Jynval 11
Waxing Crescent	Ramas 10, Theres 22, Halember 2, Darfell 13, Malruik 24	Ramas 13, Scordelos 14, Theres 15, Toresk 15, Agahst 15, Halember 16, Klas 16, Darfell 16, Vesmer 17, Malruik 15, Lyhtan 14, Jynval 15
First Quarter	Ramas 19, Toresk 1, Halember 11, Darfell 22, Lyhtan 4	Ramas 17, Scordelos 18, Theres 19, Toresk 19, Agahst 19, Halember 20, Klas 20, Darfell 21, Vesmer 21, Malruik 19, Lyhtan 17, Jynval 19
Waxing Gibbous	Ramas 28, Toresk 10, Halember 19, Vesmer 1, Lyhtan 14	Ramas 21, Scordelos 22, Theres 23, Toresk 23, Agahst 23, Halember 24, Klas 23, Darfell 25, Vesmer 25, Malruik 23, Lyhtan 21, Jynval 23
Full Moon	Scordelos 6, Toresk 19, Halember 27, Vesmer 10, Lyhtan 23	Ramas 25, Scordelos 26, Theres 26, Toresk 27, Agahst 27, Halember 28, Klas 27, Darfell 29, Vesmer 28, Malruik 27, Lyhtan 25, Jynval 27
Waning Gibbous	Scordelos 16, Toresk 29, Klas 6, Vesmer 20, Jynval 2	Ramas 29, Scordelos 30, Toresk 1, Agahst 1, Halember 1, Klas 2, Darfell 1, Vesmer 3, Malruik 1, Malruik 30, Lyhtan 29, Ramas 1
Last Quarter	Scordelos 25, Agahst 7, Klas 15, Vesmer 28, Jynval 11	Scordelos 3, Theres 4, Toresk 5, Agahst 5, Halember 5, Klas 6, Darfell 5, Vesmer 7, Malruik 5, Lyhtan 3, Jynval 3, Ramas 4
Waning Crescent	Theres 4, Agahst 16, Klas 25, Malruik 6, Jynval 22	Scordelos 7, Theres 8, Toresk 8, Agahst 8, Halember 9, Klas 9, Darfell 9, Vesmer 10, Malruik 9, Lyhtan 7, Jynval 7, Ramas 6

The Calendar

Ramas						
Y	S	A	W	M	G	T
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30					

Scordelos						
Y	S	A	W	M	G	T
		1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30			

Theres						
Y	S	A	W	M	G	T
				1	2	3
4	5	6	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29	30	**

Toresk						
Y	S	A	W	M	G	T
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30					

Agahst						
Y	S	A	W	M	G	T
		1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30			

Halember						
Y	S	A	W	M	G	T
				1	2	3
4	5	6	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29	30	**

Klas						
Y	S	A	W	M	G	T
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30					

Darfell						
Y	S	A	W	M	G	T
		1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30			

Vesmer						
Y	S	A	W	M	G	T
				1	2	3
4	5	6	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29	30	**

Malruik						
Y	S	A	W	M	G	T
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30					

Lyhtan						
Y	S	A	W	M	G	T
		1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30			

Jynval						
Y	S	A	W	M	G	T
				1	2	3
4	5	6	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29	30	**

**: Holiday (see page 5)

Chapter the Second:
History of Mythosa

Time Line

Adanese	Gaelarese	Sylvari	Runir	Event
-2180	-2214	0	-475	Crowning of the first High Sylvari King
-1702	-1739	475	0	Crowning of the first Runir Overking
-394	-431	1783	1308	The *Toresmar* (Elven Civil War); Drakari banished to Darkrealms
0	-37	2177	1702	Adanese migration east begins
37	0	2214	1739	Gaelarese migration north begins
59	22	2236	1761	Adani encounter Saurians; begin worship
78	41	2255	1780	Gaelari enslavement by Others commences
204	167	2381	1906	Adani destroy Saurian civilization
285	248	2462	1987	Others invoke *Di Magius Verboten* (Forbidden Magick); cataclysmic devastation; First Aeon ends, Second begins
477	440	2654	2179	Malden first encounter Runir
521	484	2698	2223	Malden first learn of Sylvari
825	788	3002	2527	Guilds begin forming
1037	1000	3214	2739	Order of the Holy Balance established
1293	1256	3470	2995	Church of Law appears
1666	1629	3843	3368	Emergence of the Temple of Chaos
1996	1959	4173	3698	Union of empires of Xolta and Moras
2070	2033	4247	3772	Destruction of Kharas; Grey Wasteland created
2207	2170	4384	3909	Imperial Age
2347	2310	4524	4049	Discovery of Dh'aavian Codex
2540	2503	4717	4242	Imperial Wars
2607	2570	4784	4309	Age of Darkness
2937	2900	5114	4639	Age of Darkness ends
3087	3050	5264	4780	*Inquisitus Magius*
3209	3172	5386	4902	Discovery of the Outremer
3287	3250	5464	4980	Magick returns
3345	3308	5522	5038	Ilmaran Revolution
3387	3350	5564	5080	Destruction of Temple of Kharyn and Repulsion of Daemoniac Invasion
3413	3376	5590	5106	Destruction of Pentad of Evil
3428	3391	5605	5121	*Inversus di Metallica*
3487	3450	5664	5180	Current year

The Dawn of Mankind

The settlement of the lands of known Mythosa began many aeons ago. The bulk of the human population originated in two areas, Antelesea and Gaelaran. The massive tribes of the Antelesean region began to migrate east and west, as the once fertile region slowly began to turn to desert. The Yaraki tribes traveled west, settling in the lands unchronicled by Arsaenean historians (the Arsaenean term 'Yara-Kai,' referring to these Oriental lands, is derived from the Yaraki name); the Adani tribes journeyed east. As the bulk of the clans traveled southeasterly, around the Varghani mountain range, the Sharaq clan settled just to the west of the peaks. They counted on the change in elevation (from the land ridge known as 'Northrise') to prevent the desert from spreading any further. The Varghani tribes settled to the south of the Sharaqi, in modern day Khazrantia, while the rest of the Adani continued east.

While the lands thus far occupied were devoid of intelligent life, the Adani tribes discovered a new civilization beyond the Red River. A race of reptilian humanoids dwelled in the eastern lands, from Haran to Hykarasha. The creatures dwelt in great cities of white stone and high towers. According to ancient writings, the reptiles were great scholars and historians; the acquisition of knowledge was their main objective. At first, the humans worshipped the Saurians (as they came to be known) as gods. The lizard men allowed this, since it enabled them to study this new race more closely. Eventually, they let the Adani know that they were not deities; they, too, were mortal beings. The Saurians hoped to teach the tribes, to assist them in their development. However, the humans were angered at the deception and the loss of their gods; a frenzied war engulfed the ancient land as the Adani sought to destroy the Saurians. The peaceful scholars were no match for the savage ferocity of the humans; a few fled into the jungles, but most were slaughtered, and their cities razed (modern-day sages and scholars often lament of the knowledge lost when the Saurian libraries were destroyed during this era). Eventually, the Adani clans settled the ancients' old empire, and formed Adanistan, Haran, Asyradad, Elstanbul, and Jardoni.

About this time, far to the southeast, the tribes of the Gaelari River Valley began to journey northward, to escape the advance of a greet sheet of glacial ice. The Gaelari traveled until they reached what is now Aelorea. They, like the Adani, discovered a new civilization. Ancient records do not accurately describe these beings, but they were said to be "...hideous, nightmarish, and blasphemous." Rather than embrace the humans, in hopes to study and nurture them as did the Saurians, the Others (as they are dubbed) chose to enslave this 'lesser' race. At first, the human clans were easily subjugated by the Others, who used dark, bizarre magicks and twisted, daemonic rites in their efforts to indenture the tribes.

Though the humans were easily enthralled, the Others were an old, dying race, and their realm covered only a small portion of Arsaenea. Eventually, warfare broke out between the remaining free tribes and thralls against the Others. It wasn't long before the tide of the conflict drastically shifted against the evil race; in their desperation to crush the rebellion, a cabal of Other sorcerers invoked an ancient, forbidden enchantment designed to destroy the Gaelari. However, the power they unleashed was much greater than they expected; an energy surge of apocalyptic proportions swept across the world. The Other magi succeeded in destroying the rebelling slaves, plus many free Gaelari tribes, their own race, and countless others, who perished in the massive geographical changes wrought by the devastating cataclysm. Subsequent flooding, volcanic eruptions, earthquakes, tornadoes, and epic windstorms swept through the realms.

After the catastrophe was over, the Gaelari tribes regrouped, and continued their migration, now free from the oppressive Others. Once faction, the Marrshites, broke away from the rest of the group, and ventured west, settling in Vargros, Bardelea, Ambia, Kharas, Teravula, Daemar, and their eventual resting land, Marrshae. The Gaelari continued north, settling in Ys, Loran, Moras, and Kathnay.

The Meeting of the Races

The tribes eventually developed cities and fledgling nations. Though these states claimed dominion over large expanses of land, they actually truly controlled very little. The small pockets of civilization were surrounded by vast wilderness. As the human nations slowly expanded, they came into contact with some new humanoid races. The humans already had knowledge of various destructive and evil creatures, such as orcs, trolls, and ogres. These new races, however, were different. They resembled humans more than the others, and were more benevolent. In the mountains and hills, mankind encountered a stout, hearty race, bearded and earthy. The humans learned much of the Runir - dubbed "dwarves," due to their small stature - a race far older than their own. The dwarves lived mainly underground, mining gems, metals, and other valuables.

While some tribes were mingling with the Runir, others came across another friendly race. The Sylvari (known as "elves" to humankind) were a race almost the opposite of the diminutive subterranean miners. They were tall - taller than humans - and were quite lithe and frail-looking (though this is a deceiving quality). Whereas the Runir lived underground, involving themselves with non-living rocks, gems, and such, the Sylvari dwelled in the living forest, reveling in the life of the flora and fauna around them.

According to Sylvari historians, their race, along with the Runir, existed at the same time as the Saurians and the Others. The elves had some contact with the reptilian race, but they stayed fairly isolated. When questioned about the Others, the Sylvari wouldn't say anything (they are as equally silent about their ancient civil war, fought when the race was young. The war split the race into the Sylvari and the Drakari - dark, evil elves who apparently lost and were forced underground). As for the Runir, they know nothing of the pre-human civilizations; they had not yet come down from the mountains and hills when the two races existed.

Eventually, elves and dwarves began to mingle into the human society, and now are a very common sight. However, their hearts still belong to their homelands, and it is to those realms that the two races seek to return when they reach a venerable age.

The Age of Prosperity and the Rise of the Pantheonic Faiths

For years, the human nations, co-existing with their dwarven and elven brethren, prospered and progressed. Magi refined their mystic practices, strengthening their power and mystery. Craftsmen bonded together in secret societies known as Guilds. The Guilds aided their members and furthered their individual arts. Trade was plentiful, and peacefulness abounded.

About this time, with religion flourishing as well, there arose a new church, known as the Order of the Holy Balance. A large clerical brotherhood, the order preached allegiance to not just one god, but to many deities, which they called "the Gods of the Equilibrium." These divinities, they said, maintained the balance between the Gods of Law (gods of goodness, beauty, and such, whose actuality

was long suspected, but never proven), and the Gods of Chaos (greatly feared beings of evil, darkness, etc., whose existence was only hinted at in the blackest of legends). The Order's gods also controlled the natural harmony of things, neither good nor evil, such as the seasons, the elements, life, death, time, and the like. The Church gained a high following from priests and monks, and won favour with the common folk, who knew not what to make of this metaphysical philosophy, but who honoured those gods of nature and the land. With popular support, the Order constructed a massive temple in Aladalos, capital city of the empire of Ambia.

Though the Order of the Holy Balance was prospering, one high- ranking priest, Allalym the Pious, grew dissatisfied with the precepts of the Order. In his opinion, they should be giving adoration to the Gods of Law, so as to crush the sinister Lords of Chaos. While the Church preached that a balance must be maintained between the opposing pantheons, Allalym argued that a balance wouldn't be necessary if Law destroyed Chaos. The Church began to be split, as the followers of Allalym, now dubbed "the Upsetter," sought to change church doctrine, while the rest of the clergy remained true to the Order's fundament. A violent conflict threatened to erupt between the zealous factions, but Allalym chose to exile himself, rather than stain the holy temple with blood borne of conflict. With his followers, the Upsetter traveled north, settling in southern Xolta, just north of a great forest. The Church Fathers accepted his decision, since they discovered, much to their chagrin, that priests of Law would soon be needed...

Desecrated shrines, disappearances, and hideous sacrifices began to spread like wildfire throughout the realms. Compared to these atrocities, the squabble of the priesthood seemed petty. The Church was not a stranger to these dark practices, since they knew of vile cults and evil temples that indulged in them, but they had never occurred in such great amounts, nor in as seemingly an organized manner. The Order's patriarchs came to a chilling conclusion: these evil rites were not the work of individual cults (at least not the majority), but of a new, third Church: a faith of Chaos.

The Order's ruling council set out to curb the evils of the Chaos Church, but were indecisive about exactly what should be done. Some argued that the Order should destroy the Church of Law, since the location of their cathedral was well-known, and by crushing them, they would equally eradicate Chaos. This idea was quickly rejected, though, since it was agreed that the opposition Churches would have come about anyway. Nothing really could be done, but to remain vigilant and try to maintain the balance.

The Rise of the Empires and Their Expansionary Conquests

In time, there emerged six nations which, through various means, stood above all other countries. In the north was Khazrantia, an immense nation, and Marasinia, a kingdom rich from trade and control of the eastern seas. Arsaenea was dominated by the empire of Ambia, the ancient kingdom of Gaelaran, and the powerhouses of Xolta and Moras. Through economic, political, and ofttimes military means, Ambia, Gaelaran, Khazrantia, Marasinia, and Xolta-Moras (a series of nobility marriages united the two small giants into one large one) conquered most of the lands of Ryh'ardha and Arsaenea. Not all of the lands felt the rule of the empires, however. Alaslantya successfully drove off the repeated attacks of Khazrantia, creating one of the best naval forces known in the process. The elves of mainland Elshay, driven back to the island portion of their nation, held off attacks by both Gaelaran and Xolta-Moras. The isle of

Marrshae and the nations of Daemar and Teravula did not fare as well, however; they were worse off then most of the conquered lands, since they were in the middle of contested regions. The eastern half of the peninsula was held by Xolta-Moras, and the western by Ambia. The border constantly shifted as the two empires contended for control of the region, with the Daemarrans and Teravulans feeling the worst of the onslaught. The Marrshites experienced the same tragedy, as their island nation was combated over by Ambia, Xolta-Moras, and Marasinia. Eventually, the continents reached saturation, and an uneasy peace settled in.

The Imperial Age

What followed the expansionism of the empires was an age of fortune and enlightenment. Each of the five mega-nations had control of vast amounts of capital, resources, and the like. The civilized forces pushed the wilderness back farther and farther. Great roads were built, monuments were raised, and trade flourished. Magick experienced another renaissance, as did religion. Sylvari and Runir, driven back by imperialistic expansion, re-mingled with the human lands. Peace and prosperity abounded. Unfortunately, this was not to last.

While the emperors preached of the golden peace and abundance of the great nations, they were building up immense treasuries, and with that financing massive military growth. Though the wealth they possessed was greater than any king in history had known, power-borne greed made the emperors lust for more lands. The only areas open for conquest belonged to the established empires, and thusly had to be taken by force.

The Imperial Wars

The pot of tensions finally boiled over in 2503 GY The isle of Marrshae, ruled by various state-supported factions, experienced a massive civil war. The majority of the island was ruled by a government supported by Marasinia and Xolta-Moras, while the rest was governed by Ambia. A major rebellion, secretly supported by Gaelaran, took place against the Xolta-Moras/Marasinia rulers. The revolt eventually spilled over into the Ambian-controlled region. Reacting to the combat, the Ambian emperor sent a contingent of soldiers to subdue the whole island, stating that "...the security of the Empire has been placed at risk by this unfortunate event, to which we have no choice but to take entirely under our control." Marasinia and Xolta-Moras ordered Ambia to withdraw its forces to the pre-war borders. Ambia refused, and additionally staged raids on Urekal and Xoltan Dragaport. Shortly after, Marasinia and Xolta-Moras declared war on Ambia.

Marasinia began a massive naval invasion, attacking the Marrshite peninsula, and the Llaran Sea area. Morasan forces came by sea into the Daemaran peninsula and by land through Radima and Kharas. The battles went on for about three years, when Ambia called on Gaelaran for assistance. Accepting her alliance (since Xolta-Moras would control most of the continent if Ambia fell), Gaelaran began a counterattack. Their naval invasion from the east was severely limited, as the Sylvari prevented the Gaelarians from entering the Havenwood. However, moving into Kathnay in the east and Radima from the south eased the pressure on Ambia. Help also unexpectedly came for Ambia from a different source; Marasinia was forced to withdraw some of its invading troops to meet a new threat to its power: Khazrantia. The Khazrantians, built-up as everyone else, took advantage of Marasinia's distraction with Ambia, and invaded, crossing Bwanika Bay in the south, and going around the

Asyran mountains, through the Savageland jungles in the north.

For the next ten years, the wars raged on. Though the battle fronts continuously shifted back and forth, no empire really gained anything form the wars. On the contrary, all suffered extremely, in everything from war-dead to lack of monies. The emperors were too blind to see that nothing could come of the senseless wars. Each believed he had a little more than the others, and could easily win if he stuck it out until the end. That ideology only drove the mighty nations straight into the ground. Treasuries were exhausted, roads and cities neglected, and lives needlessly lost.

The Decline and Collapse of the Great Empires

A number of factors eventually led to the downfall of the Great Empires. At first, most of the imperial citizens were behind the wars; the greater the glory for their country! As the years dragged on, though, the enthusiasm vanished; people were sick of paying increasing taxes to replenish rapidly depleted treasuries; they were tired of sending their sons off to die; and the pleasures they enjoyed during the Imperial Age, such as well- maintained roads, and excellent coach and ferry services, virtually disappeared. Many towns now had no protection from marauders, wild animals, etc., as all able-bodied men had been sent to the battle fronts.

