

ELDERGROUND



– A Kingmaker Story –



Chapter One

OVERVIEW

XXX

AT A GLANCE

Dust is a world being crafted with a as-yet blurry vision, an ill-defined idea playing through my head and as such is subject to change. The ideas are forming as I write and inconsistencies may still need discovery.

You can help, as usual, with input and ideas, though be aware that not all of them may fit my vision and may need adjustment.

Join me in this adventure, I am excited to make this happen with you.

TIME

The various places of the world have measured time differently during history. The "old world" has managed to mostly settle on a single system for mercantile purposes, one which works on a 12-month calendar with 28 days a month each, based on the Lunar cycle. In the reckoning of the Artucian Calendar it is currently the year 1878 relative to the Saint's Ascension (S.A.).

In the meantime, while the 24 hour days remain the same in the new world reckoning, they still have different calendars.

The O-Chin calendar of the northern new world is based on 16 months of 21 days each, based on their chief divinities and associated fields.

The Yunic Calendar of the middle latitudes is divided into three months based on the status of farming, with the southern new world having set a calendar of 8 months with 42 days each.

Elderground

**POWER WIRES**

A set of wires put into carved pathways of a crystal, often boring into the core and criss-crossing seemingly randomly over the surface. On close inspection, crystals intended for the same use share the same wire configurations. Power Wires are made of Kalderium, a hard-to-make titanium-steel alloy. Fabricating the alloy requiring a laborious and costly process, originally described in Kalder's book.

Chapter [X]

FAITH and GODS

Faith in Elderground

Long before the modern Artucian calendar's reckoning starts, humans have already made their nations and states, divided themselves into clans and factions. Much of these times is lost or woefully misunderstood, though a few things remain clear: Mankind was spread across all the world and in these times of old we were a largely a society of hunters and gatherers, largely nomadic if limited to certain larger ranges of migration for each "clan" of people.

BEFORE THE ANCIENT?

Recorded history says little about the times before what is spoken of here. There are occasional oral recordings that have been transcribed in later ages, though these are highly unreliable and subject to a lot of revisionism.

KEEPER OF LORE

History is written by the victors and not by scholars, it is said. This may ring true, though there are two particular groups on Dust which strive to keep bias and revisionism out of their books: The College of Historia in Harmsvelt, located in the far north-east of Wisteria, far-removed from political influence. The second such group are the Jyohej Gangwa in the new world, a militaristic order of wandering historians who seek - out of some religious drive they say - to record all of history as witnessed by themselves and all those who would contribute truthfully. Since the start of the industrial revolution, the Jyohej Gangwa are no longer a rare sight across Wisteria...

SEHNA

Sehna is the collective term for the people living in Sehmland, often considered a friendly and honorable term, as compared to the "Seh", which has a derogatory meaning for the Sehna themselves.

The details of this time are unnecessary to delve into as yet, though the broad strokes are most-certainly helpful in understanding some of the modern world's structures.

Wisteria

According to the tomes of history it was the people surrounding the Silversea that first started to settle down more permanently in Wisteria itself, forming a new type of society based on agriculture instead of hunting and gathering.

This swing in society is largely attributed to the Wiscori civilization, which also developed some of the first Wisterian written languages and record-keeping systems over their rise to power and ultimately dominance over the Silversea region. The ancient documents carried over from that time are considered the gold standard for works of philosophy and introspective argumentation, providing the original foundation of Wisterian philosophical discourse. It was the Wiscori that originally argued for a democratic form of government, though much different from today's experiments in such governmental forms.

Alongside the Wiscori, other civilizations rose to prominence, among them the Emersk Civilization that was located near the northern Wisterian coastline. The Emersk created the rival thought of government to their Wiscori neighbors down south, namely the Emerskian Meritocracy, which predominately argued that rulers should above all be capable and willing to prove it. The vote of the common populus or even a senate would only foster incurably passive politicians and weak leaders, where those of great talent and skill could instead steer the ship of state. The Emerskian Meritocracy proved quickly that the capable would often be just that, though also still human and fallible,

hoping to secure power for their kith and kin, leading to an early downfall of such a system.

Nevertheless, the idea of a meritocratic system was recorded - if derisively - by the Wiscori and thus survived into our age today and those before, giving repeated rise to new incarnations of the idea, each placing different limits on their chosen leaders. A few of these were successful for at least some time, though none stood the test of time in full.

Instead the still largely-nomadic clans of eastern Wisteria created the most successful system of government so far, if not the fairest: Rulership of nobility by force of steel and strength. The east, always plagued with an abundance of monstrous creatures, was much more dangerous than the west and thus needed rulers who could provide above all else protection. This led ultimately to the creation of a feudalistic system in which the local rulers would be chosen initially because of their strength, whose titles would pass on to daughters and sons. If those would not prove powerful enough to protect their people, they would die or be deposed, and such is the way of the Eastern Feudalism.

Sehmland

At the time far distant from Wisteria, Sehmland went through a much less intense change of society, since the Sehna ● had already started settling down much earlier due to the limited space for their population to live safely and comfortably.

Instead, the Sehna relied on strongly-built cities, fortified and often placed in remote locations. This made the real cities few and far in between, though every one all the larger for it and all the more imposing considering the construction methods of such an ancient age. These cities, then, provided a nearly impenetrable defense, which most likely also led to the less warlike nature of the Sehna, since attacking and taking a fortress-city was - and even nowadays still largely is - considered a suicide mission. Instead the Sehna focused early on the internal matters more thoroughly, fighting most of their wars in courts and councils and only occasionally in actual warfare.

This is not to say that the Sehna have never developed a proper way of the warrior, since their continent is by

Akanir is the chief god of civilization, the foundation upon which all other things are built. He represents many things at once, though most worship him as amalgamation of all his traits: bringer of civilization, lawkeeper, justicar and warbringer.

Dogma

Civilization brings good and bad, and it is not up to the Church of the Builder and Destroyer to presuppose which it should be. Dogma decrees to bring the light of civilization into the darkness of the wild, to light a fire and see it kindle into either an all-consuming bonfire of war or the shining beacon of law and justice. The servants of Akanir enjoy peace as much as war and relish in the accomplishments of civilization.

Some see Akanir as an uncaring god, though this is perhaps a misinterpretation of the sometimes opposed roles the god inhabits.

History

Akanir was worshipped early-on in many cultures under different names. Syncretism turned all of these disparate versions into a monolithic one, recognized across the modern world.

Appearance

Akanir manifests as a giant of a man, perfectly ready to be a builder, a watchman, a warrior or a judge. His eyes are alight with a blue flame, his voice reverberating with divine weight so that all may know his purpose. In his typical incarnation he wears a loose blue robe decorated with ancient patterns of the first proper civilization, sporting short and dark hair, a groomed beard and an expression that can either be a content distant smile or a ravaging scathing condemnation.

Providence

The faithful of Akanir believe that times of stability show Akanir's approval of any given society. On a more personal level those that experience providence see visions of a society's future, a blueprint to the events to come, whatever they may bring. Those truly blessed can fall into a trance of fervent workmanship, starting a project that will result in guaranteed change one way or another.

Organizations

There exist several organizations dedicated to Akanir, though the most well-known is certainly the **Church of the Builder and Destroyer**, a far-reaching loosely organized church that builds temples, churches and shrines in the name of their god. They are primarily concerned with civilization at large, good or ill, and will often-times act to bring civilization to wilderness, to clear out forgotten ruins and even start new settlements entirely on their own.

The **Court of the World's Justice** is a widely-spread group recognized in most nations of the world, for they are holy watchmen and bringers of justice. While they lack jurisdiction in most nations, they are listened-to and their advice is taken seriously. Tensions do occasionally arise when the **Court's** chosen enact their version of law and order against all desires and processes in the nation where those events occur. The Court's central organization is located in Arvellias in the nation of Arvellon, where they also serve as highest form of watchmen and police force. Arvellon has long-since profited greatly from the Court and has remain a neutral party to any larger events in recent history for exactly this reason.

