

Archipelago



Siphonny

Zereliuda

Orania

Seabray

Huiloonis

Sisolich

East Reach

Lorahé

North Reach

Central Lands

Brushpa

South Reach

Ovascine

Kalimantan

Güyü

Rühe

Revlaut

Durshank

Nona

Birucan

Lombok

Gihma

West Reach

Novasebrast

Dragon's Reach



The Lands

- Bintan – A kingdom with very powerful nobles. It has long desire Rülke.
- Brushka – One of the large island in the Central Lands.
- Central Lands – The busiest and most profitable lands outside of Gûyû and HuiLoong.
- Dragon’s Reach – Ruled over by Dragons. Home of the Tiedflings.
- East Reach – An industrious land of many shops and mills.
- Gihma – A small cluster of islands which is claimed by both Gûyû and Novagebrast. There are skirmishes for holding territory by both.
- Gûyû – The Empire with many wives but no appetite for conquest because pleasure is paramount.
- HuiLoong – A group that has fled from Gûyû and found a “republic” based on guilds and exports.
- Kalimantan – One of the large islands in the Central Lands
- Lorahe – The West most point of the Central Lands.
- Lombok –An island of dozens of Sorcerers, Clerics, Wizards, and Warlocks controlling territory.
- Nona – A loose confederation run by a matriarchal council.
- North Reach - Settlers from Gûyû, and a complicated relationship with their heritage.
- Novagebrast – The lands of viking raiders.
- Ovastine – The large Kingdom with a weak child who does not take the throne. There is a tremendous temple with a high priest with tremendous power. The throne seems ready to be taken by a new Vua.
- Purshank – The tombs of a forgotten kingdom and a forgotten God. The God is worshipped by a “Nameless One.”
- Revlant - A land of the living ruled over by the undead.
- Rülke – The center of the islands and home of the College of Wizardry.
- Seabray – Fishing and dive hunting villages.
- Sigolith – A cabal of evil cleric who demand blood from the followers and those they rule. Perhaps ruled over by vampires.
- Siphony – A land inhabited by the dead and unliving.
- South Reach - Trading with HuiLoong has made them rich.
- West Reach – Island dominated by agriculture and herdsman.
- Zerelinda – A land commanded by the Necromancer with tall towers made of iron.

Gods

- Ianna and Vesin are the creator dual.
- The Terrible Ones – Gods from outside who came destroy Ea, defeated the hold power.
- The Twins – A pair of god/goddess who take turns being male and female as they move the sun and moon (Quistem) across the sky. The sun changes from orange to blue signifying warmer, but drier, and colder and wetter.
- The Sisters – Three goddess who command the seasons.
- The Hooded – A deity of death and black magic. A Terrible One.
- The Green Man and Red Woman – A god of planting and goddess of harvest.
- Tatterdemalion – A god of luck and, at times, mischief and even evil. Made a deal with the Terrible Ones.
- There are many gods with a hidden name with various powers.
- Below Gods are entities which have power but are mortal in some way. Examples are Dragons, Spirits, Spirits of a place, they exist but if the reason is removed then they die.

- Note that everyone conceals their true name and uses a common name which is often an object or animal.