Finally, the people had had enough. Tired of the wars, and unsympathetic to the nobility, the people began to revolt. Nationalism ran rampant as memories of forced acquisition resurfaced. Areas farthest from the front began to rebel. The thrones didn't have enough troops to quell the revolts, and many of the soldiers began to return to their homelands, tired of fighting for a lost cause, and preferring to help the fledgling armies of the re-emerging nations. As time went on, the wars fell apart, as the emperors called back their armies to hold capital cities and surrounding regions.

And so passed the Age of Empires, which had brought a period of illumination, only to be darkened by the greed and lust of petty men.

The Age of Darkness

After the fall of the imperial states, the world came to a virtual halt. Expansion stopped, progress halted, and trade diminished to next-to-nothing. Nations, per se, no longer existed. Instead, the populace flocked to the largest cities and city-states. Whole countrysides became deserted, leaving behind towns, strongholds, and the like to be ravaged by the wilderness. For a period of time, many cities (the ones that received the most refugees) foundered on the edge of collapse, as the large number of people strained their food and monetary supplies, and created over-crowding problems. A few cities did fall, but most utilized the growth potential of their new citizens and stabilized themselves.

Though the metropolis' controlled vast regions around them, most of the previously held lands fell back to the wilderness. The proud nations of ancient times now consisted of isolated city-states, surrounded by dark and dangerous wildes.

The Pantheonic Churches in the Age of Darkness

The fall of the empires did not bring down the Pantheonic Churches. Though they suffered hardships as everyone did, they were still able to stand strong.

The Church of Law gained followers in many cities, as people turned to the Gods of Law for refuge from the wilderland. The Church helped out the city-states as best as they could, but did little else.

The Order of the Holy Balance (which became known as the Church of Celestial Harmony during this time; the reason for the name change never was revealed) fared better than its Lawful companion. The Church already had temples in most of the major cities, and most of those cities had survived the Imperial Wars. A spiritual 'network' existed between the various temples, and allowed communication between the holy shrines. For some of the more isolated cities, this was the only contact they had with the rest of the world.

Over time, as the city-states began to civilize the areas around them, the Church's clerics began traveling between nearer cities. During their sojourns, they sometimes acted as couriers or messengers between the states, thus beginning the re-emergence of trade and communication of the old nations.

Though the process of returning to the power they once held was slow and tedious, the sequestered cities began to regain their old national lands. The states slowly reclaimed the wilderness around them, creating new trails over the ancient Imperial highways. Eventually, through trailblazing and travel of the clerics of Celestial Harmony, trade routes returned. Fleets and armadas were built up again, as coastal cities set out to resettle the shores. Expansion has steadily continued, though no nation has total control over as much land as they did before and during the Imperial Age; countries may claim their dominion lies over a region, but in truth, the wilderness is its true ruler.

The Inquisitus Magius

Around 3050 GY, a tragic catastrophe struck the lands of the realm. All magick, from enchanted weapons to the spells of magi, failed to function. Though priestly powers still performed, secular dweomercraft disappeared; wands and staves lost their power, wizards couldn't cast spells, and magical armour and weapons became as normal armaments. The common folk turned on the practitioners of magic, somehow blaming the sorcerers and conjurers for 'using up' the magical power of the world. Judicial tribunals and inquests (collectively known as the *Inquisitus Magius*, or 'Magical Inquisition') were held to determine the 'guilt' of known magi. Many wizards vanished during this time, either fleeing from persecution or having been caught and judged guilty (a verdict of guilt, which almost always was the result of a trial, resulted in the penalty of death or life enslavement). The Inquisition lasted about a year; afterwards, magicians were completely gone from Mythosa.

The Discovery of the Outremer

In 3172 GY, an Ambian fleet and an Alaslantyan armada met in the Southron Ocean. Neither nation was very friendly to each other at this time, and a naval battle quickly ensued. Into the midst of the battle, however, a large storm blew in, borne of the Sea of Ice. The ships were tossed about like toys. Many capsized, or disappeared, but a few managed to return to their homelands.

Soon after, rescue ships were sent out to find any survivors. Some were found, and a few carried astonishing news: a few galleons of both sides had been blown far to the southwest, where they came upon a new, unexplored, uninhabited continent, ripe for the picking. Alaslantya and Ambia quickly sent ships and men to the new land, known as the 'Outremer,' and began colonization. Aelamarran agents in Ambia soon learned of

the discovery, and the Aelamarran King wasted no time in dispatching his own forces to the continent.

The colonies expanded quickly, Ambia taking the eastern region, Alaslantya the land to the northeast, and Aelamarr, the southern peninsula. No other nation (save one) has attempted to colonize the new land, being too far from the continent for settlement to be feasible or worthwhile.

The Return of Magick to Mythosa

Magick returned to Mythosa in 3250 GY In the spring of that year, a ship of unknown origin arrived in the city-state of Araelan. The passengers wore the flowing, glyph-covered robes of the magi of old. Though the Inquisitorial Laws were still in effect, the city guard didn't enforce them. The visitors, granted an audience with the Lord Mayor, announced that they were ambassadors from the nation of Sorcalia, an island located to the west of Alaslantya. The sorcerers said the flow of magic, disrupted over 200 years ago, had been restored, though they gave enigmatic answers to those who inquired how the flow was disrupted, or how it was returned; the only things clear was that it involved an evil ArchFiend named Gathmalor, and the nation of Gothmoor (formerly Kathnay; the similarity in the names suggested a connection between the evil nation and the demon). It was also revealed that Sorcalia had a small colony in the Outremer. The ambassadors then left the city-state, and carried their information throughout Arsaenea and Ryh'ardha.

Eventually, magical items and relics, long since unused, regained their enchantments. Wizards and conjurers walked the lands again. Most countries, recognizing the wrongs of past rulerships, abolished the Inquisitional Laws and officially admitted the errors of bygone days. A few nations, however, did not; these included Al'Sharaq, Haran, Gothmoor, and Aelorea. Al'Sharaq and Haran do not enforce the Laws, but they still are 'officially' in effect in those nations (a warning to traveling magi to watch their step). Gothmoor still enforces the Laws, but they are known to have wizards inhabiting their nation; it is said that evil mages are free to come and go, but those that don't follow Darkness are imprisoned and worse. Aelorea officially declared that not only were the archaic Laws still in effect, the practice of magick was illegal (in the statement, they said it was an offense in any nation; naturally, they can only enforce that doctrine within their own borders), and the penalty for thaumaturgy was (and still is) death. Accordingly, magicians avoid the theocracy.

The Ilmaran Revolution

For a number of years, four of the more powerful Mythosan nations controlled much of the known Outremer. The use of the colonies was mainly for resources, and an outlet for populations (especially important on the island nations). Both Sorcalia and Alaslantya ruled their colonies as extensions of their countries, with all rights and privileges of the homeland. A number of citizens moved from the islands to the Outremer, enjoying the new, pristine wilderness. Aelamarr had the same view, but few people migrated there, since there was plenty of room in the homeland. The colony was used for resources and imprisonment.

The situation was different for the Ambian colony. Being close to the cold south and the rugged mountains, the region required much work to develop, and Ambia's tyrannical emperor forced citizens to move there to quicken the process. Unrest fomented, among both the colonists and the mainlanders; the colonists felt anger at being forced to move, and the mainlanders felt uncertainty as to their own fates.

The revolution began in early 3308 GY. The Ambian colonists, treated horribly by the crown, declared themselves to be an independent nation. Ambia immediately declared war on their former colony, and prepared to deal with them.

A huge armada was assembled in Stalis, prepared to ferry to the Outremer soldiers, war machines, and other materiel. However, Alaslantyan intelligence agents in Aladalos (Ambia's capital) discovered some interesting information. The Ambian army was large enough to crush the rebels, plus the other three colonies in the Outremer. According to the spies, the empire planned on taking the colony and then claiming the Alaslantyan and Aelamarran colonies had thrown in with the insurgents; and subsequently, the army would be 'forced' to deal with the other colonies, to protect 'Ambia's interests in the Outremer.' The plan also called for the eventual absorption of the Sorcalian colony, which would make the Empire the only nation in control of the continent. Alaslantya informed its island neighbour and Aelamarr of the plan, and together the three prepared a contingency strategy to deal with the Ambian threat. Agents from the kingdoms leaked the information out to Ambia, and the three countries declared their support for the revolution. Aladalos was not prepared to deal with a major war, and especially did not wish to incur the wrath of Sorcalia's Council of Nine. Grudgingly, Ambia withdrew its declaration of war and halted its military plans. The new nation, free to begin its existence, named itself 'Ilmara,' after an Olde Ambian word for freedom, and became the first independent country of the Outremer.

The Destruction of the Chaos Host of the Temple of Kharyn

Even since the emergence of the Church of Chaos in 1629 GY, the forces that served Darkness were never much of a problem for the civilized lands (though it is unknown how rampant Chaos was during the Age of Darkness). However, in 3350 GY, a mighty temple of Cyclopean proportions 'appeared' in northern Ambia and spelled trouble for the forces of good and truth. Evil in architecture and purpose, it acted as a cancer upon the Empire, with sinister tentacles creeping out into other realms. It is not known exactly why the temple appeared when it did, or from where it came from, but it apparently was a sign for certain Chaos forces, whose armies began to pour out of the underground and the wilderlands to plague the realms of Man, Elf, and Dwarf. A massive conflict, triggered by the appearance of the temple, swept across Ryh'ardha, Arsaenea, the Ocean Kingdoms, and even the Outremer. Such epic warfare had not occured since the ancient Imperial Wars. Eventually, it was learned that the dark temple was the nexus of the strife that had overcome the land. Fortunately, a troupe of heroes, the famed 'Legion of Lazuli', assaulted the temple, and destroyed the ancient Chaos demigod Kharyn, source of the darkness. Kharyn had been entombed beneath the temple, and was prepared to rise up and led the Chaos armies to victory over the nations of Mythosa when the Legion eradicated him. After the destruction of the temple, the Imperial Ambian Army crushed the main Chaos Host, which had gathered about the temple. Soon after, the disharmony that had taken the realms dissipated. However, Evil had only been routed for a short time...

The Daemonic Invasion of the Brotherhood of the Horned Shadow

The sage Geranus once said that one of the 'redeeming values' of evil was that it constantly was in conflict with itself. While Good and Law strive against it, different factions of evil fight each other, creating a weak, divided ethos. This philosophy can be

applied to the actions of a mysterious cult known as the 'Brotherhood of the Horned Shadow' following the destruction of the Temple of Kharyn.

The major forces of darkness, from the Church of Chaos to evil nations like Gothmoor, all had stakes in what the rise of Kharyn had to offer. Therefore, when the demigod was destroyed and a major source of daemonic power obliterated, these forces felt the blow. After Kharyn's death, the hordes of Chaos fell back to regroup and recuperate. Except for the Brotherhood. During this time, they had been watching what transpired between the forces of light and dark, waiting for the opportune moment to strike. Once the temple was destroyed, the forces of evil were weak and disorganized and the forces of good were enervated as well...an perfect time for the cult to make its move.

Even before the combatants had time to lick their wounds, the Brotherhood, utilizing an ancient, evil artifact known as the *Orb of Daemos*, began opening portals to the Planes Infernal, allowing hordes of daemons, devils, and other fiendish beasts entry to the material plane. The nations of Mythosa were hard-pressed to keep from being overwhelmed by the onslaught of the Brotherhood-controlled summonings. However, before long, the cult lost control of its diabolic armies, as too many gateways had been opened, and too many fiends had passed through. Fortunately, the Legion of Lazuli, with the assistance of another band of heroes, known as Mortis' Marauders, were able to destroy the *Orb*, which subsequently closed the portals. However, there still remained an abnormal number of devils on the material plane, and to this day there remain some that haven't been slain or banished.

The Destruction of the Pentad of Evil

For a time, peace again reigned throughout the land. The forces of Chaos were still suffering from the destruction of Kharyn, and the Brotherhood of the Horned Shadow had been utterly defeated. However, in these turbulent times, peace was a precious commodity...

A major conflict shook the lands again, this time in 3376 GY Though the specifics are a well-guarded secret of the ArchDruidic Conclave, all across the continents know *something* happened, as magick began to go awry, prayers to deities went unanswered for a time, and strange, unexplainable events plagued the realms (for a detailed account of these times, the reader is referred to Andryla Lynthial's marvelous tome, ***Wylde Tymes***). From what this humble sage has managed to gather, a group of five powerful entities, known as the *Pentad of Evil*, attempted the unspeakable by casting down the Gods of Chaos and establishing themselves as the Lords of Darkness! It is rumoured that a who's-who of heroes took part in the foiling of the *Pentad*, including members from the Legion of Lazuli, Mortis's Marauders, the children of some of the members of the Legion, and even an ancient vampyr and Zewdye the Mad! How much of this is truth and how much fabrication, I cannot say. Know thee, however, whoever was involved, succeeded, as the *Pentad* is no more (though the Gods of Chaos are still, unfortunately).

Li Inversus di Metallica

The last major event to shake the land occured in 3391, and was dubbed *Li Inversus di Metallica* (*The Metal Inversion*). Massive inflation began to plague the realms as the national economies were flooded with gold and silver coins. At the same time, a shortage of useful metals (such as iron and steel) occurred. Prices of everything from kitchen utensils to weapons and armour

skyrocketed, which in turn pulled up the price of more mundane items. Eventually, a number of economic initiatives on the parts of various governments (such as price ceilings and tax increases) removed much of the excess gold and silver from the commoners (and placed it in the royal treasuries, no doubt), though the effects are still felt today. It is unknown who or what was responsible for the glut of coinage, with various theories naming everything from twisted cults to fabled dragons, and even a dwarven conspiracy!

The Lands As They Are Today

With the *Inversus di Metallica* having run its course over forty years ago, Mythosa has been relatively calm. Except for minor border skirmishes, and petty baronies fighting other petty baronies, nothing major or significant has occurred. Most of the nations are minding to their own affairs, and relative peace abounds. How long will it last? If our history is any indicator, not long; you'll recall that the Age of Prosperity and the Imperial Age, both times of peace and relative harmony, ended in devastation and ruin...could this era be heading for its destructive closing? The relatively recent attacks on the lands by the forces of evil have been repelled, but at what cost? Are the victories of good a reassurance for the future? Or is Darkness slowly weakening us, each attack just a precursor to a more sinister finale? Only seers and madmen know for sure...

Chapter the Fourth:
Geography of Mythosa

Presented for thy perusal, a brief overview of the geographical features of Mythosa, from her majestic mountain ranges to her loathsome wastelands...

Mountains

ASHEN PEAKS
This range of mountains stretches from the southern ends of the Llaran Sea and Moras Bay. The peaks effectively cut off the Agarossean Peninsula from the rest of Arsaenea, while affording a weather barrier to further make Kharas a wasteland. A large chasm network, the Great Rift Canyon, runs north and south through the mountains. It was one of the many results of the Cataclysm. A large Runir community dwells in the gem-rich Rift. The majority of their living areas are in a large, ruined city, fallen into the canyon, but greatly intact. The origin of the metropolis is unknown, even to the dwarves.

ASYRAN MOUNTAINS
The Asyran Mountains are the bane of many Ryh'ardhans. Some of the largest concentrations of orcs and goblinoids dwell here, frequently raiding the Zhuntari, Alsyria, the Burning Sands nomads, and occasionally striking as far as Elmani and Haran. It is said that great veins of precious metals are embedded in the mountains, but very little has been mined, due to the aforementioned inhabitants.

DWARF MOUNTAINS
This oxymoron is the *nom de plume* of an extremely high and treacherous mountain range. It is so named because it is the homeland of the Runir; it contains the subterranean capital city, Runehelheim, home to 15,000 dwarves. The mountains, as most of Arsaenea's peaks, are rich in gems and metals. A number of other races dwell here as well, most notably the Drakari, who are constantly warring against the dwarves.

EASTERN MOUNTAINS
These mountains are located on the eastern coast of northern Arsaenea. They are fairly barren of life, and even have been abandoned by dwarves, due to an influx of vile, Chaos creatures from Gothmoor.

MARASINIAN MOUNTAINS
Bearing the name of the ill-fated empire, the Marasinian peaks rise against the Savageland jungles. Neither the Zhuntari tribes or the Hykarashans have tried to develop the region, so it is unknown as to what can be found there, living or otherwise. The Hykarashans are too enveloped in their civil wars, and the Zhuntari avoid them because they believe the mountains to be the place where the gods reside when they come to the earthly plane.

STONE CURTAIN MOUNTAINS
The Stone Curtain is Mythosa's largest known mountain range. It sprawls across the southern regions of Arsaenea, stretching from the Sea of Ice in the west to Southwood in the east. The peaks are high and jagged, with terrible snow and ice storms. Legends abound concerning the mountains, including the tale of Kharzahelm, the Great Lost Runir City, and the Ice Palace of the god Aegar. Besides the treacherous weather and dangerous slopes, hosts of deadly creatures, such as frost giants and ice dragons, dwell in the peaks, so many explorations never reveal if the legends are true...

VARGHANI MOUNTAINS
The oldest mountain range in known Mythosa, the Varghani stretch from the Abd'Ghani Forest far to the north, deep into the Savagelands; it is unknown how far the mountains go. The Varghanis are a very diverse mountainous region. Various races, from dwarves to ogres, dwell here. Rumours abound (as usual) about such things as lost civilizations to palaces of gods. Some of these may be true...

Other Ranges of Note:

ALASLANTYAN MOUNTAINS
The peaks of this nation cover the eastern portion of the large island. The mountains are relatively void of valuable materials, but they are in themselves valuable; the slopes serve to drop easterly-traveling rain, and keep the soil fertile. They also serve as a natural protection against a naval invasion from the east.

OUTREMIC MOUNTAINS
These unnamed mountains are found in the south of the Outremer. In recent years, the peaks have yielded a fair amount of metals and gems to Ilmara and Aelamarr.

SHESADAN MOUNTAINS
The Shesadan Mountains form the north and west borders of the Emirate. Rain clouds blown up from the south and the 'River of Life' keep the area fertile and prevent it from being enveloped by the Great Barrier Desert. A large concentration of Runir is found here.