The **Cycle of All** is a largely monastic Order of warrior-monks from Lemios who see the greatest aspect of Akanir in his form as Destroyer, Warbringer and Warrior. They see warfare as the greatest state of civilization, for it pits two contestants to dominance into the ring and one will resurface as the winner, the superior civilization, whose advancement will be assured. They are known to seek out warzones and join with either side, as they see fit, or to observe from afar. The Cycle of All is not very well-liked, though the skills of the monks has come in handy more than once for just about any nation. At best they are tolerated, at worst they operate their schools and training halls in the shadows, except perhaps in their homeland where they are still seen as some of the most-capable warriors and philosophers of war.

OTHER NAMES

Great Builder
Warbringer (less common)
Cycle of Civilization

SYMBOL

An open hand facing the viewer, held rigidly together

EDICTS

Build and abide by civilization in all it's forms, be it law, justice or war

ANATHEMA

Break the rules of civilization, bring chaos to the greater structure and fabric of life

WEAPON

Hammer

DIVINE SKILL

Society

DIVINE FONT

Heal or Harm

DIVINE DOMAINS

Community, War, Law, Protection, Travel

CLERIC SPELLS

XXX

RELATIONS

Brother of Beren

Faith in Elderground

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This is not to say that the Sehna have never developed a proper way of the warrior, since their continent is by default much more dangerous than Wisteria, featuring a particularly high density of dangerous fauna and flora that would seem outright ridiculous to many Wisterians (as seen by the middle ages tome by the name of "The Cursed Continent: Why One Should Never War in Sehmland").

While - as a result - less used to large-scale warfare, the Sehna warriors are considered extremely dangerous and well-trained, especially since the Sehna have always been quick to adapt new technologies from Wisteria or Iziri with indecent haste.

AKANIR

GOD OF CIVILIZATION, LAW, JUSTICE AND WAR

Akanir is the chief god of civilization, the foundation upon which all other things are built. He represents many things at once, though most worship him as amalgamation of all his traits: bringer of civilization, lawkeeper, justicar and warbringer.

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ANATHEMA

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WEAPON

Hammer

DIVINE SKILL

Society

DIVINE FONT

Heal or Harm

DIVINE DOMAINS

Community, War, Law, Protection, Travel

CLERIC SPELLS

XXX

RELATIONS

Brother of Beren

Araven

GODDESS OF JUSTICE, HONOR AND THE RIGHTEOUS

OTHER NAMES

*The Righteous
The Oathsworn
The Courage of the Trinity
Blade of Justice*

SYMBOL

A hand clasping a shield

EDICTS

*Be Honorable,
Be Righteous,
Be Just to all.*

ANATHEMA

*Breaking oaths and bringing
dishonor upon you or others*

WEAPON

Longsword

DIVINE SKILL

Diplomacy

DIVINE FONT

Heal

DIVINE DOMAINS

*Law, Nobility, Liberation,
Community, Good*

CLERIC SPELLS

XXX

RELATIONS

Member of the Trinity

As the goddess of justice and honor, Araven is an ideal many aspire to, though most still fail to meet her demands. She is harsh in what she requires of those who follow her truly, though kind and friendly to all, even those that fail – as the aspect of Protector and Honorbound Liberator.

Dogma

Justice is true and righteous, and we must aspire to be just at all times. Honor is the courage to stand by one's choice and bear the burden of scorn or hatred with a head held high. Aspire to be honorable, to stand by your friends, your allies, your word and your decision. Aspire to be just, to treat others with kindness and respect the law of man, though ultimately the law of Aravan stands above it. Act with those two principles in mind and you shall become something greater than what you are, for you will become True and Whole in the eyes of Araven.

Aravan is also part of the Trinity, a group of three gods dedicated to good in their own ways. Together they fashion the unity that many of the most noble swear by, even if the demands for those wishing to properly follow are hard indeed.

Nearly all true Paladins are dedicated to the Trinity or one of the component divinities

History

What little history survived the Elderoom speaks of Araven as a much more distant goddess, more an ideal and less an active force in the world. This does not fully match up with the more-involved deity we know today and has led historians to believe that her perception of things has shifted with the fall of man.

Appearance

Clad in shining plate, with a white-feathered helmet on her head, Araven is a shining warrior goddess who shuns not the affairs of mortals and will come to her chosen in dreams to guide them or send them aid in the form of helpers and – very rarely – divine followers. Araven in her manifested form stands nearly two meters tall and exudes an aura of pure righteousness and justice, so that all who are unjust must weep or avert their eyes as their sins haunt them.

Providence

To become blessed by Araven means to be a judge, a speaker of the righteous and an honored – if perhaps feared – adjudicator. Those who enjoy the Providence

of Araven can be identified by the golden light in their eyes and their uncompromising nature to speak truth and bring justice to the world.

Organizations

Araven has many organizations dedicated to her name, among them a great many orders of a knightly persuasion or otherwise.

The perhaps most well-known ones are the **Temple of the Righteous**, a decentralized group of temples led each by a high-priest overseeing nearby minor temples. The Temple of the Righteous follows the dogma of Araven and offers protection and aid to those in need. They often get involved in the affairs of local law, though within reason, as one of the commandments of Araven is to respect the law of man. Nevertheless, they will strenuously protest injustice and have – at times – rallied the populace to overthrow the particularly unjust, sometimes even with the help of divine agents. Nowadays with the great political powers of the day, the Temple of the Righteous have to step carefully, since the behemoth empires do not take kindly to interference, even if they may fear divine retribution.

The **Lawspeakers** are a more centralized order with four major branches. The Imperial Lawspeakers reside in Amlech, the Glenmerian Lawspeakers in Aymor Hall, the Guldenzee Lawspeakers in Wallisburg and the Axios Lawspeakers reside in Ithae. The purpose of the Lawspeakers is to learn the law of the land, to delve deeply into it and offer the knowledge to those who most need it. They are typically a respected institution, especially since they keep affairs strictly divided along the national lines. Even in the Glenmere Union the Lawspeakers have risen to a respected and accepted status, having often helped defend against injustice by argument in court or in front of a magistrate. Minor Lawspeaker orders exist in many places, though none come close to the great ones in the big empires.

Asei

GOD OF THE LONG ROAD

The God of the Long Road, the wanderer on roads lonely and companionable, Asei is seen as patron of traveling merchants, adventurers, travelers and all others whose life passes largely on the road and the strange places they lead them to.

Dogma

Those who wish to grow and become wise must walk the endless roads for some time. Asei's dogma is one of growth and experience, evolution in the eye of new viewpoints and challenges. The god encourages those with a heart of wanderlust or a desire to see new places and learn new things. The priests of the god are themselves often travelers on the road, though a few maintain more permanent temples across the world, sometimes in a comprise erected along major roads as waystations, where the honest traveler will be given food, shelter and safety if they abide by the travelers code: Keep your weapons sheathed, your intent peaceable and let those rest who desire it.

History

Following the Elderdoom, Asei's faith came to some greater prominence with the wandering healers and builders that spread across the continent to rebuild after the barely-avoided end of the world.

Once the rebuilding had proceeded a fair bit, the faith's prominence waned again, though a large number of traveling merchants kept it in everyone's mind until today.

Appearance

Asei manifests occasionally as a traveler or merchant of all types, often in an advisory fashion, though sometimes playing bait to bandits that have taken too much and stopped the flow of movement with their actions. Other times he simply enjoys a walk along the road himself, simply being what he is and meeting those who worship him unknowingly with every step taken.

Providence

"The blessed of Asei walk in his shadow and their path shall be unbarred, their road ever-safe". This saying is largely true for the Chosen of Asei, who seem to be unable to remain where they are and likewise overcome just about any barrier in one fashion or another, making them the incarnation of the Wanderer truly.

Organizations

The **Waystone Guild** is a group of religious craftsmen dedicated to Asei whose primary goal is offering safety and comfort to travelers. They are the ones who have erected shrines and temples to their god along the roads and sometimes – in less lawful areas – even provide patrols of their own. The Guild is international and has it's primary headquarters located in Urbis Alba (within the nation of Laetitia), from where the Guildmaster orders the regional heads to their own duties. The Waystone Guild has completely sworn off political involvement and they reject any and all approaches of such nature, except to ask for permission to build new locations or to send some of the Wayguards in a region.

