

Codex of Erde Gazetteer

by
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*In memory of the many who tried.
Of the many who failed.
And those few who lived to tell the tale.
All those characters helped forge the Winter Dark, 1985-2000.*

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A Note from the Authors

The Codex of Erde is a campaign setting and source book. It is more than that however, it is a tapestry that relates the tale of an ongoing story. It is a tale only partially told, awaiting the final threads of completion.

The setting is not particular to any gaming style but, rather, one that can easily accommodate many styles. Herein you will find, amongst many other things, a detailed history of the world of Erde. This history has a clear beginning and a clear ending. The Winter Dark Wars, which ravaged the world for many ages, are over and the world has been born again in the After Winter's Dark. It is now yours to develop and create. Some forty countries are discussed, their governments, heraldry and rulers identified, and their economic strengths outlined. However, these represent only a shell of what it takes for a Referee to run a game. The details, the texture, all must come from you and your players. To help you along, gods, guilds, magic items, spells, classes, languages and races are all outlined, adding more color to the overall tapestry that you and your players, in the end, must weave.

What Erde does offer is a setting with an rich history. There are reasons, supplied to the Referee, why the Stone Dwarves are bound to their halls in Roheisen Hohle. There is a reason the trolls of Gottland-Ne rule from a throne called the "Elephant's Back." This is the history of Erde, making it a world with depth, purpose and feeling, a world where there is a reason for being. The elements of fantasy that we have all come to know and love are here; elves, dwarves, halflings, dragon, orcs and other creatures of mythical prowess. These elements are woven into the cultural geography of a world rich in magic and adventure.

It should be noted that the subjects of population and scale are not seriously addressed in the book. We believe that the Referee and Players must take the initiative in developing any campaign setting. It is their responsibility to develop that setting into one which reflects their own gaming style and ideas. By populating a country we would set the tone of its development, one which may differ from your own. Instead we offer a simple economic rating, a mechanic for each area, which allows you to know its basic elements. You must flesh this economy out with a population. Scale is addressed in the same manner. If you need the world to be larger than it is, discard the scale supplied on the maps. Make it larger.

As far as the language of the work is concerned, we freely confess that we have borrowed heavily from our European neighbors, particularly the Germans and French. Many of the words are taken directly from history, some are a conglomeration of words. This has two purposes. The first, is that it has allowed us to set a tone for a region without creating a whole new language. For instance, the Dwarven language in Erde is based largely on German. The names are based on German and some times translate directly over. The word Erde is German. By doing this we have created a consistent feel for the Dwarves, for language is the heart of any culture. The second reason for doing this, is that it allows you to expand upon what we have given. If you want to run a game in the Punj and the Rhuneland look to Russia for names of personages or places. For dwarves and Aachen or Augsburg look to German. For Angouleme, the French language provides a base. The Kayomar has an English tone. The Gnomes, fierce in Erde, look to Scandinavia. Brindisium pays homage to Latin Rome. Tagea has a Greek base. The old Aenochians and Outremere lend their ears to Egyptian. This of course does not exclude using purely fantasy names, as we have many such as with the orcs, the Gelderland, the Luneberg Plains, etc. For the use of their languages, we would like to thank the whole of Europe for having such beautiful languages and such a rich cultural history.

Troll Lord Games is dedicated to bringing you quality products, but they are products which require a different type of gamer. They are products which necessitate a gamer to be creative, to expand on what we have given and battle or role play your way through Worlds of Epic adventure.

The Codex of Erde is a tapestry that you, the Referee and Player, must finish weaving. The final threads are yours, and will by your hand make the world whole.

~Stephen Chenault, Mac Golden, Davis Chenault, Todd Gray

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I Excerpts from the "Histories"

The Days before Days

In the beginning, the void existed without shape or form. And lo, the All Father made the world from the void. He named it in his voice and it became the crucible of his mind. He pounded substance from the void and made fire, earth, air and water.