YSIREAN MOUNTAINS
The northern border of Aelamarr is covered by these young, high peaks. They have not been readily exploited by Aelamarr, or neighbouring Ambia, though it is rumoured that large quantities of silver can be found here. Inquiries to the government only return that the mountains are forbidden to private mining; it is a mystery as to why.

Forests and Woodlands

ABD'GHANI FOREST
A predominantly hardwood forest, the Abd'Ghani once covered all of eastern Khazrantia, and the city-state region between the Red River and Haran. Gradual deforestation for fuel, building, and export reduced the timberland to what it is now. Khazrantia declares sovereignty over the Abd'Ghani, and carefully tends it, so as not to lose one of its more valuable resources. Occasional skirmishes occur between Khazrantian border guards and Ramadahd lumber-poachers.

AMEDINAWOOD
The Amedinawood appears to be a normal hardwood forest, so it is unknown why the Haranian government keeps a tight patrol around it. The legendary Haranian longbows are made from the trees of this forest, and it is figured that they have some secret hidden there.

ANORFORET
Altaevian for 'South Forest,' this pinewood timberland forms the border of Ambia and Nordica. The Nordicans stage many raids from the safety of the woods, and the Ambian throne would just as soon raize the trees, were it not for the pressure of Druid's Keep and the Sylvari.

COASTWOOD
The trees of Agarossean Coastwood are the only major terrain in a relatively featureless nation. The yew trees of the forest are highly prized by fletchers, and the bows created from them are second only to those of Haran.

ELESWOOD
A hardwood forest found in eastern Alaslantya. The woodland is named for an ancient Alaslantyan hero, Fyras Eles.

FROSTWOOD
A large pine forest dominating western Zarlev. Hardy hunters secure a great deal of fur from the abundant game that dwells within. Frostwood was a larger forest at one time, but the area south of the Urnksa River and north of Tetrigrad was burned and destroyed during the War of the Crystal Sceptre (2979 - 2983 GY), one of Aelorea's annoying holy crusades. The burning did create a fertile agricultural region, however.

HAVENWOOD
The largest forest on Arsaenea, Havenwood stretches from the west coast in Zeldora to the east coast in Kaermyr. The timberland covers all of the Kaermyrran 'nation,' and half of northern Radima, plus some of Zeldora's mainland. The wood is filled with game and replete with mystery, mainly due to the fact that visitors are not welcomed east of Silvrebrook. Arsaenea's largest concentration of Sylvari are found here, as well as rangers and Druids. Caer Celtos is the 'capital' but is not much more than a college of huts and towers, used by rangers and Druids. A small keep is here, which is occasionally used by the Druids in their struggle against Gothmoor.

MAGEWOOD
A small woodland on the magical isle of Sorcalia, Magewood is said to be a source of immense akasic power. An ancient ring of standing stones is found here, inscribed with Druidic glyphs, though no Druids are found on the island, and it was supposed to have been uninhabited when the exiled mages first arrived.

NORSEWOOD
The Nordican forest, used by Nords for hunting and lumbering.

OUTREMIC WOODS
While the colonies have explored and exploited the timberlands in their own territories, the great expanse of trees west of the Border River still remains very much a mystery. While nothing too hostile has been encountered, parties travelling too far have been known not to return...

SACREWOOD
A predominantly softwood forest in southern Aelorea. The hierarchy forbids entrance into the forest, claiming religious sacredness. Many believe they fear something that dwells within, and the heavy guard around the forest is not to keep people out, but to keep something within.

SAVAGELAND JUNGLES
Stretching far to the north, the extent of these tropical timbers is unknown. The vast palms and mahoganies are home to hundreds of species, from primitive human tribes, feline predators, and fabled elephants, to supposed clans of savage elves, and even dinosaurs. The timber from this land is prized in the south, and is harvested by Khazrantia, Haran, and others.

VIDHRFORET
One of Arsaenea's largest timberlands, the Vidhrforest covers northern Ambia (the word is Altaevian for 'North Forest'). The woods are home to various Sylvari clans, and the Druid's Keep is found here, the only true castle occupied by Druids. It is said that an ancient civilization built the stronghold, and it was found by an ArchDruid. Regardless, from this citadel, the Vidhrforet Druids keep close tabs on Ambia, so as to keep them from despoiling the woodlands.

XOLTAWOOD
Years ago, this forest was once plush, green, and alive with game. After Gathmalor arrived on this plane, and established himself in Kathnay, however, the trees 'died,' in a sense. While they still live, they are horribly twisted and cursed, as if possessed by daemoniac dryads. Where deer and boars once freely roamed, now tread trolls, mutated horrors, and far, far worse. Fortunately for the surrounding regions, the worst evil is deep in the heart of the timber, and vigilance

of Kelsha, Rael-gahr, and the priests of Law contain most all of the fringe-dwellers.

YDDILLIC FOREST
Radima's southern timberland, the Yddilic is forested somewhat less than in previous years, as certain abdominations from the Grey Wasteland have managed to find their way into the woods.

YULSAR FOREST
A woodland found on Arsaenea's east coast, the Yulsar spreads over southeastern Aelorea and the Lorani isles of Relesor and Raal. The forest is home to dreaded Yulsaran Wolves, feared canine predators similar to, but worse than, dire wolves. Loran has often charged that Aelorea sends religious dissidents into the Yulsar to be devoured by the wolves, but the hierarchy vehemently denies the accusations.

Oceans and Seas

EAST OCEANS
The East Oceans are the easternmost seas of Mythosa. They are bordered in the west by Arsaenea, and on the south by the Wild Plains and the Eastern Reaches. In the 'center' of these seas is the archipelago of the Sylvan Isles, the ancient elven homeland.

ELJARDON BAY
This inlet separates almost all Hykarasha from Ryh'ardha. Unlike the Marasinian Sea, which the Bay empties into, the waters of this gulf are dark and murky; it is poison to drink the waters. The cause of this despoilment is unknown.

GREAT OCEAN (NORTHRON AND SOUTHRON)
The Great Ocean is the largest traversed body of water in known Mythosa. It spans the region from southern Ryh'ardha to western Arsaenea and the eastern Outremer. Literally hundreds of species of plants and aquatic creatures reside in its waters. Alaslantyan ships often patrol these seas, to insure that no nation tries claim sovereignty over them, allowing the waters to be free to all who seek to use them.

LLARAN SEA
The Llaran Sea lies between Ambia, Agaros, and Talismarr. It is a fairly deep body of water, and is rich in aquatic life (mainly fish). The southern region of the sea is dangerous for large ships, due to huge, jagged reefs, and are only plied by small cogs and fishing vessels.

MARANVIAN SEA
This body of water is found east of Arsaenea. A one time, this region was not a sea, but a landmass, fused with (what are now) the Lorani isles and the Arsaenean mainland. However, in 248 GY, when the ancient Others brought down the devastation on Mythosa, this region disappeared under the waves. Today, the sea yields a bountiful fish harvest, and is plied by merchants from the Vargrossean Valley, Loran, Zarlev, Gaelaran, and the Eastern Reaches. All who sail on the sea, however, must be wary of Aelorea's Inquisition Fleets, who see fit to stop and search every ship they come across. Woe be to those who possess magick and refuse to part with it when the Aeloreans come...

MARASINIAN SEA
Just a step under an ocean, the Marasinian is a huge body of water, and one of Mythosa's deepest. The sea is traversed frequently, from ships of Arsaenea travelling to Ryh'ardha, and vice-versa. Many sub-marine races dwell in the Marasinian, but few even see the light of day.

MORAS BAY
This bay is named after the ancient empire of Moras. It is sailed fairly often by ships of Agaros, Radima, and Zeldora.

OUTREMIC SEA
This body of water lies between the Outremer and Aelamarr, to the north of the Sea of Ice. It is a cold and rigid sea, but fairly navigable.

SEA OF ETERNITY
The northernmost of known Mythosa's oceans, the Sea of Eternity stretches out for an unknown distance. Many tropical islands and archipelagoes are scattered about this ocean. Some of the nearer islands have shown evidence of a lost civilization. Exploration is not common, as many expeditionary forces have not returned. Tales of sea monsters and a great, winged, feathered serpent are common.

SEA OF ICE
Between the Outremer and Helgard lies this frigid body of water. It is very dangerous to navigate, as it is filled with bergs and ice floes.

SKESGART SEA
This large body of water forms the natural boundary of Aelamarr and Nordica. Though is it named after a long-dead Jarl of Nordica, Aelamarr claims rights to the waters. Like the Aelamarran mountains, the militocracy forbids exploration of the the bay, and tries to enforce their doctrine with its naval power (bringing it into confrontation with the Nordican dragonships quite often). Rumour has it that an ancient nation, collapsed during the Cataclysm, lies under the bay, and the Aelamarran government is plundering its riches.

SORCALASAN SEA
This sea is found between Sorcalia (for which it is named) and Alaslantya. It is a shallow sea, and on a clear day its crystal clear waters allow one to see all the way to the ocean floor.

WESTERN OCEANS
These are the westernmost oceans of the known Mythosan lands. It is unknown as to how far they reach, as no deep exploration has been made into these waters.

Lakes and Rivers

BARDELA LAKE
This lake was crystal-clear years ago, plentiful with fish, and enjoyed for leagues around. It has since been despoiled, however, due to the formation of the Grey Wasteland of Kharas. Nowadays, it is used for some water transportation.

BLACK RIVER
Outremic brook; divides Alaslantyan colony and the Sorcalian colony.

BLACKRUN RIVER
This river was once a beautiful, racing stream, but it has been ruined by the evils of Gothmoor. It is pure black (hence the name) and poisonous.

BORDER RIVER
Western border of civilization in the Outremer.

DALI-RAAN
This river is named for an ancient forgotten king of this region. The Dali-Raan and the Lake Apharos contribute to the sustenance of the Rhijadi forest.

DRYBED RUN
This river runs from the Varghanis to the River of Life, and forms the northwestern border of Khazrantia. It is a small river, and would be nonexistent but for the River of Life.

EAST RIVER
The north of Gaelaran is home to this stream, probably named for its running from the east.

JRANI RIVER
This river forms the border between Zarlev and Gaelaran and feeds into the Maranvian Sea.

LACARO RIVER
A mighty river, running through Ambia, then dividing into the Vidhrriver and the Rushyng Waters.

LAKE APHAROS
In a region dominated by dryness and aridity, this lake, and the river that feeds it (the Apharic River) are very important to the populace of central Ryh'ardha. The lake has a few species of fish, but no real value other than the water itself.

LYREBROOK
An Ilmaran river, said to have magical healing properties.

MERRIWYND RIVER
The Merriwynd runs from northern Havenwood to the Marasinian Sea. Though it is next to Gothmoor, it is unspoiled by the evil of that nation.

RED RIVER
Running from the Varghani to the Great Northron Ocean, this river forms the northeastern border of Khazrantia.

RIVER OF LIFE
This great river runs from the Shesadan Mountains to the Western Oceans. It is the only thing preventing the Great Barrier Desert from engulfing Shesada and Khazrantia.

RUSHYING WATERS
A branch of the Lacaro.

SILVREBROOK
This crystal clear river, cherished by Kaermyrran druids and elves, runs from the Dwarf Mountains to the north of Havenwood, where it splits into the Merriwynd and Blackrun.

ULFRAM RIVER
This river forms the border between Nordica and feared Helgard.

URNSKA RIVER
Forms the northern border of Zarlev and empties into the Maranvian Sea.

VIDHRRIVER
A branch of the Lacaro. This river flows through the Ambian capital of Elgarth.

YSIREAN RIVER
This river flows from the Stone Curtain to the Skesgart Sea. It forms the barrier between Nordica and the unclaimed wilderland to the north.

ZARR RIVER
The Zarr runs from the Asyran Mountains to Bwanika Bay. This river provides some irrigation for agriculture in northern Alsyria.

Swamps, Deserts, and Other Places of Note

BURNING SANDS
A desert in the north of Ryh'ardha, between the Varghani and Asyran mountain ranges. The sands would claim the regions around the Varghani city-states and Haran but for the Red and Zarr rivers, and rain-bearing clouds blown up from the Northron Ocean.

BROKEN CRAG CANYON
This region is the former site of the mountain fortress of Gathmalor the ArchDaemon. It is a broken scar of earth, with endless caves, caverns, and shards of rock thrusting into the sky. Fell beasts dwell here, from mundane orcs and trolls to sub-daemons, and even dragons. It is rumoured that a vast treasure lies deep in the canyons, Gathmalor's earthly possessions.

FANGS OF DOOM
A very treacherous area of the ocean, the Fangs of Doom are jagged mountain tops thrusting out of the sea west of Talismarr. This area is inhabited by some of the most vile sea-beasts known.

GREAT BARRIER DESERT
So named for its natural barrier between Ryh'ardha and Yara-Kai, the Great Barrier Desert is the largest wasteland in known Mythosa. The desert extends from the western oceans in the south about 325 lenars to the jungles of the Savagelands in the north. It is immense, but not empty; the desert is populated by various nomadic groups, and many ruins can be found here, the result of civilization lost to the desert sands.

GREAT RIFT CANYON
A creation of the Cataclysm. See the Ashen Peaks (q.v.) for more information.

GREY WASTELAND OF KHARAS
This area is not quite a desert, it is worse. Rather than sand, the wasteland is just greyish black dirt, and the sky is continually overcast. Even if it's a clear summer day in neighbouring Ambia, the clouds stay. More so, the region is plagued by what is called 'Boltus' Rage'; massive thunderstorms replete with dancing lightning and swirling wind, but no rain. Very little, if anything, lives here. The only living things usually are adventuring parties, seeking out the 'Black City,' the ruins of a once-powerful metropolis. It is reputed to contain caches of magical books and artifacts.

YULSAR FENS
This is a huge, fetid, wetland located in northern Gaelaran. Except on the fringes, the swamp exudes gases toxic to most living creatures (such as humans and their kin). The marsh is said to contain rare, magical herbs, but, naturally, it is difficult to obtain them. Added to this is the presence of the apallyons, a race of evil, Chaosspawned serpentmen. They are not much of threat now, as Gaelarian troops from Eaelar keep them in check.

Chapter the Fifth:
Religions of Mythosa

"During that time which was timeless, in the infinite nothingness that was everything, there existed three entities. One of these beings is, and was, Varanishu, which is, in the ways of doshra, that which is good, law, and order. Because of His existence, or because of the Other's existence He exists, there is the entity Zarayama, which in doshra thought is evil, chaos, and discord. Lastly, there is great Asrantha, He Who Maintains the Necessary Equilibrium Amongst All Things. To the doshri, He is balance, neutrality, equilibrium. It is through the power of the Elders that They wrought the beings known in doshra as Gods. Now existed that which did not - Life, Death, Time, War, Fate, and all else."

-Excerpt from the Dh'aavian Codex, Volume I

The lands of Mythosa are replete with worship of the various super-beings known as gods; those forces which are beyond the ken of normal men, the powers that create, shape, and subsequently destroy the universe in its many facets. It would take many lifetimes to describe even a few faiths in detail; the information presented is almost a blasphemy to those it itemizes by its necessary sparsity; I try to present them all so as to enlighten those that may be ignorant of them.

The Pantheonic Philosophy

The fundament of Mythosan religion, from the primitive worship of goblinoids to the highly-sophisticated veneration of the Sylvari, is known as the Pantheonic Philosophy. This ideology states that the whole of the universe is made up of two opposing forces. These forces are always in conflict, but it is important to never let one overpower the other, for this would rend the fabric of reality, and perhaps precipitate the end of all existence. For this reason, a third force exists, to maintain a balance between the two forces. While abstract philosophers say that this struggle exists in everything on every level, the easiest example to understand is the pantheons of the gods. There are three pantheons, one for the gods of Law (good), one for the gods of Chaos (evil), and another for the gods of Equilibrium (neutrality). The Pantheon of Law contains the gods of healing, heroism, angels, love, etc. The Pantheon of Chaos contains the gods of darkness, hatred, disease, etc. Finally, the Pantheon of Equilibrium contains the gods of death, time, destiny, nature, and other beings who spheres of influence are neither good nor evil. It is this whole metaphysic theory that constitutes the basis of modern religion.

The Dh'aavian Codex

The Pantheonic Philosophy is an idea which can be found in religions the world over; even isolated races living in the Darkrealms, never having had contact with other civilizations, have the same basis for their worship. This underlying idea is one of the two major things that lends to the legitimacy of the Pantheonic Philosophy. The other is the Dh'aavian Codex.

The Dh'aavian Codex is a collection of scrolls, tomes, and other such writings that have been found all over the known world. The origin of the works of the Codex is an enigma; throughout a span of hundreds of years, a number of texts were found in various lands of Mythosa. These writings are unique, in that they all use the same

language, which has never been found to exist anywhere else. The varied works all deal with religion, and have a distinct link between them; in other words, it is as if someone wrote an immense book, copied it to scrolls and librams, then scattered them across the face of the earth (which very well might have been the case).

Though it took much time, priests and monks have deciphered the Dh'aavian language, and have pieced together the works into different volumes, with educated guesses made to determine the gaps in the Codex. Presently, the Church of Celestial Harmony holds the largest known collection of books, having copies of volumes 1, 2, 5, 7, 13, and 20. It is believed that more volumes exist, and they just have yet to be found (though many hope not to see volume 21, which is held to be the last book, and which is said to detail the End of All Existence). The hierarchy of the gods, explained in the next section, is based on the writings in the Codex.

Hierarchy of the Gods

According to popular belief, reinforced by evidence in the Dh'aavian Codex, there exists a sort of hierarchy amongst the gods. This pyramidical structure is detailed below.

DH'AAV

The Creator of All Things, The Father of the Elders, He Who Is Everything; these are just a few of the names used to describe the enigmatic being known as "Dh'aav." According to the Codex and modern-day religious scholars, Dh'aav is the Ultimate Being, who created the Elder Gods. Except for the idea that Dh'aav is the most powerful of the gods, very little is known about Him (or Her, or It, as the case might be).