OTHER NAMES

The Wanderer

SYMBOL

An x-shaped crossing of lines, signifying the crossroads and paths The Wanderer treads on

EDICTS

To truly become wise, one must walk the world and see, not simply read and learn.

ANATHEMA

To prevent others from walking the road themselves

WEAPON

Quarterstaff

DIVINE SKILL

Survival

DIVINE FONT

Heal

DIVINE DOMAINS

Travel, Protection, Luck

CLERIC SPELLS

XXX

RELATIONS

None

Axan

GOD OF MOUNTAIN AND DALE, RIVER AND SPRING

OTHER NAMES

*The Primordial
All-Being of the World
The Silent God
Caretaker*

SYMBOL

*Either none or a simple
stylized leaf*

EDICTS

*Cherish, protect, and respect
nature in all its forms*

ANATHEMA

*Bring civilization to intrude
upon the wild, create undead
or despoil areas of natural
beauty*

WEAPON

Spear

DIVINE SKILL

Nature

DIVINE FONT

Heal

DIVINE DOMAINS

*Air, Animal, Earth, Fire
Plant, Sun, Water, Weather*

CLERIC SPELLS

XXX

RELATIONS

*Supposedly the father of all
gods, the primordial first
mover that came into
existence ahead of all else.*

Axan is a barely-worshipped divine being that represents the natural state of the world, the untamed hills, mountains, rivers and plains. Axan is distant and uncaring, only known through other gods and the oldest legends that speak of the divine.

Dogma

The Fellowship of Axan, such as they are, are best defined as sacred hermits, isolated and cryptic at the best of times and often quite hostile to civilized life.

The chief dogmatic order of Axan is to respect and protect nature, to let it be and do not act upon it beyond the barest minimum you require. On the flipside, it is considered anathema to bring civilization into natural spaces, which is the chief reason that the hermits tend to see civilization in a unfriendly or even hostile way.

History

According to sages of divinity, Axan is one of the oldest, if not **the** oldest of the divine creatures, spoken of in only the most ancient of tomes that survived the cataclysm of Elderdoom.

Appearance

Axan's manifestation form has never been recorded, perhaps not even been seen by anyone.

Providence

To be blessed by Axan means to see with clarity in the wilderness, to see life bloom and surge, to see it die and decay in the eternal cycle of vibrant life. Such providence happens rarely and always leaves a mark upon those who witnessed it.

Organizations

There is no known organized church or group dedicated to Axan.

Beren

GOD OF HUNTING AND FARMING, NATURE HARNESSSED

Where Axan is nature unspoiled and untamed, Beren is the symbiosis of civilization and nature, the harnessed but also respected nature as a provider, a source of food, materials and yet also danger.

Dogma

He who takes from nature must give to it in turn, be it stewardship, respect or the corpus beyond your passage into the beyond. This is the guiding principle of Beren and his acolytes in whatever form they may appear, the words spoken by the god when he struck down the foes of the forest and rivers. Ever-since the guiding principle has been the primary dogma taught to all who follow Beren. Take from the forest, but give in return. This takes a multitude of courses, from those who offer sincere respect to those who willingly become stewards of these places, be it forest, plains, swamp or river.

Besides the nature of give and take, Beren's priests put heavy emphasis on the respectful treatment of animals, having taken up the case of protection for captured creatures everywhere. This protection and conservation effort has been ingrained into many cultures since, to the point where many places have laws against mistreatment of animals under punishment of the stern gaze of Beren acolytes.

Respectful treatment does refer to properly-treated pets and companions, leaving certain wild creatures out of zoos and royal gardens and the occasional willing friendship with more intelligent or empathic creatures.

History

Beren is one of the oldest gods and has been prominent when men still roamed the lands as nomadic tribes.

Appearance

Beren makes little effort to conceal his nature when he manifests, appearing as a massive giant of a man, naked and smelling of rain, bearing a giant wooden stick in his hands. His head bears gleaming eyes that shift through a spectrum of green, blue and purple colors and is adorned with an enormous set of antlers that would fit on a prize stag. His skin is darkly tanned and leathery, the skin of a millenia-old forest-walker.

Providence

Animals regard your presence as natural and unthreatening, will not see you as prey, while nature will avoid to injure you, unless you blunder through thorn-bush and stingroot. More often than not those given Providence by Beren realize their gift, though stories of those who speak to animals can be heard in many a village, a young boy or girl unknowing of the extend of their gift.

Organizations

Groups dedicated to Beren are manifold, for he is the patron of a staggering number of ranger groups, orders or guilds. Druids pay him homage as well, as do those who just live close to or within nature itself. The single-largest but largely unstructured group dedicated to him are without a doubt the **Guardians of the Paths Untread**, a group to whom largely rangers and druids belong. Within the Guardians there exists one chosen representative within a larger region, typically a kingdom, who is known to their brethren and sisters. They are a point of contact, where others may venture to request aid, to grant it freely, to donate or ask for directions. These Guardians all take their duties very seriously, and it is said that those chosen for the duty are given a visitation from Beren himself, impressing on them the strictures and requirements of the position.

Another widely-spread group of Beren's faithful go by the name of **Fieldwardens**. These embody the tamed-nature aspect more thoroughly and their job is to aid farmers and hunters, keep their fields safe and healthy, while also preventing them from over-farming, over-fishing or over-hunting their ranges. The word of a Fieldwarden is sometimes perhaps contentious, but history has proven their voices to be reasonable and accurate – nowadays most farmers and hunters take a Farmwardens word as gospel.

More rarely seen – and also feared at least a little – are the **Darkwatchers**, a group identified by their black hoods and shaven skulls among the worshippers of Beren. Darkwatchers delve into the deep and dark woods and mountains of the world, safeguarding civilization against the lurking dangers therein, trying to steer others safely away and slay the most dangerous terrors that would destroy entire regions if they but grew old and powerful enough.

OTHER NAMES

*Patron of the Woods
Keeper of the World
He of the Fields
Shepherd of the Wild*

SYMBOL

Two hands surrounding an image of a river dividing forest and city, often simplified into an image of two hands with a separating line in-between.

EDICTS

*Respect and cultivate nature, bending it to the needs of civilization without rapacious destruction or overuse.
He who takes from nature must give to it in turn.*

ANATHEMA

Despoil nature intentionally and destroy those who keep nature's balance assured

WEAPON

Bow

DIVINE SKILL

Nature

DIVINE FONT

Heal

DIVINE DOMAINS

*Animal, Earth, Plant,
Protection, Sun, Water,
Weather*

CLERIC SPELLS

XXX

RELATIONS

Brother of Akanir

BRIGHA

GODDESS OF KITH AND KIN

OTHER NAMES

The Good Mother

SYMBOL

A knot of two ropes

EDICTS

Stand by Kith and Kin through all danger and worry

ANATHEMA

Abandon your family and friends, especially during times of great need

WEAPON

None

DIVINE SKILL

Society

DIVINE FONT

Heal

DIVINE DOMAINS

Community, Charm, Protection, Healing

CLERIC SPELLS

XXX

RELATIONS

Unknown

The goddess of kith and kin, of relatives by blood or choice. Be it friends, family or acquaintances, Brigha is the goddess to ground such relationships in.

Dogma

“Blood is Thicker than Water” is an ancient saying that holds true still today, and Brigha puts great weight on keeping it so. She sees family as one of the highest priorities for people to keep in mind. The second priority then, is to stay true to your chosen friends and pay them heed as well. Betray family or friends and the priests of Brigha will offer you no comfort and spit upon your path.

History

Following the Elderdoom Brigha’s tenets were held to with iron grip, for people had few things left in the wake of the cataclysm. The spread of the Church of the Good Mother early in the fifth age helped cement the deity’s wide spread to this day.