The world was flat. So he made the oceans divide the land and drew great mountains from the plains and hills besides. Rivers he carved through the firmament and wild grasses he made grow. He brought first the Trees into the world. They knew his mind and moved across the land. In time of years, great forests grew across the world.

Into the great forests and plains, rivers and seas, mountains and hills and swamps he placed other living things: beasts to trod the land, fish to swim the sea, birds to fly the skies. From his mind too came the great lizards. The greatest of all, Frafnog the dragon, came into the world and he too knew the mind of the All Father. Even now, only he remembers the Days before Days.

So the world stood at creation. It grew in abundance for days without number. But the All Father grew listless and sought to add to his perfection. He allowed the dwarves to come into the world. And the dwarves were different from all his other creations, for they did not know his mind and they sought to shape the world for themselves. And the All Father tired of them and turned his back on the world. So in time, the dwarves waxed powerful and they named their world, Erde.

In the days of the first Kingdoms there was peace. The dwarves tunneled beneath the hills and mountains and made wondrous halls of stone and gold. The greatest of all was First Home, Gorthurag. They built great ships and plied the oceans and settled in distant lands, and these outposts became dwarven kingdoms in later days, of which Grundliche Hohle and Alanti were but two. Some of the dwarves settled far from the mountain homes and in time they grew in stature and numbers. In later days they became separate from their ancestors and lived wholly above ground. There were thirteen tribes of these men that spread across the land.

The Great Trees from the Days before Days still wandered wild, and the Dragons made great nests across the world. For three hundred centuries Erde thrived beneath the light of the sun, and the men and dwarves lived in harmony.

Of the Goblin-Dwarf Wars

And then goblins came into the world. From where they came none could say, though many whispered of dwarves turned wholly evil, corrupted by the dark of deep places and greed. Whatever the case, the goblins practiced terrible sorcery. They

found the secret of immortality and the earliest goblins could die only by fell magic or strange curse. And when they thought their power great enough, they made war upon the dwarves. So began the great Goblin-Dwarf wars which brought the world so much that is evil, and yet, so much that is good.

The wars began in the 5590th year, dwarf reckoning. In their early days they wrought terrible havoc on Erde, for countless dwarves fought powerful goblins heedless of the destruction of war. They fought long horrid battles beneath the earth in dark tunnels far from the light of day. Who may say what acts of heroism and treachery went unrecorded, what desperate characters lived and died in those deep places. Who may say indeed, for not even the dwarf histories, as told in the Mammoth Scrolls, record these years. They speak only of terrible times in which many a dwarf lost his beard.

But, in war, the dwarves learned to forge weapons of iron and steel and mastered the shaping of rock and mountain. The goblins fought insanely to unmake all that was made. The greatest of their Chieftain Sorcerers was Ondluche, and he was named their King.

For 4000 years the two great peoples warred upon one the other. Alanti, with her great fleets and island cities, the most wondrous and beautiful of all dwarf realms, suffered greatly being thrown down as were many of the Great Homes of the early Kings. The war consumed the world that existed in the Days before Days, its glory lost forever.

And Ondluche used all his fell might to warp the world. In working a great spell to unmake the dwarves, he splintered the mind of the All Father, opening gates into the All Father's imaginings. Thus, the multi-verse came into existence. The All Father lay beneath the world and died.

But from that fell magic, Faerie came into the world, with its beautiful Queen and goddess and all the magic that it promised. The immortal elves, sprung from the purest of the All Father's thoughts, came to life in the deeps of the great forests. But there were other things as well, dark things, orcs and demons and many more beside. And worst of all was the Unklar, the All Father's nightmare. And the world was never the same.

The Age of Dwarves ended soon thereafter, for the great Stone Wars between dwarf and goblin shattered both peoples and left their halls in smoking ruin and the twin folk so broken that they never again came to rule in Erde.

Of the Age of Heroes

For 10,000 years the dwarves dominated Erde, but with their fall, the age of Man began. From their shallow roots in the distant north, the thirteen tribes of men grew. The fathers and mothers begat sons and daughters, and they multiplied and spread across the land. More adaptable than dwarves they settled in the

forests, deserts, and plains. And in the space of many years, their Kingdoms grew upon the face of Erde.