ELDER GODS

Three entities comprise the group known as the "Elder Gods." These beings are Varanishu, Zarayama, and Asrantha. Varanishu is said to be the epitome of Law and goodness, and is supposed to have created the gods of the pantheon of Law. Zarayama is his/her/its antithesis, and is responible for the creation of the gods of Chaos. Asrantha, being the pinnacle of the equilibrium, supposedly created the deities of Neutrality.

There are a number of arguments about the Elder Gods (or simply, the Elders). Some say that the Elders and Dh'aav are the same being, in that the Elders are three distinct parts of the Dh'aav. Others say that the Elders do not exist, but are just personifications of the three ethoi. Once again, no one (except for the Elders and Dh'aav, if they exist) knows the truth.

GREATER AND LESSER GODS

The gods everyone knows and sometimes worship are known as the Greater Gods. These are the deities of the three pantheons, and exemplify various facets of the universe. There also exist some well-known entities which are known as Lesser Gods.

Greater Gods and Lesser Gods are distinguished by a number of differences. Greater Gods have followers the world over; different cultures may call them different names, but they are still the same god. Lesser Gods generally have small followings, or a large number in a centralized location. Greater Gods rule over the major facets of the world: life, death, love, hate, etc., while Lesser Gods rule minor ideas, such as strength, archery, twilight, etc. Finally, the biggest difference is in the power of the deities. According to the most widely accepted idea, gods receive power from the number of followers they have, and the degree of their devotion; the larger and more pious a church, the more power the god receives. Greater Gods have a "set" amount of power they receive automatically, and this is augemented by worship on this material plane. Lesser Gods, however, depend completely on their followers; in fact, most

come to be by the faith of a cult or church. While they didn't exist before the faith began, the devotion of the followers bring about their existence. And, while a Greater God will still be around even if all His or Her followers are destroyed, a Lesser God without enough faithful will cease to exist. It is unknown whether this is a truthful theory, but it would explain why certain religions are wiped out (to destroy an undesirable god) or why worshippers of one god will fight worshippers of another (to give greater power to their faith and lessen the power of the other).

DEMIGODS

Demigods are not gods in the true sense of the word, but are extremely powerful mortal beings who have powers far above that of normal persons; they are likened to gods because of this. A demigod, if worshipped and given "faith power," may become a Lesser God, however.

Greater Gods and Goddesses of Mythosa

The Gods and Goddesses of Mythosa are listed in the following manner:

Name	The name of the deity. First given in Arsaenean form, followed by Ryh'ardhan, Eastern Reaches, Yara-Kain, Sylvari, and Runir. If the god is known by other titles, these follow as well.
Spheres	Those things which the deity is the patron of.
Gender	The deity's sex.
Symbol	The items that represent the god. Some symbols are not easily given to description, so illustrations follow the listings.
Relations	This details the relationships the gods have with one another. The designation of "antithetical" refers to the deity that the god is philosophically opposed to. Neutral gods have no antithesis.
Areas of Worship	The general geographical area or the general type of people who pay homage to the god.
Description	The abstracts are followed by a physical description of the deity. These description are generalized, as people of different cultures view details in different ways; a Yara-Kain samurai would describe the God of War differently that an Arsaenean knight, for example.

Gods of the Equilibrium

AEGAR
N/A, Haerkin, Hu-Yin, N/A, Aegar

Father Winter, The Frost God

Spheres	Earth, mountains, winter
Gender	Male
Symbol	Snow-capped mountain
Relations	Brother to Joreb
	Friendly with Boltus
	Enemies with Ramm
Areas of Worship	Nordica, Runir, Zarlev (cold regions, southern areas)

Aegar is generally depicted as a fur clad, southern warrior. He is bearded and bears a large battle axe. Sometimes he is known to be accompanied by a large white wolf.

BOLTUS
Taros, Taalos, Nusan, Kaerus, Thranarn

The Thunder God

Spheres	Storms, wind, air, fall
Gender	Male
Symbol	Lightning bolt
Relations	Allied with Aegar
	Allied with Mannanor
Areas of Worship	Agaros, coastlands, sailors, Talismarr

Boltus is shown as a large, angry god, clad in robes and bearing a lightning emitting rod. He is generally surrounded by large nimbus clouds and great winds.

CHRONOS
Anuu, Chronos, Ch'inyi, Lorleos, Kronos

Father Time, The TimeBearer

Sphere	Time
Gender	Male
Symbol	Hourglass or sundial
Relations	Allied with Mortis
	Allied with Ethros
Areas of Worship	N/A

Chronos' only depiction is of an engimatic, robed and cowled figure, bearing a shining hourglass.

ETHROS
Alsara, Claethos, Chen-Yang, Alarlos, Arandaer

The Weaver, Mistress of Destiny

Spheres	Fate, destiny
Gender	Female
Symbol	Loom
Relations	Allied with Mortis and Chronos
	Enemies with Fortana
Areas of worship	N/A

Ethros appears in many different forms, from a young, virile woman to a haggard old maven. She is typically seen weaving on an astral loom, measuring the lives of mortalkind.

FORTANA
Baslat, Zemia, Yori, Talisaria, Goldaran

Spheres	Chance, luck
Gender	Female
Symbol	Hexagonal mirror
Relations	Enemies with Ethros
Areas of Worship	Gamblers, thieves

Fortana is seen as a beautiful woman with golden skin and silvery hair, clad only in a swirling mist.

IBERIS
Am-Thoth, Comptos, Kai-Hai, Sinaleal, Minas

The All-Knowing

Sphere Knowledge
Gender Male
Symbol Iberian Cross
Relations Father of Kabala
Areas of Worship Sages, scribes, Sorcalia

Iberis is an old, wizened sage. He dresses in simple grey robes and has a long, hoary white beard. The god's face is bespectacled, and he is usually seen surrounded by tomes and scrolls.

KABALA
Al'Haaza, Taarot, Chi'yang, Akasalar, N/A

Sphere Magick
Gender Male
Symbol The Stars of Kabala
Relations Son of Iberis
Areas of Worship Magi, Sorcalia

Kabala appears as a moderately-aged, extravagant archmage, bearing a great staff and a mystic wand. He is clad in swirling robes, which are covered in magical glyphs and sigils.

MANNANOR
N/A, Mannanan, Quealelaer, N/A

Spheres Water, the oceans
Gender Male
Symbol Wave or trident
Relations Allied with Lasandra
Brother to Boltus
Areas of Worship Agaros, coastlands, sailors, Talismarr

Mannanor is a large, bearded man clothed in waves. He bears a large trident and wears a seaweed-entwined silver crown.

MORTIS
Anobi, Rellis, Kama, Moralales, Makirin

The Reaper, The Gatherer of Souls

Sphere Death
Gender Male
Symbol Skull or scythe
Relations Allied with Chronos and Ethros
Enemies with Hhiltaric
Friendly with Mynera
Areas of Worship N/A

Mortis is typefied as the classic Grim Reaper, a skeleton clad in black robes and bearing a scythe

MYNERA
Giza-Ra, Mynara, An-shui, Torestara, Brallassus

The Great Mother

Spheres Life, fertility
Gender Female
Symbol Ankh
Relations Friendly with Mortis
Sister to Sylvanna
Wife to Joreb
Areas of Worship Druids, farmers

Mynera is a kind-faced, older, matriarchial woman dressed in Druidic robes and bearing an ankh-topped staff.

LYRA
Luxara, Muese, Ch'o-Li, Sylyrica, N/A

Sphere	The Arts
Gender	Female
Symbol	Harp, lute, quill pen, palette, or tragedy/comedy masks
Relations	Friendly with Lasandra
Areas of Worship	Actors, artisians, bards, poets, writers

Lyra is a comely, young female. She wears bardic clothing, and bears a harp or mandolin. The Arts over which she governs are Music, Dance, Literature/Poetry, Painting, Acting, and Sculpture.

NOCTURNA
Lis, Morphea, T'ang-hsing, Larelaena, Fystera

Mistress of the Night

Spheres	Sleep, dreams, night, the grey moon
Gender	Female
Symbol	Crescent moon
Relations	Friendly with Lasandra Enemies with Grimm
Areas of Worship	N/A

Nocturna is a beautiful woman, with jet black skin and pure white hair.

RAMM
Abdas, Ramthar, Wu-feng, Maralar, Thranaxe

Spheres	War, summer, fire
Gender	Male
Symbol	Ram's head or flame
Relations	Enemies with Aegar
Areas of Worship	Warriors

Ramm is depicted as a large, barbaric warrior, clad in piece meal armour, and bearing a large claymore. Ramm is usually accompanied by a large red hawk named Scourge.

SYLVANNA
N/A, Natuura, Pei-Chao, Kaeralarverl, N/A

Spheres	Nature, spring
Gender	Female
Symbol	Tree
Relations	Allied with Aegar, Boltus, and Mannanor Enemy to Uglurr Sister to Mynera Unfriendly towards Kabala
Areas of Worship	Druids, farmers, Elshay, Kaermyr, Sylvan Isles

Sylvanna is said to be a young, comely female, clad in Druidic robes and wearing a crown of mistletoe, and bearing a staff of yew.

Gods of the Pantheon of Law

AERYANDRIL
Icaras, Aeros, Kang-Yo, Aeryandril, N/A

The Winged Avatar

Spheres	Angels, Devas
Gender	Male
Symbol	Angel wings
Relations	Antithetical with Tehmorix
Areas of Worship	Some elven cults

Aeryandril is shown as a golden-winged, angelic being of extreme beauty. In one hand he bears some sort of sceptre.

ALLUMINARA
Ra-Sek, Solarus, Yota-Kha, Alluminus, N/A

Spheres	Light, the sun
Gender	Male
Symbol	Eight-pointed star
Relations	Antithetical with Grimm Allied with Amallya Brother to Lasandra
Areas of worship	N/A

Alluminara is not usually depicted by effigies or graven images. The descriptions of him are of a humanoid being of pure, holy light.

AMALLYA
Seka, Flaerana, Hsang-Ya, Amarallius, Amaric

The Merciful Goddess, Daughter of Sorrow

Spheres	Healing, health
Gender	Female
Symbol	Water drop or dove
Relations	Antithetical with Hhiltaric
Areas of Worship	Healers, physicians

Amallya is a younger female with a kind, compassionate face, which is seen as expressing sadness (probably towards pain and illness in the world). She is robed and bears a staff.

BALTUR
Al'Hassa, Crommdar, Shing-ti, Lyrannan, Baltur

The Mighty, Paladinlord

Spheres	Heroism, honesty, guardianship
Gender	Male
Symbol	Sword on shield, Balturic cross
Relations	Antithetical to Scythorn Brother to Ramm
Areas of Worship	Paladins, warriors

Baltur appears as a valiant warrior, bedecked in golden platemail armour, bearing a shining, polished shield (with the Balturic cross emblazened upon it), and wielding a magical sword, known as "Nringliennen."

BELDARUS
Tet-Si, Alapalo, Sah-Doisha, Belyrius, Beldaric

The Lawgiver, The Supreme Judge

Spheres	Justice, law-and-order
Gender	Male
Symbol	Balance, scales
Relations	Antithetical with Skelexor
Areas of Worship	Magistrates, rulers

Beldarus is depicted as a sagely old man, bearing a set of balance scales, and an ornate, ornamental sword known as the "Blade of Justice."

CELESTYA
Ea-ptah, Mercuria, Tao-Shan, Kaerelaer, N/A

The Wanderer of the Skies

Spheres	The heavens
Gender	Female
Symbol	Ringed planet or star
Relations	Antithetical with Dios Allied with Alluminara and Lasandra
Areas of Worship	N/A

Celestya is an enigmatic deity, seen as a woman with a robe made of the etheralness that is "space."

JOREB
Goreb, Terras, Shou-feng, Aegaselaer, Egaaroran

Father Earth

Sphere	Agriculture
Gender	Male
Symbol	Cornucopia or Joreb's Wheat
Relations	Antithetical with Uglurr Allied with Sylvanna Brother to Aegar Husband to Mynera Unfriendly towards Celestya
Areas of Worship	Farmers, Ryh'ardha

Joreb is a bearded, middle-aged farmer, wearing earthen coloured clothes and bearing a thresting staff.

LASANDRA
Isia, Aphrosa, Ya-Hsin, Lasandra, Thoranna

Spheres	Love, the white moon
Gender	Female
Symbol	Heart or crescent moon
Relations	Antithetical with Aadu Friendly with Lyra Sister to Alluminara
Areas of Worship	N/A

Lasandra is shown to be a stunningly beautiful, well-endowed, unclad woman.

Gods of the Pantheon of Chaos

AADU
Ani-Re, Neralu, Cho-Dang, Helkri, Reldic

The Slithering Chaos, That Which Should Not Exist

Sphere	Hatred
Gender	Unknown (presumed to be male)
Symbol	Claw of Aadu
Relations	Antithetical with Lasandra Partially allied with Skelexor
Areas of Worship	Gothmoor

Aadu appears as a large, amorphous, slime exuding mass, from which emerges a host of tentacles, tendrils, and eyestalks. The "front" of the deity contains a mouth, with three rows of dagger-like teeth, and a disease-fettered tongue.

DIOS
Skoret, Daelos, Ying-Mu, Drakelaer, Rahkterak

Dweller of the Dark

Sphere	The Underworld
Gender	Male
Symbol	The Sign of Dios
Relations	Antithetical with Celestya Allied with Grimm
Areas of Worship	Al'Sharaq, Haran

Dios appears as a wraith-like entity of a humanoid nature. He bears a wicked dagger, the wielding hand (actually, neither hand) of which can not be seen. From behind the veiled head, two glaring eyes glow red.

GRIMM
Pta-Set, Darklas, Tienhai, Drakalarr, Rahktexdar

Sphere	Darkness, the black moon
Gender	Male
Symbol	Ebony disc
Relations	Antithetical with Alluminara Allied with Dios
Areas of Worship	N/A

Grimm is described as a basically humanoid figure, clad in ink black robes and bearing a dark spear.

HHILTARIC
Paaz-Iru, Apalyar, Ku-San, Drekkaral, Rehktezar

The Damned, The Unholy Serpent

Spheres	Murder, poison, pain
Gender	Male
Symbol	Three-horned skull, snake, or scorpion
Relations	Antithetical with Amallya Enemies with Mortis
Areas of Worship	Assassins

The horrific image of this god is as such: A large crested serpent, with the legs, pincers, and tail of a scorpion. Hhiltaric also bears huge tusk-like fangs, and a double tongue, which drips acidic poison.

SCYTHORN
Osarak, Lhythorn, Ningchou, N/A, Lokka

The Many-Handed

Spheres	Thievery, trickery
Gender	Male
Symbol	The Mark of Scythorn
Relations	Antithetical with Baltur Allied with Dios and Grimm Enemies with Skelexor Friendly with Hhiltaric
Areas of Worship	Brigands, thieves

Scythorn is a basically humanoid entity, except he has six arms. Each hand usually bears something different, such as a dagger, a pilfered piece of jewelry, a merchant's purse, etc. He is clad in leather bandit garb.

SKELEXOR

Ze-Seth, Sothyath, Yuan-Sai, Drakriel'tarsla, Tranlorakiss

The Mad God, Lord of the Insane, Lord of the Damned, He Who Is Chaos

Spheres	Anarchy, mayhem, injustice
Gender	Male
Symbol	The Sign of Madness
Relations	Antithetical with Beldarus Allies with Aadu Enemies with Scythorn
Areas of Worship	N/A

Nothing encompasses that which is Chaos more than this god. He is ever-changing madness, discord, and hellish insanity. No one image describes Skelexor. Each cult depicts the god in its own way. The images of Skelexor range from a swirling vortex of chaotic ooze to a huge, leviathan demon beyond description.

TEHMORIX

Tuhthule, Antechi, Yen-Fhou, Drakandril, Darrax

The Master of the Black Pit

Sphere	Daemons and devils
Gender	Male
Symbol	Septagram
Relations	Antithetical with Aeryandril
Areas of Worship	Gothmoor

Tehmorix is a hideous spawn of evil and darkness. The god is an enormous daemon, with two sets of wings, a horned, ichor-oozing head, four tentacles (two ending in taloned-claws, two in crab-like pincers), and a spiked tail ending in a spiked, bony knob.

UGLURR

Anshai, Baaloor, Ch'engden, Drakdelra, Raxdethmar

Spheres	Disease, famine, pestilence
Gender	Male
Symbol	Disembodied human hand with a candle embedded in the wrist.
Relations	Antithetical with Joreb
Areas of Worship	N/A

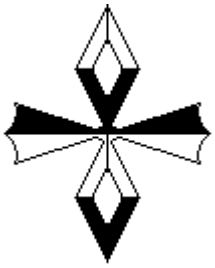
This plague-ridden deity is fat and bloated, organs falling out of decayed parts of its body. Scabs and festers cover Uglurr's flesh, and he exudes a sick slime and a nauseating stench.

Religious Symbols of Mythosa

Being a collection of some of the symbols used by faiths
dedicated to certain major deities

Aeryandril

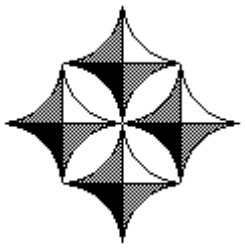
Celestya



Iberis

Alluminara

Chronos



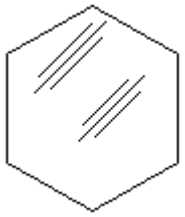
Kabala

Baltur

Dios

Mannanor

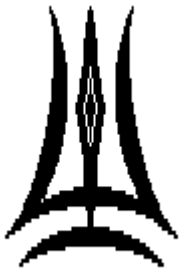
Beldarus



fortana

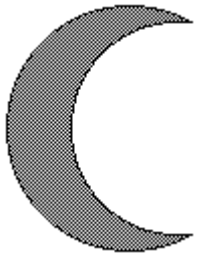
Mortis

Mynera

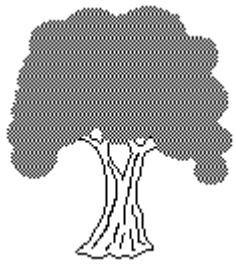


Scythorn

Skelexor



Nocturna



Sylvanna

Lesser Gods and Goddesses

The following is a partial list of the more well-known Lesser Gods of Mythosa. There are undoubtedly more, but space does not permit their inclusion.