Appearance

Brigha appears as an old mother with a smile on her face and always some small scraps of sweets or other food at hand to offer those she speaks to. She offers sage advice not to the great warrior or mighty strategist, but the stricken mother or father of a family being torn apart. She cares more for the commoners of a realm than it’s kings, for the thousands of families are more important than but a single one. Her aura is unmistakably divine yet people still know they can approach her as any other friendly crone, for that is what she is.

Providence

A blessed family, big or small, held together by love. Perhaps one of the truly greatest blessings.

Organizations

The **Church of the Good Mother** is a highly religious order found throughout all the realms of Elderground in one incarnation or another, decentralized in their work, yet with a unified purpose: To aid families and friends who are struggling, to come to their aid to solve issues so much more mundane than what other gods deal with, to be there for those in need.

Among the many tasks the church deals with, they are known to be midwives and teachers, guardians and stewards, helpers and simple men and women that look out for others when they need it.

While respected even in the aristocracy, the Church of the Good Mother has nearly complete respect among the general population and anyone trying to steal from, betray or even harm the church’s people will suffer greatly from the people’s wrath.

A second group dedicated to the goddess are the **Cauldron Keepers**, best described as small nomadic family groups that double as merchants and relief forces for regions stricken with famine or hunger. They work with the Church of the Good Mother, though they appear wherever they travel at the time, following nothing but their own whims, whispers from their goddess and tales of famine and hunger that draw them along.

CORIS

GOD OF VALOR, RULERSHIP AND STRENGTH

A noble and shining warrior embodying the good aspects of his domains while shunning the darker aspects, Coris is a strange fellow that simply does not acknowledge his domains' darker sides easily. Instead he inspires those who follow his words and deeds to not fall prey to darkness and instead empowers them to be truly good.

Dogma

The Good King must rule with strength, with valor and keep his position in mind at all times. To preside over others means to excel at oneself. To rule over others you must first rule yourself. And with your mastery of self comes strength and glory all on it's own, for this is the true rightness of kings and leaders all over the world. Shed the vanity of glory, do not fall to the dark desire of the evil ruler and remind yourself that valor is not foolishness.

Rule as a true king would. Bring glory to yourself and those close to you. Utilize your strength to bind the world to your gracious will.

Coris represents the strength of the divine group known as the Trinity, and while his strength can be heedless and direct, the Courage (Araven) and Wisdom (Ra'dhan) guide his strength in this unity of the divine..

History

Following the Elderdoom, Asei's faith came to some greater prominence with the wandering healers and builders that spread across the continent to rebuild after the barely-avoided end of the world.

Once the rebuilding had proceeded a fair bit, the faith's prominence waned again, though a large number of traveling merchants kept it in everyone's mind until today.

Appearance

Coris manifests as a medium-sized humanoid with glowing skin and dark eyes and hair, a lean but muscled figure with an inner strength that complements the visible muscles and reinforces the presence of the divine. He acts with unforced slow but decisive movements and his step is as sure as the rising of the sun at dawn. Coris rarely manifests, but when he does he leaves behind a group in awe or a field of the dead.

Providence

The Chosen of Coris are certain in their every step, assured in their rightness and right to be who they are, be it peasant or king. They act with the understanding of their own power, their position and the true strength that is Coris' domain. To be blessed by Coris may mean others see you as arrogant, though it may just as well make them think of you as incredibly comfortable with your own self and your will to impact the world around you.

Organizations

The **Table of All Kings** is an idealized group that has established a presence in every country that allows them entry, in the hopes of binding the rulers of the world together more firmly with the common good in mind, the true strength. They have advisors in a fair few courts and while they are paid heed at times, most see them as helpless idealists at best, or annoying meddlers at worst. The group is led out of a small castle east of the Magni Clan's territory, where no other nation claims the land, rendering them – in their own eyes at least – utterly neutral. Dispite their mediocre reputation among courts, they are often seen and used as back-channels or as a form of emissary, since they keep readily in contact with one another.

The **Askioch Templars** are the elite force kept by the Grand Despot of Lemios, the one and only ruler of the ever-expanding militaristic empire. The templars have a unique job, for they are tasked by the Despot himself to keep a watchful eye on him, under the auspices of Coris, and slay him if he ever deviates from the ideal of rulership he has set for himself. The Templars are renowned for their great skill and imposing presence and most who have seen them will know that their duty is taken serious.

Many orders and knights are dedicated to Coris, too many to list here.

OTHER NAMES

*King of Kings
Glorybringer
Strength of the Trinity*

SYMBOL

A hand clasping a sword

EDICTS

Be wise and good when you rule over others

ANATHEMA

Abuse the weak, reign in tyranny over others

WEAPON

Longsword

DIVINE SKILL

Society

DIVINE FONT

Heal

DIVINE DOMAINS

Community, War, Strength, Nobility, Glory, Good

CLERIC SPELLS

XXX

RELATIONS

Member of the Trinity

Enachos

Warden at the Gate

OTHER NAMES

*The First Spectre
Gatekeeper
Warden
Deathwarden
Last Sight*

SYMBOL

A stylized gate

EDICTS

Do not stand against the natural death, nor for the resurrection of the fallen

ANATHEMA

The Undead

WEAPON

None

DIVINE SKILL

Society

DIVINE FONT

Heal

DIVINE DOMAINS

*Community, Charm,
Protection, Healing*

CLERIC SPELLS

XXX

RELATIONS

Unknown

Enachos the Warden at the Gate, God of Death and Decay, of Passage and the End. One of the more passive gods, Enachos is the last barrier any soul must pass through in the realms of Elderground, no matter where they come from. Be you mortal, angel or devil – when you finally die for good, he is the Warden at the Gate who will welcome you with his whispering voice and admit you into whatever lies beyond, if you want to or not. He is the end of all things, the decay of time and the Last Sight.

Dogma

Death is part of life. Decay is part of life. Ruins are the death of civilization and even this is natural as is the death of man or beast. All of this is natural and the Warden is waiting for everything, no matter how permanent it thinks itself. Accept that at some point the end must come to all, for without end nothing has truly purpose. Death is not evil, nor is it good, it simply is. Accept this.

Undeath is to deny Enachos, though even that is temporary. Even the most ancient of lichens, zombies or shadows will fall to the passage of time and if they be the last thing in the world, the Warden will finally step away from his gate and call upon those who are overdue. To end the undead is to honor Enachos, for Death is part of Life and Undeath is not.

History

Enachos has existed eternally, and even the gods are not sure if he is truly their brother or if they are but another thing that must end and be called-to by the Warden. They would not take kindly to the answer, so instead the Warden remains eternally-silent and makes no great display of himself.

During the end of the Sixth Age, when the strange sickness turning anyone into shambling undead creatures ravaged the world, Enachos sat by and watched as the other gods did their best to aid the mortal races. Yet the divine power only goes so far when the true enemy is spreading all by itself and so undetectable that even the gods did not know where it came from. Legend speaks of another major god, lost to this world, approaching the Warden and asking for aid in these dire times, being met with silence. The pleading became aggression at some point and so Enachos had to fight with one of the gods. During this fight Enachos was stirred from his torpor of the ages and so he looked upon the world and the countless masses streaming through his Gate as if he had not seen them before.

The Warden spoke then to the other god, it is said, and it is rare that he ever does. He demanded the power to stop the plague and told his divine brother the price for such: Since Enachos is limited in power besides death, he needed to assume the aspect of the one who called for aid and only then he could stop the premature ending of one of the worlds. The other god agreed, being consumed in the process – name, purpose and history devoured from reality.

The even transpiring afterwards is well-known by historians, and it has been chronicled across the world, in all cities that stood at the time and had someone left to write events down. The Deathwarden manifested in every city and village at once and threw open the gates he was the warden of. He raised his lantern and whispered in his voice of dread words no scribe could pin down and then darkness took the world, strange creatures from beyond coming to harvest the undead like grain in the fields. Terrifying beyond believe these creatures streaked across the mountains, the seas, the rivers, the villages and cities, scouring every place they could reach, well into the outer planes where they first met resistance. This was the only thing Enachos could do and so he did it: Opening the gates that were to be sealed and never crossed from the other side, casting out the things he did into the world.