The greatest of these Kingdoms was built where the two lands touched at the straights of Ursal. There, the tribes of Aenoch and Ethrum settled, the former in the east and the latter in the west. And the lands of Aenoch grew in strength and number. They mastered the dwarven arts of metallurgy and the goblin sorceries, and they built cities, towns and castles. In time they made war upon the people of Ethrum and conquered them. A reign of brutal tyranny followed the conquest. The Ethrumenians lived out their days in servitude to the Emperors in Aenoch.

For five centuries the lords of Aenoch ruled a sprawling empire that stretched from the eastern seas, across the straights, and into the distant west where stood the Rodope mountains. In truth, they did not rule completely. No dwarven lands came under their thumb, nor did the elven tribes who lived in the forest's deeps. And the orcs made constant war from their fortresses in the swamps, hills, and mountains.

Into the world of men came strange gods. Powerful imaginings from the splintered mind of the All Father still roamed the world. Some men worshiped them as gods. Some stole away to the forest deeps and worshiped the Great Trees from the Days before Days, and others still worshiped the darkest imaginings of the All Father. There existed a strange mixture of good and evil, slavery and dominance, and chaos reigned in all of Erde.

After 550 years of rule, the Empire of Aenoch came to an end. Nomads from the distant west settled upon the frontiers, and men came from the north and raided the lands. The Emperor had not the strength to combat these foes and so the people of Ethrum rose in revolt. So began the Wars of Liberation. After many long years of intermittent war, the Emperor fell.

The Middle Kingdoms rose in the Empire's place, and the tribes intermingled so that no one people could long dominate another. For hundreds of years these small Kingdoms of men ruled the lands of Aenoch. This was the Age of Heroes, when men, elves and dwarves battled the evil remnants of the Old Empire, and heroes, like Aristobolus the White, Luther the Gallant, Daladon half-elven, and the monk Jaren ruled the day.

As the last breath of the Days before Days blew across the land. Sebestain Olivier I, last of the House of Aenoch, used vile sorcery learned from the Wizard Aristobolus, to master his fate. He left his master and joined the ranks of that archmagi, Nulak-Kiz-Din, and they plotted to bring Unklar into the land. They mastered the Paths of Umbra, a spell of Ondluche the goblin's of old. Through their machination, Unklar despoiled the world.

This great horned devil from the darkest imaginings of the All Father set to destroy the known world. He slew Sebestian and cast aside his sword and crown. Nulak became his mouth on Erde, and together they waged war on the Middle Kingdoms. He

made the ungern, the children of the dark, in the deeps of Aenoch, and let them loose upon the world. He bound many people to him and made war upon all the lands. The people fell to him, destroyed or driven into hiding. For 40 years he waged his war and wherever he went the clouds of winter lingered ever after.

In the last, the Kingdom of Kayomar stood alone against him and his vile folk. But in the Catalyst Wars, they too were thrown down and their last King, Robert Luther, slain, and with him Jaren the monk. Only the Great Tree avoided Unklar's touch for it hid in the deeps of the Eldwood, on the edge of the world. There, servants of the Oak under the ranger lord Daladon struggled on through the long years of the millennial darkness. Jaren, taken to Aufstrag, languished there for a millennia.

So the Age of Heroes ended, and so the Winter Dark began.

The Age of Winter Dark

Unklar, the Black, settled within the Halls of Aenoch and made that place his fortress. He named it anew, calling it Aufstrag, and in later years molded his Castle into the shape of a tree to mimic the Great Tree which defied him. From Aufstrag he ruled Erde for over a thousand years.