ABARAS
A good god, he is dedicated to truth and verity. This deity is gaining a large following, and it is said he is approaching the power of Beldarus himself.

ALLUMINIA
A beautiful blond goddess, she is seen as having hair of sunlight and being clothed in pink and yellow clouds. Alluminia is the daughter of the greater god Alluminara.

ALYNYS
Popular among rich and poor alike, Alynys is the neutral god of debauchery. The temples to this deity are well-known for their wild orgies and drunken parties. Most other clergy disdain this faith, but ofttimes are found amongst the revelers in Alynysian churches.

CALOS
A strange deity, this entity is dedicated to silence. One of the strictures of the faith is to completely abdicate speaking; some of the more zealous remove their tongues. Why anyone would want to follow this god is not known, but it is said that those who serve him seek peace and solitude in the silence he brings. A few rumours persist that the priests are taught by Calos to communicate with their minds, so speech is unnecessary.

CARZAKK
This is an evil god, worshipped as a gargantuan, chaotic bat. The surprisingly large cult to this god is centered in the Burning Sands desert, north of Oasys.

DALARR
Popular in Zeldora, the worship of Dalarr is on the rise. She is the neutral goddess of wealth and materialism. Her churches are extremely resplendant and gilded in precious metals.

ELAESA
Spies and agents may have created this mysterious, hauntingly beautiful goddess. Elaesa is the neutral power of scrying, twilight, and espionage. It is believed that she is a sister to Nocturna, but this hasn't been proven.

ELESK
After witnessing the horrors of suffering wrought on prisoners in Aelorean dungeons, and experiencing it himself, an unnamed holy man brought forth the faith of Elesk, the good god of suffering. Though the tortures of the Iberian Inquisition are not shared by all the world, there are plenty of down-trodden masses to whom Elesk offers a ray of hope.

HARAK
Neutral god of strength, Harak is gaining a following among warriors and others who put their faith in strength and physical power.

HUKKO
The antithesis of Abaras, Hukko is an evil god of lies and deception. Like his nemesis, this deity is gaining great power; though it is in doubt whether this is on his own account, or if it is due to Abaras' growing power. In any case, the cultists of Skelexor are constantly on the watch for Hukko followers, in hopes to eradicate him through their deaths.

HUZZRYLLZZA
The neutral god of insects. There are no known human cults to this being, but he is known to exist. Therefore, the frightening notion is that there is a species of intelligent insectoid beings dwelling somewhere who give homage to this entity. Farmers occasionally give lip-service to this god, in hopes he will prevent their lands from being ravaged by locusts or the like.

NATIONAL PATRONS
There are a number of deities honoured by the citizens of various nations. They are similar to city-state patrons, as they are heros, founders, etc. Generally, national patrons are more powerful than city-state god, due simply to the larger number of worshippers.

ORAS
A new faith coming from Tsarantia, Oras is a neutral god, dedicated to vengence. The main cult dedicated to Oras calls itself 'The Avengers.' They hire out to those who have scores to settle, but cannot or will not deliver justice to those who deserve it.

PAROS
Blacksmith and leatherworkers give praise to this god, who is the neutral deity of smithing and craftsmanship. This god first was recorded to exist in 590 GY, when the ancient Guilds emerged. After the Age of Darkness, when the Guilds disappeared, the worship of this power faded as well. However, with the re-emergence of the ancient lore of the craft-societies, it appears Paros has also returned.

PATRONS OF CITY-STATES
Most city-states in Mythosa have a patron of some sort; usually a beneficial guardian of the city, or a great past hero, perhaps the founder of the metropolis. The power of the deity comes from the faith of the citizenry; it is said that when a city-state god ceases to exist, it spells doom for the city.

RAELFELSKAR
A strange new deity, he is the evil god of fear. The worship of this entity is a splinter cult of Grimm.

ROHBAN
Depicted as a woodland ranger, this deity is the neutral power dedicated to archery and marksmanship. He carries a small following among bowmen.

SEWRAKZA
This being is another evil bestial god created by dark, misanthropic worshippers. Sewrakza is worshipped primarily in Labyrinth City, but the evil faith is spreading to other Vargrossean city-states, and minor cults have been uncovered in Westfaire, Eastfaire, and even Aladalos! Ambian, Vargrossean, and Aelorean moderate patrols have been trying to flush out the cult, but so far they have had little success.

YAAZA
This being is a god of evil, represented as a large, daemonic spider. The worship of Yaaza is centered in southern Haran, primarily in the port city of Sakhir. Though the cult is outlawed by the government, they do not try hard to eradicate it.

YASELLA
A beautiful goddess, her comeliness hides her evil. Yasella is the patron of vices, such as gambling, adultery, and laziness.

ZARR-ZEN
It is not quite known what this deity is (or if, in fact, it is a deity). Better known as "The God Destroyer," this entity is recognized as having destroyed at least three lesser gods and seven demigods. There are no cults to this being, for it appears to exist on its own account. Many religious scholars believe Zarr-Zen is an agent of the greater gods, who use it to crush those forces which they feel are becoming too powerful.

Demigods

DAAGOR
An evil fish-daemon, supposedly dwelling in the Marasinian Sea.

DAEMOS
An wizard who lived in ancient times, he survived after death as a liche.

DRACOSARIA
A draconian liche, this undead wyrm is said to dwell deep within the Stone Curtain Mountains, and has a treasure to rival that of the ancient emperors.

GHAADARAK
A giant ape, said to dwell in the Savagelands.

IRU
A chaotic bird-daemon, purportedly living in northern Ryh'ardha, on the fringe of the Savagelands.

KARAKENTO
A huge and powerful octopus or squid, dwelling in the deepest depths of the Great Ocean.

MARADARK THE MIGHTY
A great barbarian warrior, whose current whereabouts are unknown. It is claimed that he will someday come to unite the barbarian clans and lead them to victory over the nations of the West.

MORTHRAX
A two-headed, gold-and-silver dragon, he is the epitome of Law, as far as dragonkind is concerned. Morthrax is the arch-enemy of Tarzelosis.

NECROMORIA
A female necromancer, whose evil soul does not mar her outward beauty. She is said to be a cohort of the liche of the Necropolis.

NOVA
An archmage of unrivalled power and beauty. Though she travels to other planes, her home is on Mythosa, in the city of Spyre.

TARZELOSIS
A great dragon, five-headed and of different powers. This evil and immensely powerful wyrm is the arch-rival of Morthrax.

TYREXUS
A gargantuan dinosaur reported to be found in the Savageland jungles.

XYLKHRI
An evil archmage-high priest, he is the leader of the Council of Darkness, the cabal that is the head of the Church of Chaos. Xylkhri and his associates dwell in the Temple of Eternal Darkness, the Chaos temple matching the Cathedral of Law and the Church of Celestial Harmony. The location of the Temple,however, is unknown.

Chapter the Sixth:
Various Essays Concerning Mythosa

Population Distribution on the Mythosan Land Masses

Though the various nations of Ryh'ardha and Arsaenea hold claim to most all of the respective continents, except the mountain ranges and the deserts, they actually control only a small part, with the wildes being under their own power. An accompanying crude map shows what is considered 'civilized,' 'borderland,' and 'wilderness.'

Civilized regions are found around nationally governed cities, and areas frequently transversed and worked by people (major roads, farms, etc.). They are generally well patrolled, and very rarely will marauders (bandits, orcs, etc.) harass the citizenry.

Borderland areas are those regions which lie between civilization and wilderness. Fortresses and citadels are most commonly found here; defenses against the frequent raids of brigands and goblinoids. Areas surrounding city-states are often borderlands, as the states concentrate on their own metropolitan locality.

Wilderness regions encompass mountains, dense forest, jungles, deserts, etc. These areas are wild, unexplored, and extremely dangerous. Monsters abound in the untamed territories, from bands of orcs to forgotten races, even to creatures of legend, such as wyverns and the Great Wyrms.

While these classifications apply to humans, elves and dwarves differ slightly. Generally, the Sylvari dwell in so-called 'wilderness,' and prefer the wildes which keep the humans at bay. Both the Drakari and Runir dwell underground, in various mountain ranges, where classifications fall short in most circumstances.

A View of Human Racial Stock of the Mythosan Continents

Herein lies an examination of the various human races inhabiting known Mythosa, and the traits and features predominant. It may serve useful in determining the origin of a stranger.

GAELARESE
The inhabitants of southern Arsaenea (Aelamarr to Gaelaran) originated from Gaelarese stock. These people generally are a tall race, broad-shouldered, with golden hair west of the Stone Curtain, tending towards reddish in the to the east.

MARRSHITES
The Marrshite people inhabit the central majority region of Arsaenea. They are a haughty, hardy people, grey-eyed and dark haired, with a darker complexion than the Gaelarese.

HASSITES
Southern Hassites (Agaros, Radima) are a darker- skinned, raven-haired, and stout people. In the north, the populace are generally the same, though their hair is darker, as is their skin, which is tinged with bronze.

JARDONI
The Jardoni inhabit eastern Ryh'ardha, from Alsyria to Hykarasha. They are a dusky skinned race, of medium height, broad shoulders, dark eyes, hooked noses, and blue-black hair.

ADANI
The Adani descendents inhabit central Ryh'ardha, and Alaslantya (from sea-faring

migration). The Adani are brown- skinned tall people, with dark hair and hawkish faces.

SHARAQ
The Sharaqi are a race similar to the Adani, but have a darker, more cynical mood about them.

VARGHANI
A splinter race of the Adani, the Varghani are a fairer-skinned race, who generally occupy the upper-class and nobility.

Languages of the Three Races

There are as many different tongues in Mythosa as there are sentient races. This treatise covers only those spoken by humanity and its kin. Note: different dialects are not detailed here, since there are so many that a seperate book would be needed to list them, and several more volumes to detail them. One would be advised to seek out a sage learned in the ways of language if thou art truly interested.

GAELARESE
This language is primarily spoken in southern Arsaenea, with dialects varying slightly in Aelamarr, Ambia/Vargros, Aelorea/Loran, Zarlev, and western Gaelaran. Agarosseans speak Gaelarese as well, with a distinct accent of their own.

ADANESE
Spoken by the peoples of Ryh'ardha of Bwanika Bay.

JARDON
The language of areas east of Bwanika Bay.

AERLADESE
An offshoot of Gaelarese, this is spoken by the Radimans, Zeldorans, Kaermyrrans, and Ramalans.

ISLANDER
This language is spoken by the inhabitants of Alaslantya and Sorcalia. Its roots lie in Adanese and various languages from the original homelands of Sorcalia's founders, and the magical isle's dialect borrows a lot from the ancient language of Zenaan.

OUTTALK
A mixture of Islander and Gaelarese, the colonies and Ilmara are gradually developing their own language.

EASTENSPEAK
The language of the Eastern Reaches, the barbarians of the Wild Plains have brought some of this tongue to southeastern Arsaenea.

DARKTONGUE
A vile, corrupt cant, spoken by those in league with forces of Chaos.

The Sylvari speak a tongue (Sylvadriel) which is the same in all their clans and colonies. To human ears, it resembles a high, sing-song speech which flows and blends continuously.

Drakdriel is the language of the dark elves. It is a twisted perversion of Sylvadriel, almost conveying its evil to a listener. While it still retains its original feel of Sylvadriel, it is vile and repulsive, especially to the sylvan elves.

The Runir of Mythosa speak the language of Runic, derived from the rune-letters of their alphabet. Like the people who speak it, Runic is a harsh, brusque language.

Power Groups and Alliances

The following is a list of some of the more powerful organizations and alliances found in Mythosa. The list is not compleat, but briefly details those groups who are more well known around the realms.

THE BROTHERHOOD OF THE AZURE LION

The Brotherhood of the Azure Lion emerged in 3375 GY, a force of paladins based in Aladalos, Ambia. It was formed from the elite Imperial Guard of Ambia. When civil war threatened the nation during that period, the guard broke off from the Empire and decided to fight the Scarlet Guard (who were behind the strife) on their own. Though they helped return the Empress Dalbright to her throne, the Brotherhood has remained an independant force, dedicated to the fight against Chaos and Darkness. They are currently the antithesis of the Scarlet Guard (for more information on the civil war that almost took place in Ambia, see Madassa Delshea's marvelous tome, *Thorn in the Lion's Paw: A History of the Scarlet Guard*).

THE FELLOWSHIP OF THE SUN

The city-state of Kharaja is home to this adventuring company. As exploration and adventure becomes more and more popular, this group is gaining a large following of adventurers, mercenaries, and the similar folk. The Fellowship coffers have not suffered from the patronage, either.

ORDER OF THE FLAMING PYRAMID

This quasi-religious assassination cult is found throughout the two continents (and, perhaps, beyond). For more information on this group, see "Al'Sharaq."

PANTHEONIC CHURCHES

The three churches of the philosophies hold considerable influence around the lands. The Church of Celestial Harmony is most powerful, having the general support of the common people. The Church of Law is most supported by heroes and such, and is revered and respected by most. On the underside of Mythosan society, one can find the marks of the Church of Chaos. Unbeknownst to many (including most of their own members), a great deal of thieves' guilds and assassin's guilds are directly controlled by the Chaos Faith.

SCARLET GUARD

An elite troop of Imperial Ambian Warriors, this was the personal guard to the Ambian royalty (specifically the emperor). The Scarlet Guard also ran the Secret Police and the Intelligence Bureau. After the Empress Syrana Dalbright took power (grandmother of the current Empress), she disbanded the ruthless force, but it is rumoured to still exist in an underground capacity, plotting revenge against the throne.

THE SEVEN HYKARASHAN HOUSES

The Seven Hykarashan Houses (though only five remain, the name has stuck throughout the ages) hold considerable power the world over. Houses Agrar, Amehni, and Monteago have merchant companies and other such things throughout northern Arsaenea and Ryh'ardha. These ventures help finance their war effort, and they help hold the Houses' position in the world of nobility. House Delshea, one of the Rhijadi Triumvirate, is an extremely wealthy House; since they left the coffer-draining Hykarashan civil war, their treasuries have overflown. If House Delshea wants something done, anywhere in the world, it will get done; it's just a matter of how much they have to pay. House Anleah, the weakest of the remaning Houses, still enjoys influence in northern Arsaenea (often bringing them into conflict with the Church of Law).

WARLORDS OF KH'IA

The Warlords of Kh'ia is an elite mercenary organization, based in Elstanidad, Rhijad (they are a member of the Rhijadi Triumvirate). The warriors are sought the world over for armies, expeditions, and the like. The current roster of the group numbers about 20,000 (with 5,000 always remaining in Rhijad). It is unknown what "Kh'ia" is supposed to mean, exactly; some say it refers to some ancient nation, others, an obscure deity. No one knows for sure,

and the Warlords aren't telling (they themselves may not know).

Slavery in the Mythosan Lands

AELAMARR
Slavery in the mercantile sense is illegal in Aelamarr, but it is quite legal and mandatory to enslave those who've been captured in battles or imprisoned because they posed a "threat" to the nation.

AELOREA
While the ReichePriest has forbidden slavery, it is permissible to enslave those who are considered "infidels," which is a broad enough category that anyone entering the nation is suspect.

ALASLANTYA
The nation of Alaslantya abhors slavery, and if someone is caught engaging in the slave trade, they are put to death. The self-appointed "Guardians of the Seas" will often seek out slaver ships, so as to free the captives and punish the keepers.

AMBIA
Before Empress Dalbright took power, slavery was a common feature of the Empire. Now, however, it has been outlawed, though it still goes on in the black market and in backwater baronies.

GAELARAN
Though Ambia outlawed slavery after receiving a new ruler, Gaelaran unfortunately did not. As with the old regime, the ruler is new, but the culture remains the same.

LORAN
Slavery is illegal here and is punishable by death.

NORDICA
The Nords are vehemently opposed to enslavement, and have been known to include in their raids slaving ships, in order to release the unfortunate cargoes. Those who wish to remain with the Nords may do so, and those who don't are set free.

NORTHERN ARSAENEA
The nations and city-states of northern Arsaenea forbid the practice of slavery, with two exceptions: Gothmoor, where enslavement is a common convention, and Zeldora. Zeldoran law forbids the practice of slavery by its citizenry, but allows it to be done by foreigners (to the oligarchy, humans and their kin are just another commodity).

OUTREMER
Nowhere in the Outremer is the practice of slave trade legal. Ilmara forbids it, and being extensions of nations where it is illegal, the colonies will not allow it either.

RYH'ARDHA
In most of the nations and city-states of Ryh'ardha, slavery is legal, or at least condoned by the government. Enslavement may result from overdue debts, captivity after a war, or any number of things. In general, the average person needs not fear becoming a slave in Ryh'ardha, but the out-of-place stranger had best watch his back, lest those who recognize him as a foreigner see a need for his services...

SORCALIA
The enslavement of another being is forbidden by Sorcalian doctrine. The dogma includes the use of magicks to subjegate another. There is an exception to this law, however, and that deals with the summoning and binding (comparable to enslavement) of extra-planar creatures.

VARGROS
The Vargrossean city-states do not condone slavery, but it is not illegal in any of the cities. In most, it is a backstreet, dirty business, but it is flaunted in the open in a few places (such as Maar).

ZARLEV
Like their western neighbours the Nords, Zarlevites abhor slavery and forbid its practice, punishing law-breakers with death.

Known Narcotics of Mythosa

The following is excerpted from the book *Narcotics and Opiates: Magic for the Masses*, a book by the renowed alchemist Amorco Claudann. It is a summary of some of the more infamous chemicals in Mythosa. The traveler is warned to be wary of these dangerous concoctions.

BELLADONNA
This drug is derived from the deadly Nightshade plant. It is used as a hallucinogen, and is heavily abused by the Goths. Belladonna has a moderate addiction level, and has a high usage risk; few are the addicts who survive more than a couple of months after becoming hooked.