After ten days of darkness with manifestations of Enachos pacing through the world everywhere, the darkness retreated at once, the gate was closed with a world-shattering noise and of the plague nothing was left. Enachos vanished back to his own realm, where he still guards the gate and has not moved since. Mortal races and immortal alike, even the gods, took note and locked the fear in their souls away, for it could not be questioned anymore that Enachos was not technically a god, but something else, for his creatures had stormed the heavens and hells, passed by angels and devils, ripped through the outer demiplanes and the elemental places and even the sanctuaries of the gods unhindered, as smoke passes through all things.

Appearance

When Enachos manifested during the great plague, he did so as a gaunt and ancient figure, possessed by limitless strength but looking frail as only the eldest men do. His eyes were covered by cloth, lest his sight strike down the mortal and immortal alike. He was covered in a grey cloak that billowed and spread like smoke on unseen winds and sheds the dust of death wherever he passes. In his thing and claw-like hands he wielded

a lamp to guide the lost to his doorstep, aflame with unknown substance and burning in a pale golden light that struck fear into the hearts of all who saw it.

Providence

Given only to a rare few, the Providence of Enachos is the Touch of Final Rest, allowing whomever is blessed to strike down any undead creature with but the lightest touch, no matter if the creature touched is a mere skeleton or an ages-old lich. This gift emerged only in sizable number after Enachos had thrown open the gates of death.

The number of those bearing the Providence of Enachos has waned in the last centuries and nowadays only a very few still possess this gift.

Organizations

While there are no official organizations that claim to worship Enachos, there exist individuals and groups that may not officially proclaim their belief, but nevertheless hold to it.

The most well-known religious organization of Enachos are the **Death-Tenders**, whose duty lies in easing the passing of the dying and dead, to manage cemeteries when no other would do so. They are well-verse in helping others cope with their loss and due to the official denial of actively worshipping their god, many more come to them that otherwise would not.

The **Blacksouls** are a group of highly specialized warriors that do actively proclaim to worship their god. These individuals, rare as they are, are the stuff of legend and cautionary tales, a scary story to make children heed your call, for they hunt the undead wherever they are, be it in the biggest of cities or the remotest uncivilized lands. Blacksouls are outcasts by their own volition, tainted and lost by their own self-chosen curse, the only thing awaiting them at the end being their god who will look at them and accept their sacrifice in the name of the god who is no more.



GRAZI

DIVINE FORGEMASTER, PATRONS OF SMITHS

OTHER NAMES

Forgemaster
King of Craftsmen

SYMBOL

A hammer superimposed
on top of an anvil

EDICTS

Stand by Kith and Kin
through all danger and worry

ANATHEMA

Abandon your family and
friends, especially during
times of great need

WEAPON

None

DIVINE SKILL

Society

DIVINE FONT

Heal

DIVINE DOMAINS

Community, Charm,
Protection, Healing

CLERIC SPELLS

XXX

RELATIONS

Unknown

Grazi is the Forgemaster, the King of Craftsmen and the Divine Anvil. He is the patron of craftsmen and workers the world over.

Dogma

To create and work is to bring greatness into the world. Even the porter who brings things from one spot to another is as worthy as the smith who shapes metal and gold into new forms and what would merchants sell and kings wield if not the products made by the smith, the tanner, the jeweler. Respect the craft, respect the ones who learn it's secrets and honor them in my name.

History

Grazi has been worshipped throughout the history of Elderground nearly unimpeded, always known to be the patron of craftsmen and workers, no matter if they were loggers in the tribal days, dockyard workers or blacksmiths.

Appearance

Grazi manifests in all manner of forms, though always as a workman of one kind or another, be it a jeweler, porter or falconer. He is easy to mistake since he does not advertise his own true shape, though when roused to emotion his mask will slip and the power exude from him like a beacon.

Providence

Masterful craftsmen are often blessed for their mastery by Grazi, and his blessing is inspiration. This inspiration does not always strike those who are already craftsmen, but may bring those affected to express themselves in a fashion that pleases the god.

Organizations

The **Golden Lion Forge Guild** is one of the great modern-day groups that worship Grazi, and they are one of the most tightly-organized craftsmen guilds in the world. Their primary Forge-Temple is located in 's-Hogendam and is truly a sight to behold. The Forge Guild offers their services to anyone, domestic or oversea and they do have at least minor Forge-Temples along the western coast from the Empire of Nine Kings down to Eturvia.

The **Imperial Workshop at Reitau** is the primary source of imperial state troop equipment and led by a high priest that is quite openly advocating his bias for the Nine Kings, always inventing and forging in his massive temple halls with hundreds of apprentices and masters at his beck and call.

The **Union of Smiths** is an internationally-acknowledged religious guild of – unsurprisingly – blacksmiths who see their work as a way of worshipping their chosen god. While their headquarters is located in Dunmurry (Glenmere Union), they have shown throughout history to remain mostly apolitical and only loosely organized.

There are a great many other guilds or churches associated with Grazi, most of them fairly small or specific

Irava

GOD OF MERCHANTS, COMMERCE, WEALTH AND GREED

A noble and shining warrior embodying the good aspects of his domains while shunning the darker aspects, Coris is a strange fellow that simply does not acknowledge his domains' darker sides easily. Instead he inspires those who follow his words and deeds to not fall prey to darkness and instead empowers them to be truly good.

Dogma

The Good King must rule with strength, with valor and keep his position in mind at all times. To preside over others means to excel at oneself. To rule over others you must first rule yourself. And with your mastery of self comes strength and glory all on it's own, for this is the true rightness of kings and leaders all over the world. Shed the vanity of glory, do not fall to the dark desire of the evil ruler and remind yourself that valor is not foolishness.

Rule as a true king would. Bring glory to yourself and those close to you. Utilize your strength to bind the world to your gracious will.

Coris represents the strength of the divine group known as the Trinity, and while his strength can be heedless and direct, the Courage (Araven) and Wisdom (Ra'dhan) guide his strength in this unity of the divine..

History

Following the Elderdoom, Asei's faith came to some greater prominence with the wandering healers and builders that spread across the continent to rebuild after the barely-avoided end of the world.

Once the rebuilding had proceeded a fair bit, the faith's prominence waned again, though a large number of traveling merchants kept it in everyone's mind until today.

Appearance

Coris manifests as a medium-sized humanoid with glowing skin and dark eyes and hair, a lean but muscled figure with an inner strength that complements the visible muscles and reinforces the presence of the divine. He acts with unforced slow but decisive movements and his step is as sure as the rising of the sun at dawn. Coris rarely manifests, but when he does he leaves behind a group in awe or a field of the dead.

Providence

The Chosen of Coris are certain in their every step, assured in their rightness and right to be who they are, be it peasant or king. They act with the understanding of their own power, their position and the true strength that is Coris' domain. To be blessed by Coris may mean others see you as arrogant, though it may just as well make them think of you as incredibly comfortable with your own self and your will to impact the world around you.

Organizations

The **Table of All Kings** is an idealized group that has established a presence in every country that allows them entry, in the hopes of binding the rulers of the world together more firmly with the common good in mind, the true strength. They have advisors in a fair few courts and while they are paid heed at times, most see them as helpless idealists at best, or annoying meddlers at worst. The group is led out of a small castle east of the Magni Clan's territory, where no other nation claims the land, rendering them – in their own eyes at least – utterly neutral. Dispite their mediocre reputation among courts, they are often seen and used as back-channels or as a form of emissary, since they keep readily in contact with one another.

The **Askioch Templars** are the elite force kept by the Grand Despot of Lemios, the one and only ruler of the ever-expanding militaristic empire. The templars have a unique job, for they are tasked by the Despot himself to keep a watchful eye on him, under the auspices of Coris, and slay him if he ever deviates from the ideal of rulership he has set for himself. The Templars are renowned for their great skill and imposing presence and most who have seen them will know that their duty is taken serious.

Many orders and knights are dedicated to Coris, too many to list here.