Dating

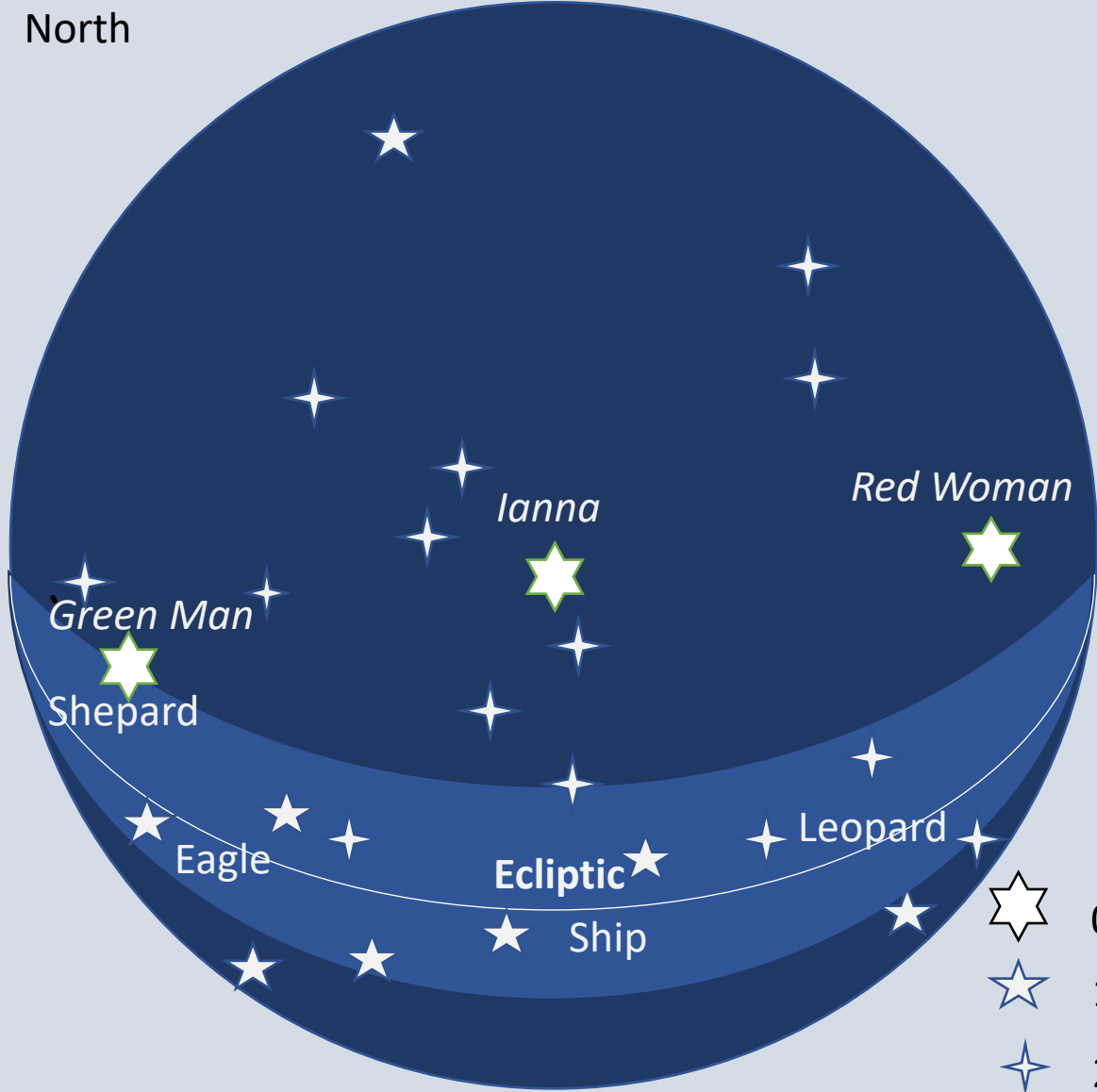
- Rülke dates time by the Year of The Mage. It is 32 of Questrel's reign.
- Other places dates from a games held every 3 years. It stands at 635 with next year being the "Games."
- The other major dating is the Year of Xijing and it stands at 934.
- The elves use the Creation of the World, in whose reckoning it is 1124.
- Dates of Arch-Magi are list as <Blank> at Rülke. The are very often a zodiac constellation or land.
- A year is 400 days, and the are 8 "zodiacal" constellations: The Swan, The Leopard, The Ship, The Eagle, The Shepard, The Witch, The Angel, and The Demon. A day is, however, 20 hours.
- There are 3 inferior planets, 5 superior planets, 2 suns, and 1 moon.