DARKLIGHT
This narcotic comes in three strains, one a stimulant, one a depressant, the final a hallucinogen. The Drakari of the Darkrealms cultivate certain subterranean fungi and refine the strains from these plants. Though they themselves do not use Darklight, the black elves distribute it on the surface, shipping mainly through Sharaqi channels. They would see the fools of the sunlit world destroy themselves with this drug, making it all the easier for their eventual conquest. Darklight has a high addiction rate with a medium potency.

DRAGON'S BREATH
This strange hallucinogen is a partially magical powder. It is of unknown origin, though it is speculated that a renegade archmage is responsible for its creation. This highly addictive, highly potent drug is used almost exclusively by magi.

LOTUS
The infamous lotus plant of Yara-Kai comes in five varieties: white, blue, grey, red, and black. Each colour has a different effect:

White Least potent, it is a relaxant with a low addiction rate. It is not widely used, except by leeches with dealing with patients.

Blue Another relaxant, blue lotus is similar to white except it is highly addictive. Blue lotus is a rather difficult plant to locate.

Grey Grey lotus is a combination stimulant-hallucinogen. It is commonly used to induce berserkergang-like behaviour in warriors.

Red A highly addicitve stimulant, red lotus can also induce hallucinations. The usual results of inhaling the vapours of this plant are violence and psychosis. Only a small amount of the drug is needed to attain a desired effect; too large a dose induces what is known as the "Red Death": the user enters a state of a coma, and, while not being dead, is hopelessly gone.

Black The dreaded black lotus is the most potent and deadliest of the lotus plants. The after-effect of its vapours can range from stimulant to depressant to anything in between. The effects are random, and the user's weight, intellect, etc. have no bearing on the outcome (though some very experienced users are rumoured to be able to produce a desired effect). Though black lotus is not

addictive, the amount needed to feel its potency and the amount needed to kill vary with each usage, making this an extremely dangerous drug.

MANROOT
Manroot is a moderately stimulating narcotic derived from the mandrake root.

SOMA
Soma is a depressant- hallucinogen. It is used to induce a relaxed state with fantastic colours and visions. Low quantities of soma are sometimes used in spiritual rituals, and high quantities are consumed by decadent members of the upper class and nobility. The main exportation of soma is from Haran, which receives shipments from nomads in the Burning Sands.

VUUL
Vuul is one of the most dangerous and most threatening narcotics on the black market. It is highly potent, highly addictive, and is available at an extremely low price (generally a few silver pieces for one dose). This drug breaks down one's mental processes after prolonged use, and eventually turns the addict into a slobbering, crawling idiot. Speculation has it that Gothmoor is refining and distributing Vuul.

Notable Personalities of Mythosa

ANGUS
Once a great thief in the city-state of Maar, he left to travel with his paramour (and, later, wife) Kayla and her companions in the famed "Legion of Lazuli." After a number of battles, it was discovered that Angus was not actually human, but was in reality a shape-shifting dragon. The thief prefers the company of mankind, and so remains in human form, unless a situation calls for a draconian solution. At present, he and Kayla reside on another plane of existence.

ARIAN SILVERBORNE
A great hero of recent times, this paladin was also a companion of Ranalyn the Mage. Arian recently assumed control of the barony of Westfaire.

ARTEMIS THE ASSISTER
A very long time ago, Artemis was an evil assassin, operating out of Gothmoor. A master killer, his infamy spread throughout Arsaenea, and even into Ryh'ardha. Merchant princes, nobles, and other such folk, whose position or power gave them more enemies than they cared to have, lived idn fear of the murderous Goth, for it was said that no security or defense, mundane or magical, could prevent him from carrying out an assassination. For years did Artemis serve the Goths, as well as the Chaos god Hhiltaric. This changed, however. An occasion arose in which Artemis was to join the inner sanctum of Gothmoor's church of Hhiltaric. As part of the initiation, he was allowed to view the suffering of those he himself had murdered. The sickened pleasures of the Unholy Serpent and His host of minions, which they exacted on the innocent souls in the Nether Planes, filled Artemis with disgust and grief. He had never thought about the aftermath of his missions; his only concern was being successful. Now that he could see what he had wrought, Artemis felt such sorrow and pity that he denounced Hhiltaric and Gothmoor entirely. Secretly leaving the country (where he swears he'll never return, except for his "final" assassination, when he plans to slay Zeldros Doombringer himself), Artemis sought solace from his evil past. One evening, the former executioner had a vision in a dream: the god Mortis appeared to him, and bade him to join those dedicated to true Death, not that which was brought on by evil and corruption. Finally, Artemis had found peace. From that point on, he dedicated

himself to serving the god of Death, assuming the name "the Assister."

ELANA MCBANE-VRYNNE
It is said that some are born into greatness; such was the case with Elana McBane. Being the daughter of two world heroes, Angus McBane and Kayla, Elana was thrust into world of adventure whether she liked it or not. A unique woman, Elana possessed the beauty of her mother while having the agelessness and powers of her father. Such a combination aided her in the 'Lazlui Progeny' battle against the Pentad of Evil. It also helped attract her husband, the Drakari Kalamarr Vrynne. Elana is currently the Archduchess of the Vidhr Archduchy in Ambia.

FLINTY
Normally, the pets of heroes are not worthy of writing, but this little guy is so damn cute I couldn't help it. Imagine a talking red dragon the size of a house cat, and you know what Flinty looks like. This dragon-puppy, as I call him (but not to his face), is the pet of Elana McBane-Vrynne. He is currently the 'High Imperial Wyrm of Ambia' (a meaningless title, but one he insisted on), and expects to one day grow into a huge red wyrm (not likely).

HASSIM QEDOLOS
Long, long ago, the name Qedolos was an honourable name, the appellation of a Khazrantian noble house with a lineage dating beyond the time of the Imperial Age. In recent years, however, the Qedolos dynasty has suffered terrible setbacks, to the point where they have been finally exiled from the Khanate. According to legend, about three centuries ago, a Qedolos wronged a powerful sorcerer, who placed a curse upon the family which was to last 333 years. Apparently, the curse worked, as evidenced by the downfall of the house. However, the 333 years are almost up, and Hassim, one of the last of the family, believes that it is his destiny to restore the honour of the Qedolos name.

JACOB
The name of Sir Jacob, Knight of the Lion, used to be spoken of proudly. Once he was a great cavalier of the barony of Westfaire, in eastern Ambia. Adored by the people, it was assumed that he would one day rise in the nobility, perhaps attaining the position of Archduke. His fame was heightened even more when he joined the famed "Legion of Lazuli." This changed, however, in a dark temple where the Legion faced dreaded Chaos cultists. Separated from the Legion, Jacob was captured by the evil priests. However, this once noble knight sold his body and soul to the Dark Gods, so he might live on in Their service. Fleeing the temple and the virtuous heroes who onced called him a comrade, Jacob returned to Westfaire. After his return, the land suffered terribly. The cavalier had become an evil, greedy, demon-worshipping blackguard. His reign came to an end, however, when the Legion, successful in turning the tide of Chaos and destroying the temple, learned of Jacob's actions. In a grand spectacle, the Legion stormed Jacob's keep, slaying guards, evil magi, and scores of hell-spawned fiends, until they reached the manor house, where Jacob stood, waiting. In a frenzied melee (in which Kayla almost lost her life, while Merrick was hurled to the Astral Plane), the great Og ran Jacob through, ending the knight's miserable life and freeing the people of the barony. It is said that though he was slain, Jacob was so evil that a fellowship of paladins and Lawful clerics journeyed to the Nether Planes to destroy his very soul.

JEAN-LUC VONDARNE
Jean-Luc was once the captain of a great Ambian ship, the Ventura, which sailed throughout the oceans west of Arsaenea. A falling out with one of the Archdukes, however, forced him to a life on land. Until recently, Jean-Luc was a bounty hunter, along with his long-time colleague Artemis

the Assister. The two scoured the realms for those who had wronged the Ambian throne, for Jean-Luc hoped to regain his favour with the Empire. After an excursion with the Legion of Lazuli, it was revealed that the Archduke who'd made Vondarne's life miserable was, in fact, a Chaos cultist. The high noble was summarily executed, and Jean-Luc's continuous devotion to Ambia allowed him to assume the office of the Archduke. He held this position for five years, until he and (then) Empress Syrana Dalbright were wed. Jean-Luc was Emperor until his death; the Archducy was given over to Kalamarr Vrynne and Elana McBane-Vrynne.

KALAMARR VRYNNE

For the most part, the Drakari are a feared and reviled race. They are at best mistrusted by humans, at worst hunted and slain by Sylvari. There are certain dark elves, though, who do not follow the precepts of their dark snake-goddess. A good example is the renegade House of Vrynne. The House of Vrynne is a darkling noble house that is dedicated to *good* as opposed to the standard dark elven *evil*. Though the House is relatively secret, at least in the Darkrealms, two of its sons have gained a bit of fame on the surface: Kalamarr and Khazmyr. Khazmyr Vrynne, a wylde mage, had a great future ahead of him on the sunlit world, but he mysteriously disappeared in 3405 GY. His brother, Kalamarr, is faring better. Along with the 'Lazuli Progeny,' he helped to crush the infamous Pentad of Evil. He is currently the Archduke of the Vidhr Archduchy in the Empire of Ambia. His wife, Elana McBane-Vrynne rules by his side.

KARTHAS ELZARAK

This Archmage was once a companion of the noble Jean-Luc Vondarne, but the two parted ways over a dispute on how to dispose of an evil necromancer in the Archduke's realm. Karthas wanted to slay the dark mage, since he was responsible for the death of his daughter. Vondarne sympathized with the magus, but he wanted to put the Chaotic wizard on trial for countless other crimes. In the end, Karthas captured the necromancer, tortured him, and imprisoned him in the Nether Planes. This did not please Jean-Luc, who exiled his former compatriot from the Archduchy. Though Elzarak did't really bear a grudge against Vondarne for this, there was no love lost between them, either. At this time, Karthas' location is unknown (he is a half-elf, so he may still be alive), but he may be residing in the Sorcalian city of Spyre.

KAYLA

Known in legend as the "Dark Mistress," Kayla was a member of the famous "Legion of Lazuli" adventuring troupe. Together with Merrick and Og, she brought about the destruction of an evil Chaos lesser deity, and prevented a dark cult from opening a gateway to the Nether Planes. During her last adventure, she encountered Angus, a friend from her thieving days in Maar, and they rekindled their former love for one another, eventually marrying. Afterwards, Kayla became Guild Mistriss of the Elgarth (capital of Ambia) Thieves Guild, but this career was cut short when she was used as a pawn by an evil demigoddess. She was liberated from her imprisonment, and currently resides with Angus on another plane.

MAERLYSA

The name "Maerlysa" is the epithet of a dynasty of powerful sorceresses, known throughout the Mythosan lands. Though they are different people, each individual is marked by having great beauty not lost with age, great power over magick, and hair of flaming red with one lock of purest white. The first Maerlysa, who was born around 200 years ago, was a powerful enchantress. After giving birth to Maerlysa II, and seeing the birth of her granddaughter, Maerlysa III, the first archmagus disappeared from the material plane, and hasn't been seen since. The same thing occured with Maerlysa II,

who left this plane 115 years ago. When questioned as to why the wizardesses disappear, the subsequent Maerlysas just smile and say "it was time." What they mean by this, no one knows. At this time, there is only one Maerlysa inhabiting Mythosa, Maerlysa V, also known as Shadara. Shadara is the daughter of Maerlysa IV (Shade) and Angus McBane, and is currently the Mage of the Fulcrum of Sorcalia's Council of Nine.

MERRICK

A great archmage, Merrick was also a high priest of Chronos, god of time. According to legend, Merrick was a member of the adventuring company known as the "Legion of Lazuli," refering to the Archduke Lazuli Laros, a noble of Ambia who often sent his charges on great quests. Together with the Legion, Merrick helped destroy an ancient temple dedicated to a Chaotic lesser god, and also, with the help of Jean-Luc Vondarne and Artemis the Assister, prevented an evil cult from summoning hordes of daemons to the Material Plane. During the latter adventure, Merrick encountered Maerlysa IV (q.v.). The two continued to travel together, and eventually married. For a time, Merrick was the Mage of the Fulcrum of Sorcalia's Council of Nine. His current whereabouts are unknown.

OG

Many are the warriors who call themselves "Og" in honour of this great barbarian hero of legend. According to the stories, Og was a member of the renowned "Legion of Lazuli," and fought alongside the archmage Merrick and the master thief Kayla. Like the rest of the Legion, Og helped to destroy an evil Chaos deity and to turn back hordes of daemons attempting to invade the Material Plane. During the latter escapade, he resuced Aladriel, a Sylvari noblewoman, who later became his wife and bore him twelve children. Og was also responsible for slaying the traitor Jacob, gutting him with the magical blade "Demoncleaver," on the steps of his own manor house. Mortis finally caught up with the hero, however, for Og was slain during the Battle of Elvastar. His death was not in vain, though; the battle was the turning point for the elves of the Sylvan Isles, and marked the defeat of the invading darklings.

There is a group who believes that Og is not dead. He is currently being sought out by a group known as the "Cult of Great OG" (both letters capitalized). This small religious group, known as the "Oggites" for short, believes the barbarian hero is the avatar of their deity OG, and they think he will lead them to a far-off land, where wine flows freely and the wenches are ever-willing (if the real Og is actually alive and ever meets up with the Oggites, he might just try to fulfill the task).

RANALYN

Ranalyn is a young wylde mage, currently under the tutelage of Zewdye the Mad (may the gods help him). Ranalyn caught the attention of the Archmage when he accidentally destroyed the town of Alon in southwestern Ambia. Such occurences, even when involving wylde mages, are rather rare, so Zewdye thought it best to take the fledgling wizard under his wing; may the land not suffer too much...

RANDORIX

The Druids of Mythosa have a hierarchical structure to their orders, starting with the lowest initiates, and rising up to the ArchDruidic Conclave. The Conclave consists of the seven most powerful Druids of Mythosa. Randorix is one of these Druids, and it is he who administers Conclave doctrine from Druid's Keep, the nature-priests' fortress in northern Ambia.

SHADOWMASTER

From taverns to thieves' guilds, the name of Shadowmaster is spoken with awe and reverence. No one knows much about this mysterious person; he comes and goes

throughout the lands as a shadow (hence, his name) It is known that Shadowmaster was once a thief in Radima, where his uncanny skill gained him much fame, wealth, and attention. Many are the nobles and high-borne he's stolen from, insulted, or otherwise humbled; many are the assassins and bounty hunters who would love to find him for the rewards offered by the humble.

TAWNEY

This single name refers to the heroine Tawney, daughter of the barbarian hero Og and the elven princess Aladriel. Tawney was one of the 'Lazlui Progeny' and helped defeat the Pentad of Evil. She currently resides in the Wild Plains.

TIMMA JAROKINTE

Sometimes it takes a 'savage' to show us the errors of our 'civilization.' Timma Jarokinte was one such 'savage.' A warrior from the Savagelands, he briefly travelling with the Lazuli progeny, and gained a brief amount of fame in southern Arsaenean towns. Unfortuantely, Timma was slain while his fellowship was exploring some ancient ruins in the Great Barrier Desert. However, a small cult has emerged around his worship, and rumours from the desert say that he's not quite dead...

WELIWIX

Weliwix is the current head of the ArchDruidic Conclave, the ruling body of Mythosa's Druids. Weliwix's primary residence in Caer Celtos, the "capital" of Kaermyr.

ZEWDYE THE MAD

An infamous ArchMage who's more than a little insane (and who should have died over 50 years ago, if not earlier). Little is known of this wizard's past, except that he was an exceptional apprentice and almost lost his life when his master, fearing the power young Zewdye had, tried to kill him. The apprentice, while defending himself, accidentally kill his mentor, and destroyed the tower they were in, along with the surrounding countryside. At this point, Zewdye realized that his powers differed slightly from "regular" magick. As it turned out, the wizard was the first known practitioner of "wylde" magick, that dweomercraft which is slightly imbalanced and totally unpredictable (just like Zewdye). According to legend, Zewdye is the only person ever to have entered the feared realm of Helgard and return. The story says that he came back rather insane, and this earned him the moniker of "the Mad." However, most who knew Zewdye before this have said that he always was insane, and were surprised that it took so long for everyone else to realize it. As for his longevity, the crazed wizard is said *not* to use artificial means to stay alive, so it is wondered why he still lives (said one Sylvari sorcerer: "He just won't go the Hell away!"). Some attribute this to his excursion into Helgard...but who care say?

Glossary of Terms

A

Aadu - Arsaenean God of Hatred.

Abaras - Lesser god; good god of truth and openness.

Abd'Ghani Forest - Woodland in northeastern Khazrantia.

Abdas - Ryh'ardhan God of War, Summer, and Fire.

Adani - Settlers of Ryh'ardha.

Adanistan - Ancient nation.

Aegar - Arsaenean God of Earth, Mountains, and Winter.

Aegaselaer - Sylvari God of Agriculture.

Aelamarr - Militocracy located in western Arsaenea.

Aelor - Capital of Aelorea.

Aelorea - Theocracy located in eastern Arsaenea.

Aeros - Eastern Reaches God of Angels and Devas.

Aeryandril - Arsaenean God of Angels and Devas.

Agahst - Fifth month of the year.

Agaros - Nation found on peninsula in western Arsaenea.

Age of Darkness - 330 year period occuring after overthrow of the Great Empires; a time of stagnation and isolation.

Ahanati - One of the three major Zhuntari tribes.

Akar'qeleb - One of Rhijad's three captials.

Akasa - The force of magick.

Akasalar - Sylvari God of Magick.

Akbar - Ruin located on an island southwest of Khazrantia.

Al'Askar - Ramalan city-state.

Al'Haaza - Ryh'ardhan God of Magick.

Al'Hassa - Ryh'ardhan God of Heroism, Honesty, and Guardianship.

Al'Kazarr - Port on Lake Apharos.

Al'Qadima - Ryh'ardhan city-state.

Al'Sharaq - Nation located in the northwest of Ryh'ardha.

Aladalos - City located in central Ambia; formerly the empire's capital.

Alapalo - Eastern Reaches God of Order and Law.

Alarlos - Sylvari Goddess of Fate and Destiny.