OTHER NAMES

The Tipping Scales
Greedmonger
Trade-Queen
Lady of the Coins

SYMBOL

Scales etched into a coin

EDICTS

Trade must Flow

ANATHEMA

Interfering on a large scale with the movement of goods and coin

WEAPON

Light Crossbow

DIVINE SKILL

Society

DIVINE FONT

Heal

DIVINE DOMAINS

Community, War, Strength, Nobility, Glory, Good

CLERIC SPELLS

XXX

RELATIONS

Member of the Trinity

IseniaH

OTHER NAMES

*Mother-of-All
War-Crone
She of the Cycle
Lichslayer*

SYMBOL

*A circle drawn with intent
in invoke IseniaH is counted
as her holy symbol, with the
intent being key and making
any such circle stand out*

EDICTS

*Facilitate life in all it's facets
and let it take it's way*

ANATHEMA

Unlife

WEAPON

Sickle

DIVINE SKILL

Medicine

DIVINE FONT

Heal

DIVINE DOMAINS

*Community, Death,
Destruction, Liberation,
Repose, War*

CLERIC SPELLS

XXX

RELATIONS

Unknown

She who is the Cycle, the never-ending perpetuation of life and death. Caring, uncaring, loving and hateful all in one, She of the Cycle is a great and powerful figure of many temperaments.

Dogma

Born into the world, you live in it with all the good and bad, until struggle and death claim your soul, be it in peace or war. This is the cycle of life, be it for human, elf or dwarf. All are held in the embrace of IseniaH, and she will hate not the warmonger nor the peacebringer. IseniaH thus is the encapsulation of the cycle of life and so long as you live your life in earnest, she will smile upon you and watch you. And that is all she will do, for she does not typically intervene even for her most devout followers, for struggle and death are ultimately part of her eternal cycle. Her priests may take more mercy and come to the aid of those struggling, but they will likewise not solve your crisis for you, at best equip you to do it yourself. As such a lot of people have a mixed view on IseniaH, for the rituals of life often relate to her, even while she and her kin may not help you as you'd like it. IseniaH's dogma also includes the rejection of undeath as such, and some of her more warlike aspects are known by such names as Lichslayer, depending on local mythologies.

History

Eternally worshipped across the lands of Elderground, IseniaH is known to all cultures, all races in every age of this world.

Appearance

IseniaH appears only ever as a trifold unity: Three forms befitting whoever she is manifesting for (elf for elves, human for humans, etc.), one a young maiden, the second a pregnant mother, the third the old and wounded battle-crone. All three vary in their detailed appearance quite a lot, though the archetypes are always the same. When she speaks she speaks in trifold voice or in an exchange between the three.

Providence

Being blessed by IseniaH means you will live a full and exciting life. That can mean a busy family-life, the stories tale of a mercenary wandering field-to-field or many other things. Many only realize the dubious blessing at the end of their lifetime, while others say that IseniaH remains unwilling to enter mortal affairs and her blessing does not exist at all.

THE THREEFOLD GODDESS

Organizations

The **Church of the Cycle** is the great church of IseniaH, present in most civilized countries known in one fashion or another (even the Southlands, though by another name and unrelated to the Elderground organization). The church provides services and personnel for the care of pregnant mothers, young children, dying seniors and warriors alike. Those who come to the Church are rarely turned away, though likewise are they only ever given so much aid as to equip them with the necessary strength to deal with their issues themselves. The church has a mix reputation, since how someone needs to be equipped to deal with their issues is - at the very best - a contentious question, often leaving people unhappy.

A strange outgrowth from the times of the Loric Empire, the **Dark Priests** are a near-mythological group of wandering servants of She of the Cycle, whose primary duty is easing the passage of the dying into the beyond. These wandering priests are seen time and again but rarely speak and those who pass in their presence pass in peace, reassured by the famed black eyes of these peacebringers.

Dating back to the event that ended the sixth age and brought the dawn of the seventh, the **Bleak Pilgrims** are nowadays few in numbers, likely counting below twenty at any given time. Where the Dark Priests may be seen as dark and strange fellows, the Bleak Pilgrims are truly monstrous, even if their duty is one of great and good importance. The Bleak Pilgrims are themselves unliving, a "gift" bestowed to them by IseniaH, and their duty is to hunt and slay all that should be dead but is not. This includes non-sentient undead such as zombies or skeletons, intelligent ones like vampires and liches and - depending on the individuals disposition - reanimated mortals. Most Bleak Pilgrims are centuries-old, experienced and dangerous, but due to their state they are loners and tend towards extremes over time. Whenever one of their number dies, IseniaH elevates a new unlucky person about to die into their ranks and sends them one of the Bleak Pilgrims to learn from

Lament

THE MAD VORTEX OF EMOTION

Emotion is by itself a driving force in life, and Lament is all of those emotions, every one, made into a singular being: Lament, the God of Emotion.

Dogma

Lament is emotion, and what is life but emotion over time. Those who live will feel, and they thus worship Lament in their own ways. Those who live their lives in the full, who delve into all emotions and ride it out till the end are its chosen and Lament sees value in all of their experiences.

While unbridled emotion is the key aspect of Lament, it also has a more moderated aspect, which relishes in emotions as well, but within the more understandable emotional depth of mortals. This aspect's dogma is closer to mortal realities and simply cherishes emotions as such as a valuable part of life. Priests of Lament are often involved in more mundane ceremonies of life.

History

Worship of Lament started to pick up somewhere in the sixth age and has slowly spread across the northern lands in a limited fashion.

Appearance

When Lament appears, chaos follows, for emotion swaps over and threatens to drown every single person. Lament's appearance is hard to describe, for she appears not in mortal form, but as a storm of color and emotion.

Providence

Unknown.

Organizations

The **Church of Life** is like many of it's kind a largely decentralized church with varying dogmatic approaches. The general approach of the Church of Life is to offer the people to experience their emotions, and to learn how to work with them, be it rage, grief or happiness. In most larger places the Church of Life is fairly small, though they still play an integral part in many people's life, especially for smaller life-events of all kind. In this they often seem to clash

OTHER NAMES

*The Mad Goddess
Passion Incarnate
Queen of Hate and Love*

SYMBOL

*An incoherent wheel of color,
riotous in appearance*

EDICTS

*Experience Emotions and do
not cut yourself off from any
of them, no matter if they
serve you or hurt you*

ANATHEMA

Suppress Emotion

WEAPON

Whip

DIVINE SKILL

Deception

DIVINE FONT

Heal or Hurt

DIVINE DOMAINS

Luck, Madness

CLERIC SPELLS

XXX

RELATIONS

Unknown

Ra'dhan

PROTEAN WISDOM OF THE TRINITY

OTHER NAMES

*Strategos Divine
Wisdom of the Trinity
The Great and Wise Kingmaker*

SYMBOL

A stylized legion of spearmen

EDICTS

Be Wise in your Every Action

ANATHEMA

Rush to Action Heedlessly

WEAPON

Spear or Longspear

DIVINE SKILL

Lore

DIVINE FONT

Heal

DIVINE DOMAINS

*War, Nobility, Good,
Glory, Knowledge*

CLERIC SPELLS

XXX

RELATIONS

Member of the Trinity

Ra'dhan is the mutable god or goddess of wisdom, knowledge, strategy and contemplation. It completes the trinity and stands for the wise counsel, the plan to use strength, courage and manpower to wrest your goal from the hands of evil.

Dogma

The soldiers stands on the field and follows his leader, for his leader stands at the front and knows his part of the plan, for his commander sits at the back of the legion and knows the world of war and strategy. Respect the counsel of your betters, your elders and the wise that emerge between the strangest places of life. Evaluate to your best understanding all aid someone may give, make use of it and then let it all work together to grant you success in your endeavors. The wise act with haste but knowledge, the fool just with haste. Even outside the field of war, Ra'dhan convey the simple message of knowledge being and the wise course of action winning out over the hasty and rash action of the fool.

History

Ra'dhan has always been the god of wisdom, that much was recorded by his old servants before the Elderdoom swept the world.