Creation

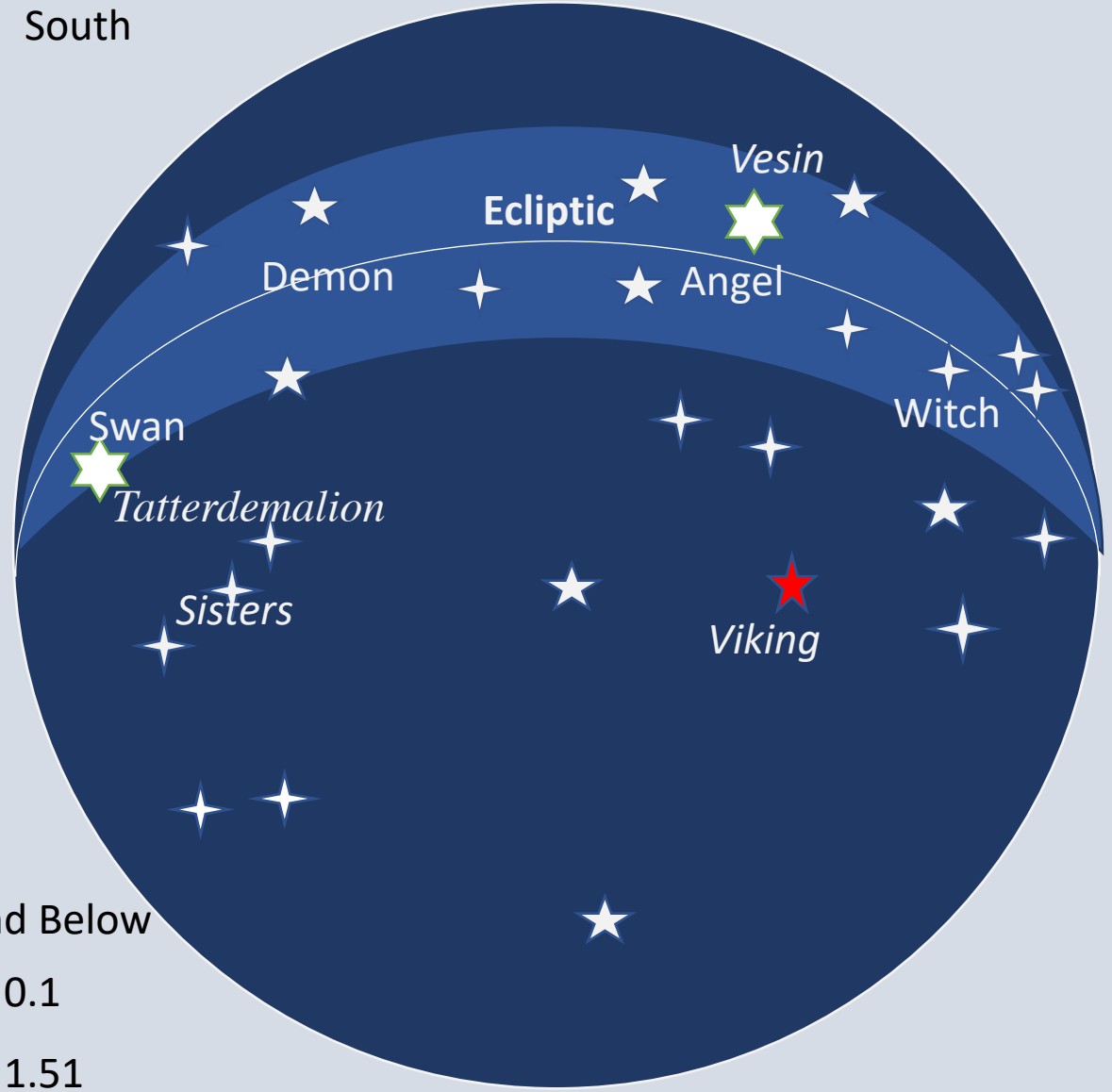
- Ianna and Vesin create the world. Ianna the the Goddess and Vesin is the God. In each case, Ianna envisions a form, Vesin describes the vision, then Ianna creates the vision, and the Vesin names it. Ea, the world, is created.
- The Terrible Ones come from without and try to destroy Ea. Each side creates Dragons to hold the names by which they hold power. The Moon (Quistem) is created by Ianna and Vespian to watch the night sky – it is opposite the Sun (Laeth) in most (but not all) places.
- While The Terrible Ones cannot destroy Ea, they hold power and control **Death, Undeath, and Aging.** They awaited chances to corrupt Names and hold the allegiances of several Dragons.
- There is an invisible sun that shines all night, and many races can see by it. This is different from the moon.
- The many races are created to fight and conquer.




Stars

North



South



-  0.0 And Below
-  1.5 to 0.1
-  2.5 to 1.51

Inferior Planets

Tugai – Very close to the sun seldom seen past twilight.

Bracolog – Very Bright and seems to have 2 moons if view through a telescope.

Chulagi – Almost at the same orbit, occasionally get close enough to see a disc. Orange coloured.

Superior Planets

- Mowgi – A gas giant which appears as a small disc. Very Bright.
- Sele – A warm blue planet that orbits backwards.
- Loraima - White planet
- Dirca – Red planet.
- Terriweb – Elongated orbit. The origin of The Terrible Ones, often dark thing happen. Barely visible.