Alaslantya - Large island nation located south of Ryh'ardha.

Alisk - Ruin located on an island southwest of Khazrantia.

Alkang Keep - Talismarran fortress.

All-Knowing, The - Another name for Iberis.

Allalym the Pious - Former member of Order of the Holy Balance, broke away and formed the Church of Law.

Allson - City of Agaros.

Alluminara - Arsaenean God of Light and the Sun.

Alluminia - Lesser goddess; good goddess of dawn.

Alluminus - Sylvari God of Light and the Sun.

Alsara - Ryh'ardhan Goddess of Fate and Destiny.

Alsyria - Nation found in central Ryh'ardha.

Altaevia - Ancient language of southern Arsaenea; still used for some terms or phrases, especially in laws and noble affairs.

Alynys - Lesser god; god of debauchery.

Am-thoth - Ryh'ardhan God of Knowledge.

Amallya - Arsaenean Goddess of Healing and Health.

Amansyr - Capital city of Ilmara.

Amarallius - Sylvari Goddess of Healing and Health.

Amaric - Runir Goddess of Healing and Health.

Ambia - Large empire located in western Arsaenea.

Amedinawood - Forest in eastern Haran.

An-shui - Yara-Kain Goddess of Life and Fertility.

Ani-Re - Ryh'ardhan God of Hatred.

Anobi - Ryh'ardhan God of Death.

Anorforet - Softwood forest south of Ambia.

Anostahg - Third day of the Lorleossean week.

Anshai - Ryh'ardhan God of Disease, Famine, and Pestilence.

Antechi - Eastern Reaches God of Daemons and Devils.

Anuu - Ryh'ardhan God of Time.

Apalyar - Eastern Reaches God of Murder, Poison, and Pain.

Aphrosa - Eastern Reaches Goddess of Love.

Aq'Khan Keep - Sharaqi fortress.

Araelan - Radiman city-state.

Arandaer - Runir Goddess of Fate and Destiny.

Arcania - Capital city of Sorcalia.

ArchDruidic Conclave - Ruling council of Mythosa's Druids.

Arsaenea - Continental landmass located in the southeast of known Mythosa.

Ashen Peaks - Mountain range located in central Arsaenea.

Asrantha - The Elder God of Neutrality

Asyradad - Ancient nation.

Asyran Mountains - Mountain range located in central Ryh'ardha.

Ataxia - One of Mythosa's three moons; said to correspond to the philosophy of Chaos.

Axia - One of Mythosa's three moons; said to correspond to the philosophy of Law.

Ayrie - Vargrossean city-state.

B

Baalor - Eastern Reaches God of Disease, Famine, and Pestilence.

Balance, The - See Equilibrium.

Baltur - Arsaenean God of Heroism, Honesty, and Guardianship.

Balturic Cross - One of the holy symbols of the god Baltur.

Barbarian Plains - See Wild Plains.

Bardelea - Ancient nation.

Baslat - Ryh'ardhan Goddess of Chance.

Belatros - Port city of Ilmara.

Beldaric - Runir God of Order and Law.

Beldarus - Arsaenean God of Order and Law.

Belyrius - Sylvari God of Order and Law.

Black Priest, The - Ruler of Al'Sharaq.

Blaron - Gaelarian city.

Blood Gold - Unique coinage of Gothmoor.

Boltus - Arsaenean God of Storms, Wind, Air, and Autumn.

Brallassus - Runir Goddess of Life and Fertility.

Broken Crag Canyon - Canyon in western Gothmoor.

Burning Sands - Great desert in central Ryh'ardha.

C

Caer Celtos - Capital of Kaermyr.

Calos - Lesser god; god of silence.

Cantrip - Port town of the Sorcalian Outremic colony.

Caros - One of Rhijad's three capitals.

Carzakk - Lesser god; evil bat god.

Cataclysm, The - Worldwide devastation brought about by the Others; occured in 285 AY (248 GY).

Cathedral of Divine Illumination - Central temple of the Church of Law.

Celestya - Arsaenean Goddess of the Heavens.

Ch'engden - Yara-Kain God of Disease, Famine, and Pestilence.

Ch'inyi - Yara-Kain God of Time.

Ch'o-Li - Yara-Kain Goddess of the Arts.

Chaos - Philosophy exemplified by evil, ugliness, darkness, etc.

Chen-Yang - Yara-Kain Goddess of Fate and Destiny.

Chi'yang - Yara-Kain God of Magick.

Cho-Dang - Yara-Kain God of Hatred.

Chronos - Arsaenean God of Time.

Church of Chaos - Organized religion dedicated to gods of Chaos.

Church of Celestial Harmony - Organized religion dedicated to gods of the Equilibrium; also their central temple.

Church of Law - Organized religion dedicated to gods of Law.

Citadel Bayatta - Ambian fortress.

Citadel, The - Capital of Aelamarr.

Claethos - Eastern Reaches Goddess of Fate and Destiny.

Claw of Aadu - Unholy symbol of the god Aadu.

Coastwood - Forest in eastern Agaros.

Common - Term for copper piece in northern Arsaenea.

Comptos - Eastern Reaches God of Knowledge.

Council of Nine, The - Nine powerful Archmagi, rulers of Sorcalia.

Crommdar - Eastern Reaches God of Heroism, Honesty, and Guardianship.

Shing-ti - Yara-Kain God of Heroism, Honesty, and Guardianship.

Crown - Term for gold piece in southern Arsaenea.

Cup - Term for copper piece in the Outremer.

Czaran - Capital city of Al'Sharaq.

D

Daagor - Evil demigod; depicted as a fish-daemon.

Daelos - Eastern Reaches God of the Underworld.

Daemar - Ancient nation.

Daemos - Ancient evil sorcerer; lives on as a liche.

Dalarr - Lesser goddess; goddess of wealth and materialism.

Damaristan - Ramalan city-state.

Darfell - Eighth month of the year.

Damned, The - Another name for Hhiltaric.

Darklas - Eastern Reaches God of Darkness.

Darkling - See Drakari.

Darkrealms - Collective term for the subterranean realms beneath Mythosa.

Darkwood Keep - Gothic fortress.

Darmaer - Radiman city-state.

Darrax - Runir God of Daemons and Devils.

Daughter of Sorrow - Another name for Amallya.

Dead Magick Zone - An anomaly which prevents the casting of magick spells.

Dh'aav - Enigmatic supreme being of unknown origin; said to have created the Elder Gods.

Dh'aavian Codex - Ancient writings concerning the fundament of religion.

Dinar - Term for gold piece in western Ryh'ardha.

Dios - Arsaenean God of the Underworld.

Dracosaria - Evil demigod; depicted as a dragon-liche.

Dragaport - Capital city of Agaros.

Drakalarr - Sylvari God of Darkness.

Drakandril - Sylvari God of Daemons and Devils.

Drakari - Demi-human race; also known as darklings, dark elves, or black elves.

Drakdar - Term for copper piece in eastern Ryh'ardha.

Drakdelra - Sylvari God of Disease, Famine, and Pestilence.

Drakelaer - Sylvari God of the Underworld.

Drakriel'tarsla - Sylvari God of Disorder.

Drekkaral - Sylvari God of Murder, Poison, and Pain.

Druids - Powerful priest-magi. Usually inhabit forested regions.

Dwarf Mountains - Mountain range located in central Arsaenea; homeland to the Runir.

Dweller of the Dark - Another name for Dios.

E

Ea-ptah - Ryh'ardhan Goddess of the Heavens.

Eaelar - Gaelarian fortress.

East Oceans - Seas located east of Arsaenea.

Eastern Mountains - Mountain range located in northern Arsaenea.

Eastern Reaches - Enigmatic lands located to the east of Arsanea.

Eastfaire - Aelorean city.

Egaaroran - Runir God of Agriculture.

Elaesa - Lesser goddess; goddess of scrying, twilight, and espionage.

Eldan Falls - Ambian town.

Elder Gods - Enigmatic deities of great power, embodying the three Great Philosophies.

Elders - See Elder Gods.

Elesk - Lesser god; good god of suffering.

Eleswood - Forest in central Alaslantya.

Elgarth - Capital city of the Empire of Ambia.

Eljardon Bay - Bay in eastern Ryh'ardha.

Elmani - Capital city of Alsyria.

Elsheba - City in southern Al'Sharaq.

Elstanbul - Ancient nation.

Elstanidad - One of Rhijad's three capitals.

Empire, The - Another name for Ambia.

Eqlos - One of Mythosa's three moons; said to correspond to the philosophy of Equilibrium.

Equilibrium - Philosophy exemplified by things neither Lawful or Chaotic, such as the elements, death, nature, etc. Also, a balancing force between Law and Chaos.

Eye of Alluminara - Another name for the sun.

F

Fangs of Doom - Treacherous reef west of Talismarr.

Father Time - Another name for Chronos.

Father Winter - Another name for Aegar.

Father Earth - Another name for Joreb.

First Aeon - Age beginning with recorded history, ending with Cataclysm.

Five Empires, The - Sometimes used to refer to the Great Empires.

Flaerana - Eastern Reaches Goddess of Healing and Health.

Flameport - Port city of Ambia.

Fortana - Arsaenean Goddess of Chance.

Frost God, The - Another name for Aegar.

Frostwood - Woodland in Zarlev.

Fystera - Runir Goddess of Sleep, Dreams, and the Night.

G

Gaelaran - Empire found in southeast Arsaenea.

Gaelari - Settlers of Arsaenea.

Gaestahg - Sixth day of the Lorleossean week.

Gaffa - Term for copper piece in the Island Kingdoms.

Gatherer of Souls, The - Another name for Mortis.

Gathmalor the ArchFiend - Powerful Daemon Lord who was responsible for the loss of magick during the Inquisitus Magius.

Gemston - Lorani town.

Ghaadarak - Demigod; depicted as a giant ape.

Ghaalwana - Capital of the Zhuntari.

Giza-Ra - Ryh'ardhan Goddess of Life and Fertility.

Goldaran - Runir Goddess of Chance.

Goreb - Ryh'ardhan God of Agriculture.

Gothmoor - Nation found in northeastern Arsaenea.

Great Empires, The - Reference to the five empires of the Imperial Age: Khazrantia, Marasinia, Xolta-Moras, Ambia, and Gaelaran.

Great Barrier Desert - Large desert between Ryh'ardha and Yara- Kai.

Great Southron Ocean - Southern waters of the Great Ocean.

Great Rift Canyon - Gorge in the middle of the Ashen Peaks.

Great Philosophies - Law, Chaos, and Equilibrium.

Great Ocean - Largest known body of water; between the two continents.

Great Mother, The - Another name for Mynera.

Grey Wasteland of Kharas - Grey, desert-like wasteland found in central Arsaenea.

Grey Wasteland - See Grey Wasteland of Kharas.

Grimm - Arsaenean God of Darkness.

Guilds - Organized unions of craftsmen.

H

Haerkin - Eastern Reaches God of Earth, Mountains, and Winter.

Halember - Sixth month of the year.

Halraan, Lendar - King of Alaslantya.

Harak - Lesser god; god of strength.

Haran - Ryh'ardhan nation, located in the central region.

Harkis - The first planet from the Eye of Alluminara.

Harmound - Vargrossean city-state.

Harvestart - First holiday of the year; celebrates the beginning of planting for harvest.

Harvestide - Third holiday of the year; celebrates the harvest and end of growing season.

Hassar - Ruins found in northern Ramala.

Havenwood - Woodland encompassing Kaermyr.

He Who Is Chaos - Another name for Skelexor.

Heldar's Hall - Great Nordican warriors' fest-hall.

Helgard - Nordic name for region in extreme southern Arsaenea; feared and avoided.

Helkri - Sylvari God of Hatred.

Hhiltaric - Arsaenean God of Murder, Poison, and Pain.

Highfront - Gaelarian stronghold.

Holy Reiche, The - Another name for Aelorea.

House Monteago - One of the Seven Hykarashan Houses.

House Anleah - One of the Seven Hykarashan Houses.

House Amehni - One of the Seven Hykarashan Houses.

House Delshea - One of the Seven Hykarashan Houses.

House Agrar - One of the Seven Hykarashan Houses.

House Surrae - Formerly one of the Seven Hykarashan Houses.

House Seltros - Formerly one of the Seven Hykarashan Houses.

Hsang-Ya - Yara-Kain Goddess of Healing and Health.

Hu-Yin - Yara-Kain God of Earth, Mountains, and Winter.

Hukko - Lesser god; evil god of lies and deception.

Huzzryllzza - Lesser god; god of insects.

Hykarasha - Nation found in eastern Ryh'ardha.

I

Iberian Cross - Holy Symbol of Iberis.

Iberis - Arsaenean God of Knowledge.

Icaras - Ryh'ardhan God of Angels and Devas.

Ilmara - Nation found on Outremer; only independant state on the Outremer.

Imperial Age - Four-hundred year period in which most of the civilized lands of Mythosa were ruled by five great empires.

Imperial Wars - Sixty-seven year war between the Great Empires which resulted in the destruction of two and the reduction of the other three.

Imperium, The - Another name for Gaelaran.

Incompleat City, The - Ruin of an unfinished city in southern Ambia.

Inquisitus Magius - Collective name of trials held to determine the guilt of wizards at a time when magick failed to work.

Iru - Evil demigod; depicted as a bird-daemon.

Isia - Ryh'ardhan Goddess of Love.

Islakeem - City-state in western Khazrantia.

Island Kingdoms - Collective name of the island nations found in the seas between Arsaenea and Ryh'ardha; consists of Sorcalia, Alaslantya, and Talismarr.

J

Jardoni - Ancient nation; also a splinter tribe of the Adani; also a Ryh'ardhan language.

Jewel of the Desert - Another name for the city-state of Oasys.

Joreb - Arsaenean God of Agriculture.

Joreb's Wheat - Holy symbol of Joreb.

Jungle's Edge - Town located in northern Zhuntari.

Juxtan - Colonial city formerly ruled jointly by Alaslantya and Sorcalia.

Jynval - Twelfth month of the year.

K

Kaermyr - Anarchaic region found in east central Arsaenea.

Kabala - Arsaenean God of Magick.

Kaeralarverl - Sylvari Goddess of Nature and Spring.

Kaerelaer - Sylvari Goddess of the Heavens.

Kaerus - Sylvari God of Storms, Wind, Air, and Autumn.

Kai-Hai - Yara-Kain God of Knowledge.

Kama - Yara-Kain God of Death.

Kang-Yo - Yara-Kain God of Angels and Devas.

Karakento - Demigod; depicted as a gargantuan squid.

Kathnay - Ancient nation.

Kazaradad - City in western Khazrantia.

Kazdor - Lorani island.

Kelov - Zarlevite city.

Kelsha - Radiman city-state.

Kepak - Term for copper piece in western Ryh'ardha.

Kharaja - Ryh'ardhan city-state.

Kharak Keep - Gaelarian castle.

Kharas - Ancient wizard-king; created the Grey Wasteland.

Khazrahelm - Runir city in Shesada.

Khazrantia - Subcontinental khanate located in southwestern

Khemal - Capital of Haran.

Klas - Seventh month of the year.

Kopak - Term for gold piece in eastern Ryh'ardha.

Kozara - Rhijadi port city.

Kronos - Runir God of Time.

Ku-san - Yara-Kain God of Murder, Poison,and Pain.

Labyrinth City - Vargrossean city-state.

Larelaena - Sylvari Goddess of Sleep, Dreams, and the Night.

Larsal - Aelamarran colonial port.

Lasandra - Arsaenean Goddess of Love.

Law - Philosophy exemplified by goodness, beauty, light, etc.

Lawgiver, The - Another name for Beldarus.

Lelahrn - Alaslantyan city.

Lenar - Unit of measure (equivalent to two Earth miles).

Ley Line - Supposed lines of magic connecting nexuses.

Lhythorn - Eastern Reaches God of Thievery and Trickery.

Ningchou - Yara-Kain God of Thievery and Trickery.

Lis - Ryh'ardhan Goddess of Sleep, Dreams, and the Night.

Llar - The fifth planet from the Eye of Alluminara.

Llaran Sea - Sea between Ambia, Agaros, and Talismarr.

Lokka - Runir God of Thievery and Trickery.

Lor Elesna - Capital city of Talismarr.

Loran - Archipelago located to the east of Aelorea (Arsaenea).

Lord of the Insane - Another name for Skelexor.

Lord of the Damned - Another name for Skelexor.

Lorlander of the Isles - First High Sylvari King; also the name assumed by each subsequent High King.

Lorleos - Sylvari God of Time.

Lost Art, The - Another name for the practice of magick.

Lower Elgarth - Lower portion of the capital of Ambia.

Luxara - Ryh'ardhan Goddess of the Arts.

Lyhtan - Eleventh month of the year.

Lyra - Arsaenean Goddess of the Arts.

Lyrannan - Sylvari God of Heroism, Honesty, and Guardianship.

M

Maar - Vargrossean city-state.

Mad God, The - Another name for Skelexor.

Magewood - Largest forest on Sorcalia.

Magick - Different from 'magic,' to distinguish the true magick of magi, priests, and Druids from magic performed by illusionists and charlatans.

Makirin - Runir God of Death.

Maldan - Aelorean city.

Malruik - Tenth month of the year.

Mannanan - Eastern Reaches God of Water and the Sea.

Mannanor - Arsaenean God of Water and the Sea.

Many-Handed, The - Another name for Scythorn.

Mar'Quel - Lorani island.

Maradark the Mighty - Demigod; shown as a great barbarian chief.

Maralar - Sylvari God of War, Summer, and Fire.

Marasinia - Ancient empire; destroyed in Imperial Wars.

Marasinian Loyalists - Group of nobles who trace their lineage to the ancient Marasinian Empire; seek the empire's return; one of the members of the Rhijadi Triumvirate.

Marasinian Mountains - Mountain range located in eastern Ryh'ardha.

Marasinian Sea - Water located between eastern Ryh'ardha and northern Arsaenea.

Mark of Scythorn - Unholy Symbol of Scythorn.

Marrshae - Ancient nation.

Masarupe - Former ruler of Hykarasha; death marked start of civil war.