Appearance

Ra'dhan appears as either man or woman in various garb, though always with the intense studious eyes. It always assumes an archetype of sage, advisor or similar titles and will impart knowledge or observe the fool at work. It is uncertain how often Ra'dhan manifests, as advisors and sages exist aplenty and many such interactions are more private than the displays of Coris or Araven.

Providence

To see beyond the immediate, to lose sight of it even, is to become the genius of knowing the future. Those gifted with providence by Ra'dhan become masterminds, grand sages and fonts of seemingly limitless wisdom. On the downside, this blessing robs them of the mortal races' grasp of the here and now and many of them can simply be lost to thought for days at a time or - to others - seem to drift through live without living it.

Organizations

The **Schools of Wise Counsel** is a temple institution that has spread over Elderground during the early seventh age and nowadays has a presence in most major cities, offering free education to anyone who wants to attend. This often causes strife of it's own kind, as farmers' sons and daughters may want to learn when their help is required on the fields or when the nobility is forced to mingle with the peasantry in such schools. Nevertheless, the core principle of a universal basic education that gains traction in recent decades has been pioneered by this semi-religious organization. The teachers are all required to at least be adherents to Ra'dhan, while others are straight-up clergy full-time.

The **Quills** are a loosely-organized group of wandering men and women that seek out knowledge to write it down. Their knowledge is sought-after by many and in their past many of their former bases have been burnt to the ground for refusing to share knowledge to those they consider unworthy or unsuitable. The most recent such event is four hundred years ago when they had their chief library on an island where nowadays the Glenmere Union reigns. South-west of Port Greenbay the ruins still stand, a charred memorial to knowledge. After loosing their repository, the Quills sought a new location and found support from the Republic of Axios, where they have erected a new keep on a small island north of Agrinystus, protected by the Republican Fleet for the moment at least

RIKADEIA

GODDESS OF THE WATERS, WINDS AND SAILS

Goddess of Water, Wind, Weather and Sailing, the tempestuous divine creature which will never cease to move and enjoy the embrace of those who follow her into the world

Dogma

To remain still is to wither and fade, thus the weather will change from sun to rain, to snow, to sun again and the wind will blow this way and that. To be a believer in Rikadeia means to believe that standing still is unwise and to change, evolve and become is better than not. Rikadeia protects those who speak her name aloud and sacrifice in her name, most favorably gemstones thrown to the sea, and her clergy often offer up minor valuable stones when they invoke her name.

History

Rikadeia has always been worshipped by sailors, though in the last few centuries her faith grew greatly with the massive naval expansion programs by the Republic of Guldenzee and the Glenmere Union, up to the point where Guldenzee worships her as their main national deity.

Appearance

A charming smile on a weathered face. A young body with an ancient soul that has sailed all the waters of the world. Rikadeia manifests often, though rarely for longer than the few moments it takes for people to properly recognize her. In this form she bears warnings, offers gifts or confounds and confuses for the sake of it. Capricious and wily as the sea, so is it's mistress.

Providence

The luck of Rikadeia is renowned, especially among sailors. As are the blessings of the Stormborn, those who for some reason caught her eye at the moment of birth, whose presence the storm follows like night comes after day. Though rare, these people are either hated or loved for their inevitable change in weather.

Organizations

The biggest organized church dedicated to Rikadeia is perhaps the **Brilliant Gemstone Temple** in the Brilliant Freeholds, who have worshipped the goddess since they first gathered on their small island nation. The members of the church are a wily and rough bunch like the other inhabitants of the Freeholds and more often than not enjoy sailing and raiding like their sisters and brothers.

The second-biggest dedicated church is likely in the greatest ally and enemy of the Brilliant Freeholds, the Republic of Guldenzee, where the **Church of Storm and Wind** dedicates a significant number of wealth to Rikadeia every day to keep the waters in their favor. The Church of Storm and Sea has spread across the western shoreline and is nowadays present in all nations there except the Glenmere Union, who worship a different god of the seas, to the great amusement of Rikadeia and the anger of many her adherents

On the "less organized" side of things, the next two biggest groups of worship are perhaps simply the Guldenzee Navy and the Glenmerion Navy, followed distantly by the Imperial Navy of the Nine Kings.

OTHER NAMES

*She of Oar and Sail
Queen of Water and Wind
Sailbreaker and Sailmaker*

SYMBOL

A horizontal line with three vertical ones emerging near the middle towards the up, the middle one reaching further than the other two

EDICTS

*Respect the Water and Embrace the Wind
Be as wily as the wind, as deceptive as the sea*

ANATHEMA

Never stand still too long

WEAPON

Sabre

DIVINE SKILL

Deception

DIVINE FONT

Heal

DIVINE DOMAINS

Weather, Water, Liberation, Air, Travel, Luck, Chaos

CLERIC SPELLS

XXX

RELATIONS

Unknown

SHIR'mana

ASCENDED GENIUS APART FROM MORALITY

OTHER NAMES

Forgemaster
King of Craftsmen

SYMBOL

A hammer superimposed
on top of an anvil

EDICTS

Stand by Kith and Kin
through all danger and worry

ANATHEMA

Abandon your family and
friends, especially during
times of great need

WEAPON

None

DIVINE SKILL

Society

DIVINE FONT

Heal

DIVINE DOMAINS

Community, Charm,
Protection, Healing

CLERIC SPELLS

XXX

RELATIONS

The Trinity has fought Shir'mana near the apex of her power and nearly lost. Ever-since the trio has a distinctly negative opinion of their new sister in the divine and it is not uncommon for followers of the gods to come to blows. On the other hand, since Shir'mana herself does not prescribe to the notion of good and evil, some of her followers are people as good as any paladin may be, and surprising friendships and camaraderie have sprung up between such people

Shir'mana was not always a god, indeed she started out as but a normal mortal during one of the Early Ages of the world, before the Elderdoom befell the world. What little is known of these times, from stories or her own manifestations, is that she gave the world the arcane powers by unlocking the mysteries hidden within our own world... whether for good or ill nobody can really say.

Dogma

Shir'manas approach is a pragmatic one, often found lacking in moral guidelines and home to the good and the evil alike. Her way is the way to power, to strength, to greatness for the sake of it and little else. What other dogma mortals impose on her gift of the arcane is upon them, and she cares not so long as those who whisper her name in prayer do so with the intent to become powerful and strong, to expand the limits of the world and to know more and never be satisfied with the "as-is".

History

The few stories known and those she told when making an appearance in the world point to her being from what is the modern-day Jan'ti Monarchy, where Shir'mana grew up during either the First Age or Second Age of the world. She was of a family that was neither poor nor rich, not abused peasants nor lordly rulers. Her drive to learn new things and uncover that which is hidden and unknown started early on and in some fables points to this being even before she reached her majority.

In all of the myths known she travelled the world for fifty years and tore the secrets of the hidden world from what places she could find. She reached beyond and began experimenting with powers that until then were the purview of angels and demons, deva and devil, elemental and stranger creatures from beyond. With loyal cohorts she delved into the deep and dark places, where she found these beings and made them either tell her the secrets or extracted them by force and research. Perhaps she was one of the earliest - and morally questionable - scientists and knowledge seekers of her caliber.

After the fifty years of travel and study she sequestered herself in the modern-day region around the eastern reaches of the Glenmere Union. She lived beyond her years, powered by strange magics and primordial spell-threads long-forgotten in the modern world, much more powerful but oh so dangerous com-

pared to the more formulated spells or natural powers in existence today. Her life continued and the region around her base of operations was devoid of life. It took one of the earliest interventions of the divine to stop her from breaking the world, for when the Trinity manifested and sought her out, she reacted with the senseless madness that is her second incarnation, for she - a mere mortal, even if powerful - faced off against the three gods, warriors and masters of battle all, and nearly won.