Orbits

Planet	Days orbit	Notes	Color
• Tugai	50		White
• Bracalog	200		White
• Chulagi	380	Rotation .75	Blue with Green
• Ea	400		
• Qitem	33.332 (Ea)	Rotation 2 days	Blue with Green
• Mowgi	800		Band of Orange and White
• Sele	1200	Backwards	Blue
• Loramai	1600		White
• Dira	3200		Red
• Terriweb	3200	Elongated	White-Violet



Sun, Moon, and the Invisible Sun

- The Moon is often call “Quistem” it is 3” across, which is 6 times the size of ours. It has an atmosphere and continents can be seen. It orbits opposite the Sun.
- The Sun is orange and sometimes has flares which cause many to hid underground. It is 3 times as large but the same brightness as our sun.
- The Invisible Sun is only visible in a purple colour that only is seen by beings with night vision. It orbits erratically.

Flora and Fauna

- At the highest peaks, which occur frequently, there are pines, sedars, spruces, hemlocks, larches, and firs – until the treeline.
- In the mid-levels, there is a short stretch of deciduous trees – oak, elm, maple, walnut, teak, and eucalyptus.
- On sea level much of the “trees” are palms, olives, calabash, dates – making eating very simple but predation on humans almost as easy.
- There are huge arthropods, including, but not limited to insects. Some grow as long as 3 meters. Mostly they eats the plants. Mostly.
- Bird grow to 4 meters and there are other winged creature in the sea level forests.
- It the sea there are numerous whales, plesiosaurs, and other huge creatures.

Tradition

- The first elves are made. They make a pact with Ianna to live nearly forever. The ents are made by Vesin with a similar pact.
- In year 0, all of the younger races are created. Originally all was ruled from one city, but the Emperor wanted to take the moon and the gods and goddess stopped the expedition. Their empire retreats to Gûyû.
- In year 256, many races revolted against humans who controlled much of the land. There have been wars ever since.
- In year 512, the Vikings came to Novagebrast and established many kingdoms and raided.

There are 2 main calendars a 4-season calendar and a 2-season calendar. The 4-Season calendar has 33 days with 4 days as the season beginning. The 2-Season calendar has 50.

The four season one divides the year into Winter, Spring, Summer, and Autumn and is used on Zerelinda, Gûyû, Novagebrast, Githma, and Purshank. Each season is divided into 3 months.

The 2 season on is used elsewhere except Siphony. Each half is divided into 4. Each month has 50 days.

Calendar

Calendars

- 4-Season
 - Winter: Frost, Cold, Ice
 - Spring: Wind, Rain, Flowers
 - Summer: Clear, Heat, Ripe
 - Autumn: Harvest, Hunt, Festival
- 2-Season
 - Wet: Swan, Leopard, Ship, Eagle
 - Dry: Shepard, Witch, Angel, Demon
- Twins Declare Month when the Twins trade places. This occurs on a cycle of 64 years.
- The Invisible Sun has a cycle of 128 years. It is offset by 32 years from the Twins.

2-Seasons versus 4-Seasons

4-Seasons		2-Seasons		
1	Winter	1	Swan	Solstice
2	Frost			
34	Cold			
67	Ice	50	Leopard	
100	Spring	100	Ship	Equinox
101	Wind			
134	Rain			
167	Flowers	150	Eagle	
200	Summer	200	Shepard	Midsummer
201	Clear			
234	Heat			
267	Ripe	250	Witch	
300	Fall	300	Angel	Equinox
301	Harvest			
334	Hunt			
367	Festival	350	Demon	

Buildings

Buildings are mainly built of either igneous rock – which in many cases is light – or brick. Many civilizations build with wood and reassemble every 5-20 years.

Gûyû builds with grey brick because of its huge population.

Near the equator people often use wood and rebuild every 5 or 6 years.

The vikings often build long hallways out of massive trees.

The Necromancer and his follower often clear out an area and build with iron and black rock which is heavy.

Walls around cities are common.

The Tombs are built of black stucco.

History I

- -1152 Creation of Creator Dual
- -896 Creation of Dragons
- -768 Creation of Elves and Ents in the Netherlands
- -128 Creation of the Terrible Ones
- -64 Creation of the Sisters
- -8 Creation of the Invisible Sun
- 0 Creation of the Ea (World) and the Younger Races Created
- 1 Death becomes the Hooded One
- 2 Tang Dynasty at Gûyû
- 5 Creation of the Laeth (Sun) and Twins
- 6 The Green Man and Red Women created
- 9 Creation of the Quistem (Moon)
- 10 The Four Lands of the Compass (Gûyû, Siphony, Lombok, Dragon Reach)
- 11 Expedition to the Quistem
- 12 Gods stop the expedition to the Quistem
- 13 Retreat to Gûyû.
- 16 The Terrible One War to destroy Ea
- 27 Sortir from Laeth ends the Terrible Ones War
- 28 Retreat of Terrible Ones to Siphony
- 64 Founding of the College on Rülke
- 65 The Swan at Rülke
- 90 Founding of Xijing