Mascova - Capital of Zarlev.

Master of the Black Pit - Another name for Tehmorix.

Mercancity - Capital of Zeldora.

Merciful Goddess, The - Another name for Amallya.

Mercuria - Eastern Reaches Goddess of the Heavens.

Merran - Lorani island.

Midsummer - Second holiday of the year; celebrates the middle of the year; sacred to Druids.

Mikalayach, Ivor - Saint of Zarlevite history.

Minas - Runir God of Knowledge.

Mistress of the Night - Another name for Nocturna.

Mistress of Destiny - Another name for Ethros.

Moon - Term for silver piece in the Outremer.

Moon - Term for silver piece in northern Arsaenea.

Moralales - Sylvari God of Death.

Moras Bay - Bay found near Agaros, Radima, and Zeldora.

Moras - Ancient empire; later merged with Xolta Empire; subsequently destroyed in Imperial Wars.

Moratahg - Fifth day of the Lorleossean week.

Morphea - Eastern Reaches Goddess of Sleep, Dreams, and the Night.

Morthrax - Good demigod; depicted as a two-headed dragon.

Mortis - Arsaenean God of Death.

Mount Carsus - Vargrossean city-state.

Mu'tzai - Yara-Kain God of Water and the Sea.

Muese - Eastern Reaches Goddess of the Arts.

Muslikem - Ruined city in northern Al'Sharaq.

Mynara - Eastern Reaches Goddess of Life and Fertility.

Mynera - Arsaenean Goddess of Life and Fertility.

Mythosa - The third planet from the Eye of Alluminara.

N

Natuura - Eastern Reaches Goddess of Nature and Spring.

Necromoria - Evil demigod; depicted as a beautiful sorceress.

Necropolis, The - Ruin in northwestern Ambia.

Neralu - Eastern Reaches God of Hatred.

Neutrality - See Equilibrium.

Neverlight - Ryh'ardhan city-state.

New Sahibistd - Former home of the Brotherhood of the Horned Shadow.

New Raadahra - Alaslantyan colonial port.

Nexus - A place of great magical power.

Nine Magi, The - Another name for the Council of Nine.

Noble - Term for copper piece in southern Arsaenea.

Nocturna - Arsaenean Goddess of Sleep, Dreams, and the Night.

Nordica - Conglomerate of warrior clans located in southwest Arsaenea.

Norsewood - Softwood forest in southern Nordica.

Northrise - Great escarpment found in western Ryh'ardha.

Nova - Demigod; powerful and beautiful archmage.

Nr'aan - Gaelarian city.

Nusan - Yara-Kain God of Storms, Wind, Air, and Autumn.

Nylsorca - Capital of Hykarasha.

O

Oasys - Ryh'ardhan city-state

Ocean Kingdoms - See Island Kingdoms.

Odaes - The fourth planet from the Eye of Alluminara.

Oras - Lesser god; god of vengence.

Oratan, Andros - Lord of Talismarr.

Order of the Holy Balance - Former name of the Church of Celestial Harmony.

Order of the Flaming Pyramid - Quasi-religious assassination organization; headquartered in eastern Al'Sharaq.

Osarak - Ryh'ardhan God of Thievery and Trickery.

Others - Prehistoric race of unknown description; destroyed by their own magick.

Outremer - Newly-discovered landmass located to the west of Arsaenea.

Outremic Sea - Waters between the Ouwemer and the Skesgart Sea.

Outremic Woods - Immense woodland in the west of the Outremer; greatly unexplored.

Owinga - Lorani island.

P

Paara - Term for gold piece in the Island Kingdoms.

Paaz-Iru - Ryh'ardhan God of Murder, Poison, and Pain.

Paladinlord - Another name for Baltur.

Pantheonic Philosophy - Ideology that the universe is fundamentally a struggle between two opposing forces, balanced by a third, neutral force.

Paros - Lesser god; god of smithing and craftsmanship.

Pei-Chao - Yara-Kain Goddess of Nature and Spring.

Pirate's Isle - Island east of Rhijad; home to buccaneers, privateers, etc.

Port Varessa - Alaslantyan city.

Port Keslan - Khazrantian city.

Port Apharos - Alsyrian port city.

Port Baneda - Town in Raldan Cove.

Port di Il'eauter - Aelamarran port city.

Port Varessa - Port city of Alaslantya.

Port Akall - Port city of Agaros.

Pralos - Capital of Radima.

Pta-Set - Ryh'ardhan God of Darkness.

Q

Quealelaer - Sylvari God of Water and the Sea.

R

Ra-Sek - Ryh'ardhan God of Light and the Sun.

Raadahra - Capital of Alaslantya.

Raal - Lorani island.

Raefelskar - Lesser god; evil god of fear.

Rael-gahr - Capital of Ramala.

Rahkterak - Runir God of the Underworld.

Rahktexdar - Runir God of Darkness.

Ral'Ghast - Capital of Gothmoor.

Ralaport - Radiman city.

Raldan Cove - Agarossean barony.

Ramadahd - Ryh'ardhan city-state.

Ramala - Nation found in northern Arsaenea.

Ramar - Term for silver piece in western Ryh'ardha.

Ramas - First month of the year.

Ramm - Arsaenean God of War, Summer, and Fire.

Ramthar - Eastern Reaches God of War, Summer, and Fire.

Raxdethmar - Runir God of Disease, Famine, and Pestilence.

Reaper, The - Another name for Mortis.

Recela Keep - Agarossean castle.

Red Xyra - Ambian city.

Rehktezar - Runir God of Murder, Poison, and Pain.

Reiche, The - Another name for Aelorea.

Rel Eldara - Radiman city-state.

Reldic - Runir God of Hatred.

Relesor - Lorani island.

Rellis - Eastern Reaches God of Death.

Relnac - The second planet from the Eye of Alluminara.

Rhijad - Nation found in southeastern Ryh'ardha.

Rhijadi Triumvirate - Ruling council of Rhijad; consists of the Marasinian Loyalists, the Warlords of Kh'ia, and House Delshea.

Rohban - Lesser god; god of archery and marksmanship.

Royal - Term for silver piece in southern Arsaenea.

Royal Dungeons of Gharad - Main prison for Khazrantia.

Runir - Demi-human race; also known as dwarves.

Ryh'ardha - Continental landmass in the north of known Mythosa.

S

Sacrewood - Forest in southern Aelorea.

Sah-Doisha - Yara-Kain God of Order and Law.

Sakhir - Harian port city.

Saurians - Prehistoric race of reptilian humanoids; destroyed by the Adani.

Savagelands - Collective name of the jungle-covered lands north of Ryh'ardha.

Scarlet Guard - Old royal elite guards of Ambia; now disbanded.

Scordelos - Second month of the year.

Scythorn - Arsaenean God of Thievery and Trickery.

Sea of Eternity - Ocean north of Arsaenea; extent unknown.

Sea of Ice - Large body of water located south of the Outremic Sea; filled with ice floes, bergs, etc.

Second Aeon - Age beginning with Cataclysm, ending with the start of the Age of Darkness.

Seka - Ryh'ardhan Goddess of Healing and Health.

Selstahg - Second day of the Lorleossean week.

Sevasolta - Zeldoran city.

Seven Houses - See Seven Hykarashan Houses.

Seven Hykarashan Houses - Seven ancient noble, dynastic houses of Hykarasha; five exist today, two inside Hykarasha.

Sewrakza - Lesser god; evil rat god.

Sheka - Term for silver piece in eastern Ryh'ardha.

Shesada - Small emirate located in west Ryh'ardha.

Shou-Feng - Yara-Kain God of Agriculture.

Sign of Madness, The - Unholy symbol of Skelexor.

Sign of Dios - Unholy symbol of the god Dios.

Sinaleal - Sylvari God of Knowledge.

Sindal - Ramalan city; famous for its silk.

Sjoran, Heftar - Jarl of Nordica.

Skelexor - Arsaenean God of Disorder.

Skesgart Sea - Body of water located to the south of Aelamarr and west of Nordica.

Skoret - Ryh'ardhan God of the Underworld.

Slithering Chaos, The - Another name for Aadu.

Solarus - Eastern Reaches God of Light and the Sun.

Sorcalasan Sea - Sea between Sorcalia and Alaslantya.

Sorcalia - Magocratic island nation in the west of known Mythosa.

Sorek - Term for silver piece in the Island Kingdoms.

Sothyath - Eastern Reaches God of Disorder.

Spyre - City-state located in northern Sorcalia; so-named for its many wizards' towers.

St. Ivor's Shrine - Monastery in southern Zarlev.

Stalis - Ambian port city.

Star - Term for gold piece in the Outremer.

Stars of Kabala, The - Holy symbol of Kabala.

Stone Curtain Mountains - Immense mountain range located in the extreme south of Arsaenea.

Supreme Judge, The - Another name for Beldarus.

Sylvan Isles - Archipelago east of Arsaenea; Sylvari homeland.

Sylvanna - Arsaenean Goddess of Nature and Spring.

Sylvari - Demi-human race; also known as white elves, sylvan elves, or wood elves.

Sylyrica - Sylvari Goddess of the Arts.

Syrana - City in Khazrantia.

T

T'ang-hsing - Yara-Kain Goddess of Sleep, Dreams, and the Night.

T'narraw - Port city of Ambia.

Taalos - Eastern Reaches God of Storms, Wind, Air, and Autumn.

Taarot - Eastern Reaches God of Magick.

Taertahg - Seventh day of the Lorleossean week.

Tal Marda - Talismarran port.

Talent - Term for gold piece in northern Arsaenea.

Talisaria - Sylvari Goddess of Chance.

Talismarr - Island nation found south of Rhijad (Ryh'ardha) and north of Agaros (Arsaenea).

Taresk - Hykarashan city; seat of House Agrar.

Tao-Shan - Yara-Kain Goddess of the Heavens.

Taros - Ryh'ardhan God of Storms, Wind, Air, and Autumn.

Tarrmor - Aelamarran colonial port.

Tarzelosis - Evil demigod; depicted as a five-headed dragon.

Tehmorix - Arsaenean God of Daemons and Devils.

Temple of Chaos - Another name for the Church of Chaos.

Temple of the Waves - Ambian temple dedicated to gods of the sea.

Temple of Eternal Darkness - Central temple of the Church of Chaos.

Temple of the Enlightened Faith - Religious capital of Aelorea.

Teravula - Ancient nation.

Terras - Eastern Reaches God of Agriculture.

Tet-Si - Ryh'ardhan God of Order and Law.

Tetrigrad - Zarlevite city.

That Which Should Not Exist - Another name for Aadu.

Theres - Third month of the year.

Third Aeon - Era beginning with Age of Darkness and still in progress.

Thoranna - Runir Goddess of Love.

Thranarn - Runir God of Storms, Wind, Air, and Autumn.

Thranaxe - Runir God of War, Summer, and Fire.

Three Ankhs - Symbol of Rhijad.

Thunder God, The - Another name for Boltus.

Tienhai - Yara-Kain God of Darkness.

TimeBearer - Another name for Chronos.

Toresk - Fourth month of the year.

Torestara - Sylvari Goddess of Life and Fertility.

Tranlorakiss - Runir God of Disorder.

Tuhthule - Ryh'ardhan God of Daemons and Devils.

Tyrexus - Demigod; depicted as a gargantuan dinosaur.

U

Uglurr - Arsaenean God of Disease, Famine, and Pestilence.

Unholy Serpent, The - Another name for Hhiltaric.

Universaetie di Magius - College of Magick located in western Sorcalia.

Upper Elgarth - Upper portion of the capital of Ambia.

Urekal - Rhijadi port city.

Urnsk - Zarlevite city.

V

Vaarnya - Capital of Loran.

Vanguard Keep - Radiman fortress.

Vanira - Capital fortress of Nordica.

Varanishu - The Elder God of Law

Varehna - Capital of Gaelaran.

Varghani - Capital of Khazrantia; also a tribe of the Adani.

Varghani Mountains - Mountain range located in northern Ryh'ardha.

Vargros - Ancient nation; now home to scattered city-states.

Vesmer - Ninth month of the year.

Vidhrforet - Hardwood forest in northern Ambia.

Vigil Keep - Sorcalian colonial fortress.

Vykingheim - Nordican fortress-hall.

W

Wanderer of the Skies, The - Another name for Celestya.

War of the Crystal Sceptre - Famous holy war of Aelorea.

Warlords of Kh'ia - Famous elite mercenary company; one of the members of the Rhijadi Triumvirate.

Wasteland, The - See Grey Wasteland of Kharas.

Weaver, The - Another name for Ethros.

Western Oceans - Seas to the west of known Mythosa.

Westfaire - Ambian city.

Wild Plains - Steppe region inhabited by barbarian clans, located east of Arsaenea; also known as Barbarian Plains

Wylde Magick Zone - An anomaly which causes an unpredicatable result of spellcasting.

Winged Avatar, The - Another name for Aeryandril.

Wu-feng - Yara-Kain God of War, Summer, and Fire.

Wyvern Isle - Island located to the east of Arsaenea.

Wyvertahg - Fourth day of the Lorleossean week.

X

Xolta - Ancient empire; later merged with Moras Empire; subsequently destroyed in Imperial Wars.

Xoltawood - Forest in northern Gothmoor.

Xuhan Tao - A nation in Yara-Kai.

Xylkhri - Evil demigod; said to be an archmage-high priest.

Y

Ya-Hsin - Yara-Kain Goddess of Love.

Yaaza - Lesser god; evil spider god.

Yamola - One of the three major Zhuntari tribes.

Yara-Kai - Oriental lands located to the west of Ryh'ardha.

Yarstahg - First day of the Lorleossean week.

Yasella - Lesser goddess; evil goddess of vices.

Yddillic Forest - Timberland in southern Radima.

Ydorma - Aelamarran port city.

Yen-Fhou - Yara-Kain God of Daemons and Devils.

Ying-Mu - Yara-Kain God of the Underworld.

Yori - Yara-Kain Goddess of Chance.

Yota-Kha - Yara-Kain God of Light and the Sun.

Yrsi - Ancient nation.

Yuan-sai - Yara-Kain God of Disorder.

Yuletide - Fourth and last holiday of the year; celebrates year end and the beginning of the new year.

Yulsar Forest - Woodland found in eastern Arsaenea.

Yulsar Fens - Great swamp in southeastern Arsaean.

Yzagar - Hykarashan city; seat of House Monteago.

Z

Zarayama - The Elder God of Chaos

Zarlev - Nation found in south-central Arsaenea.

Zarr-Zen - Lesser god; known as "the God Destroyer."

Zayira - Radiman city.

Ze-Seth - Ryh'ardhan God of Disorder.

Zeldora - Mercantile nation found in west-central Arsaenea.

Zemia - Eastern Reaches Goddess of Chance.

Zenann - Ancient language of magick.

Zhuntari - Collective name of Ryh'ardhan region settled by Savageland tribes.

Zumuli - One of the three major Zhuntari tribes.

A Collection of Works on Various Subjects Concerning Mythosa

The following is a bibliography of books, scrolls, and the like, which the enquiring reader might find useful in his quest for knowledge of the lands of Mythosa. The list is by no means compleat, but shows some of the best works available on subjects the traveller may be interested in. Multiple copies exist of some works, others are single volumes. The following locations may provide you with what you seek:

High Celestial Library at the Church of Celestial Harmony
Holy Library of Law at the Cathedral of Law
The Library of the Sand in Oasys
Li Bibliothelique in Spyre, Sorcalia
Royal Anthenaeum in Aladalos, Ambia
The Universaetie di Magius Libraire in Sorcalia

GEOGRAPHY

Antonios the Wise, "Resource Potentials of the Outremer," Iberian Press

Bellar, Ranalad, "Gothmoor: Heart of Evil"

Imperial Defense Report, "The Barbarian Plains and the Eastern Reaches," Gaelarian Royal Library

Laryman, Dunan, "Yara-Kai: The Nations of the West"

Shesada Exploratory Company, "Journeys into the Savagelands," Volume VII

Xora, Nassa, "Wastelands, Chaosrealms, and Other Places to Avoid in Mythosa"

RELIGION

The Black Book of Chaos

Dh'aavian Codex, Volumes I,II,V,VII,XIII, and XX

Elanthelos the Elder, "Libre di Theologica (Book of Divinity)," Iberian Press

Laryman, Dunan, "The Gods of the Orient"

Llemellos, Ariel, "The Pantheons and the People," Iberian Press

Macermon the Pious, "Dh'aavian Philosophy"

Orafyne, Geth, "Rituals of Demon Worship"

Relda, Mora, "Conflicts of the Gods"

HISTORY

Adlum, Kael, "The Outremer"

Aelos, General Varran, "Battles and Campaigns of the Imperial Wars"

Chrystyn, Gelara, "A History of Religious Persecution in Arsaenea and Ryh'ardha"

Delshea, Madassa, "Hykarasha: A Nation Divided," Iberian Press

Eonos, "The Dark Era"

Imbere, Riktor, "Aftermath of the Imperial Wars"

Maerlysa, "The Inquisitus Magius: Paranoia and Persecution," Iberian Press

_____, "The Scourge of Gathmalor," Iberian Press

Maerlysa II, "The Folly of Magic: The Fall of Kharas and His Nation," Iberian Press

Manne, Crellam, "The Rebellion of Ilmara"

Morover, Aduna, "The Dawn of Mankind"

Morranus, "The Age of the Empires: The Golden Years"

Nysanora, "The Wasteland: Grey Death and Kharas' Ruin"

Rellic, Artus, "A Study of the Cultures of Xolta and Moras"

Rockher, Leadd, "Fundamentals of Dwarven, Elven, and Human Relations"

Sages of Stalis, "History of the World," Volumes I-L

Webbmorr, Ralis, "The Conquest of the Five Empires"

MISCELLANEOUS

Badon, Kavor, "Linguistics of the Known World," Volumes I-VII, Iberian Press

Elesian, "A Study of Runes"

Farzen, Moasar, "In Defense of the Drakari"

Maal the Young, "Secret Societies of Mythosa," Iberian Press

Zewdye the Mad, "Revelations of Dharki," Volumes I-III

_____, "Where Are My Shoes? And Other Essays"