The details are unknown of this fight, though the result is clearly seen: Between Whitebeach and Belfort lies a crater in the sea, extending not just between the two cities, but further yet even, bordering Szleviak in the north and reaching west to Pranburgh. The crater - or two craters more like - are the result of the fight and testament to the powers of untamed magics ripped from the deepest recesses of the world. In the aftermath of it all countless people had died, the trinity won perhaps their strangest fight so far and Shir'mana seemed defeated. Until a bright star rose from the sea where once her base had stood, the deep crater, and ascended into heaven, whispering across the world the secrets of magic.

Appearance

Shir'mana appears in her youthful form whenever she pleases, often to witness powerful magic events and sometimes to inspire the potential she sees in others to turn from kindling into the flame of passion and desire for power. She she manifests, she seems like a young woman from the Jan'ti Monarchy, though in a fashion unknown (likely the original fashion of her choice during the First/Second Age). Her very being resonates with power and none can mistake her as anything but one of the most powerful entities in Elderground. When she moves the world obeys her commands and when she is angered the ground will crack and the sky will be torn asunder.

Providence

The Gift of Shir'mana is the Gift of Power: Magic. Anyone who uses even the most basic form of arcane magic as a mortal is blessed by her, for she created the common forms of magic in use today, codified the "lesser magic" used by Wizards, Bards and even Sorcerers whose talents are innately tied to her impact on the world during the early age.

Organizations

There are many smaller organizations dedicated to Shir'mana, though few are allowed to become powerful, for the simple and very logical fear that her progeny in spirit are too close to her true self: Powerhungry and with little regard for morals. There are exceptions, though:

The **Shir'Mana Hall of Yida'i** in the Jan'ti Monarchy is one of the most highly regarded places of learning where arcane magics are concerned. The students here are given access to a collected volume of knowledge rare in today's world and trained by some of the wisest and most-powerful arcane spell-casters the Jan'ti have available. This leads to the Monarchy's predisposition to field powerful mages in their civic and military structures.

The **Congress of the Arcanum Magister** at Rabenach is an imperial college dedicated to arcane capabilities to the modern world. Many of the recent modernized-magic inventions have come from the Congress, though it always remains under strict watch by a dedicated order of knights sworn to the Trinity to prevent disaster.

Another notable organization dedicated to Shir'mana with whom the world still has to contend today are the remnants of the Largróve Empire's efforts. Known by the name of **Magnifique Connaissance** (translated: Magnificent Knowledge), a large hidden library and school of the dangerous and dark occult things that should've never been recorded or found. Members of th Magnifique often invoke powes they understand poorly at best. With the fall of the empire, the group has been outlawed and marked to be hunted down by many groups dedicated to containing such dangerous powers, most of all the various orders dedicated to the Trinity.



The Eye

THE IMMUTABLE WATCHER AND KEEPER OF HEAVENS

OTHER NAMES

*Celestial Patron
Keeper of the Heavens
Starsage
The Immutable Watcher*

SYMBOL

A stylized eye

EDICTS

Unknown

ANATHEMA

Unknown

WEAPON

Unknown

DIVINE SKILL

Lore (Astrology)

DIVINE FONT

Heal or Harm

DIVINE DOMAINS

*Darkness, Sun, Void,
Weather, Erosion*

CLERIC SPELLS

XXX

RELATIONS

Unknown

The Immutable Watcher and keeper of the celestial mechanism is known by titles, never by name. This god is an enigma at best and it's domains are the celestial bodies and their effects on life on Elderground. It is said that under the gaze of this god one of the Ages of Elderground is but a blink, a speck in time, a moment so short it is barely worthy of note.

Dogma

Upon Day Follows Night, the Moon chasing the Sun, the Stars watching from above and beyond.

There is little proper Dogma in The Eye's fellowship, for mystery is their coin and few outsiders ever pierce their shroud of strangeness to look beyond it.

History

Worship of the Eye started during the time of the High Loric Empire. The primary centre of worship has always been around the region of the Nine Kings, though it has spread - in less intensity - to many other places.

Appearance

There are very few known manifestations of The Eye, all of them resulting in incoherent results beyond the simple explanation of "THE EYE", typically screamed at the top of the lungs. It seems that The Eye's appearance is unhealthy to mortal minds, be they dwarven, elven or human.

Providence

Unknown.

Organizations

There are a great many smaller organizations created in the name of The Eye, though few ever become great enough to merit discussion. One of the two big ones in the current age is the **College of Celestial Studies in Kraai-Toorn**, where the strange guild - part of the local university campus - has erected a massive domed structure with the greatest and most-accurate lens ever created. This observatory studies the night-sky far away from bright light at the farthest edge of town.

The second such organization is the **Imperial College of Stars at Techel**, a minor college campus in the northern imperial lands, set up next to the mountain-range separating the empire from the Glenmere Union. Like in Krai-Toon, the scholars have started construction of a great observatory, though it is not slated to finish within the coming years quite yet.

Tiray

GOD OF REDEMPTION

Where Iseniah is non-interventionist, Tiray kindles by himself the heart of mortals and seeks out the broken, the fallen, the evil and offers them redemption from their deeds, if they but accept his light in their hearts and are willing to now-and-forever tread on the path to something better.

Dogma

The will to redemption grants us strength to overcome ourselves and will set the soul afire with greater passion and the greatness that lies within all. Sacrifice is the ultimate gift, the will to lose so others may gain, to bring something greater into the world through the loss of something else. The priests of Tiray are men and women of passionate will and the dogma of their faith is simple enough: Offer forgiveness, mercy and redemption. Those who embrace it are your charges, your new children: Bring them to glory and make their soul shine in the bright light. Those who reject it, then, are those that cannot be saved and they must be ended, lest their live brings further evil into the world..

History

Tiray's fellowship after the Elderdoom was one of the more active ones, willingly marching into the world to heal and help after securing their own homes. Ever since that the wandering Tirayite priests have been welcomed in any place they come to.

Appearance

Walking in a robe the color of innocence (typically white in Elderground), regal bearing, calm and with a raging inner fire that can be felt and seen in golden eyes. Tiray will time and again take on his primary form and stride the world, offering redemption to the fallen and more-so take many other forms to nudge others on his chosen path to salvation: Redemption, Mercy, Sacrifice.

Providence

Tiray's chosen will show mercy with its own divine providence, for their word is their bond and they shall bring light into this world where before only darkness was found. Tiray's chosen are easily identified by their aura, a near-tangible feeling of goodness, grace and the implicit offer of help to those whom are struggling. Often times the Chosen of Tiray are willing to give till exhausting and sometimes even beyond. They will try to aid those who come to them, often functioning as intermediaries to get others to help as well, for most at least respect the Chosen well enough to come to their aid. The Chosen of Tiray can sometimes be mistaken for a Paladin traveling without armor or weapons, and the two types get along quite nicely most of the time.

Organizations

The **Church of the Redeemer** is a church spread throughout all of Elderground and is a locally-organized hierarchy with at best regional leaders that communicate. The principle mission of the church is to provide safety and shelter to those who seek it, to offer the chance to change to those who want it, and to fight by all means against those who reject the mercy of Tiray's forgiveness.

The **Devilhunters** are a more morally questionable lot, for their mission is exclusive and focused like few others are. Based in the Lakanis region since the early Fifth Age, these adherents to Tiray exist to hunt and eradicate hellspawn, devilkind, demons and daemons alike. They tend to be hardliners and radicals who will still offer mercy to anyone willing to take it, but are utterly unforgiving if they ever lay their eyes on a "normal" criminal who forsakes redemption. The Devilhunters (also known as Demonhunters and Daemonkillers) have in the past had their own excesses that required repentance, such as an ill-fated crusade against Tieflings three centuries hence

OTHER NAMES

*The Redeemptor
The Forgiving God*

SYMBOL

A flame held in two hands, a circle burning inside the fire

EDICTS

*Forgive Those Who Truly Seek
Redemption*

ANATHEMA

*Betrayal and Seeking False
Redemption*

WEAPON

Temple Sword

DIVINE SKILL

Religion

DIVINE FONT

Heal

DIVINE DOMAINS

*Liberation, Good, Nobility,
Protection, Healing*

CLERIC SPELLS

XXX

RELATIONS

Ally to the Trinity