History II

- 91 Han Dynasty started at Gûyû
- 100 The Leopard at Rülke
- 103 Founding of Ovastine
- 113 Founding of HuiLong
- 118 Founding of Binitan
- 122 The Ship at Rülke
- 135 The Eagle at Rülke
- 144 Men reach West Reach
- 152 Xia Dynasty at Gûyû
- 159 Men reach East Reach
- 170 The Shepard at Rülke
- 183 The Witch at Rülke
- 193 Zerelinda ruled by the Necromancer
- 223 The Angel at Rülke
- 242 The Demon at Rülke
- 256 Revolts againt the human overlords
- 274 Waves at Rülke
- 285 Ovastine at Rülke
- 292 Lombok at Rülke
- 309 Five Dynasties at Gûyû
- 334 The Mountains at Rülke
- 355 Cold at Rülke

History III

- 373 Tang Dynasty at Gûyû
- 389 The First Games at Binitain - Year of the Games
- 410 Heat at Rûlke
- 449 Whirlwind at Rûlke
- 459 Swifteth, the Great Dragon, is born.
- 489 Loong Dynasty at Gûyû
- 500 East Reach at Rûlke
- 512 Coming of the Vikings
- 522 West Reach at Rûlke
- 629 Laethe at Rûlke
- 650 Quistem at Rûlke
- 691 Yistrade at Rûlke
- 697 Swifteth, the Great Dragon, plunders Gûyû
- 719 Alder at Rûlke
- 724 Ovastine tries to conquer the middle islands
- 728 Rûlke stops Ovastine and lays a curse on the throne - say that only 7 years shall pass until the holder dies.
- 733 Gûyû and Novagebrast engage in raiding
- 741 Gûyû and Novagebrast cease raiding, but no treaty is signed. Each regards the other as outlaws.
- 750 Jinthean sits on the Ovastine Throne
- 755 Giyu Dynasty at Gûyû
- 757 Jinthean dies.
- 769 HuiLong at Rûlke.
- 770 First "Twinning Beginning" – 2 days rather than 1.

History IV

- 773 Yimlit sits on the Ovastine Throne
- 777 Swifteth, the Great Dragon, plunders Zerelinda
- 778 The Necromancer kills the young dragon brood of Swifteth
- 780 Yimlit Dies
- 785 War start between Novagebrast and West Reach (First West Reach War)
- 800 Froginimlan on the Ovastine Throne
- 803 Frogginimalan tries to take Rülke
- 807 Froginimlan Dies
- 816 Siphony at Rülke
- 840 War ends between Novagebrast and West Reach (Second West Reach War)
- 844 Remelen on the Ovastine Throne
- 846 Remelen Tries to raise Dragon to level Rülke
- 847 Attack by Remelen Dragons
- 850 Dragon attack on Rülke fails.
- 851 Remelen Dies
- 860 Umbarhelde at Rülke
- 870 Funerale at Rülke
- 874 Swifteth, the Great Dragon, plunders West Reach
- 881 Woodron on the Ovastine Throne
- 887 Woodron attempts to storm Rülke
- 888 Woodron Dies

History V

- 901 The Tombs founded at Purshank
- 907 Novagoth on the Ovastine Throne
- 908 Novagoth tries to sow dissension by trickery
- 914 Novagoth Dies
- 924 Swifteth, the Great Dragon, plunders East Reach
- 978 War start between Novagebrast and West Reach (Second West Reach War)
- 984 War Ends between Novagebrast and West Reach (Second West Reach War)
- 991 Gungbu on the Ovastine Throne
- 992 Questrel Begins at Rülke
- 998 Novagoth Dies but is reborn as a liche.
- 1043 Swifteth, the Great Dragon, plunders Ovastine
- 1059 Miyu Dynasty at Gûyû
- 1092 Novagebrast takes Githma
- 1097 Novagebrast loses Githma
- 1102 War starts between Novagebrast and Binitan
- 1113 War ends between Novagebrast and Binitan. Binitan pays tribute for 25 years.
- 1115 Novagoth is the power behind the Binitan throne, plots revenge.
- 1117 War start between Novagebrast and West Reach (Third West Reach War)
- 1120 Child Jinatrun is given the Ovastine Throne, but does not sit on it.
- 1124 The present day. Rong-yaa sits on the Ovastine Throne.