Unklar's power waxed great in the early days of his rule, and he set himself the task of reshaping the world. Foremost, he enslaved or destroyed the gods of man and dwarf. Some he bound to him, and they became his Captain Kings and ruled Erde in his name. Others he made to serve his grim purpose. Beneath Erde he found the bones of the All Father and he lent himself to bending the world, wrapping its form around the All Father's skull so that the corners met. He tore lust from the All Father and ignited it so that it burned with the heat of a billion fires, and he cast this sun into the void. And Erde he spun through the cosmos, making it turn around the newly formed sun. Above the lands of Aenoch he gathered clouds and brought sheets of snow and sleet, and he blanketed the northern lands in ice. He surveyed his work and deemed it good, and upon his thrown in Aufstrag he slept for a hundred years. In truth, Unklar spent his power in shaping the world, and never again was he the being he had been.

But he ruled Erde for a thousand years, and in that time his minions fought many wars against those who defied him. He rooted out the dwarves of Grundliche Hohle. He released the Hounds of Darkness to find the elves, but they failed. Wars uncountable were fought between and with the Captain Kings and ever and anon did Unklar spend himself and leave vestiges of his power in hidden places. In his later years, with the aid of the enslaved son of the last King of Grundliche Hohle, Unklar forged splinters of his own mind and made the Geist, great spirits of fire and ash. He fashioned twenty four of the beasts and he set them to watching the world. But they took from him more power and thus diminished him even more.

In the 1019th year of Unklar's reign the Winter Dark Wars began. Unklar's power had waned and those survivors who had hidden themselves for many years gathered around the spirit of the Great Tree. Aristobolus the mage returned from the Land of Shade and Chaos, and Luther from the Sea of Dreams. They gathered dwarves and men and heroes, and they made war on Unklar for twenty years. Daladon half-elven and Dolgon, last king of Grunliche Hohle, Jaren, freed from a thousand years of imprisonment, Albrecht the River King and others, joined them. This alliance, a Council of Man and Dwarf, fought the Winter Dark Wars to glorious end. And in the 1030th year of Unklar's reign, they stole into his throne room and cast him from the plane.

The shroud of mist which held the world in winter's grasp broke with Unklar's passing, and the Winter Dark ended. Erde now stands, however, as at its creation.

The Young Kingdoms

In the void left by the fall of Aufstrag, a host of Young Kingdoms arose across the land. Some, such as Kayomar, modeled themselves after the Middle Kingdoms, others developed anew. In the west, Angouleme and Maine dominate Ethrumania. In the east, vestiges of Unklar's empire remain, haunting vast stretches of the land. Here, only a few warlike kingdoms, such as Augsburg and Eisenheim, live under the shadow of the stain of Unklar. In the south, the Empress Pryzmira, last of the line of old Aenoch, vies for power with the United Kingdom of Innocent III.

And new gods spawned new religions. The church of Demeter became the most powerful. The god of crops and labor is worshiped by most common folk, and everywhere throughout the realms, his churches are rising. Already have they grown powerful in the See of Avignon and at the court of Angouleme.

Some dwarven kingdoms, at last recovered, trade with the peoples of the world. The bearded folk are not uncommon travelers on the road. The greater part of the high elves remain in Faerie, but some have returned. They live in wondrous palaces and brood upon the shame of their hiding. Those elves who remained and endured the Winter Dark, lived in the wilds and have changed. The wood and twilight elves linger still in the forests and wilderness. Gnomes and halflings build towns and villages, seeking to claim a stake in the new world.

And yet the world bears the imprint of Unklar's thousand year rule. The roads and calendar, and the bureaucracies of his imperial rule all survive. Many of his servants still crawl the earth in search of vengeance and a way to bring back the dark age. But the distance of time removes the pain of his rule and the horror of the Winter Dark is only recalled by the very old.

Erde is filled with promise of adventure and glory, of lost treasure and power arcane, and battle against dark things that linger in dark places. . . .



II *The Great Empty, Erde, The Moon and Sun*

As is told, the Maelstrom spins through the Void, called the Great Empty, invisible to all but the greatest of the gods. When the All Father saw the emptiness he bent himself to the task of giving shape to the Maelstrom. Thus the world of Erde came to be. Of all the substance in the Maelstrom, Erde alone had shape and form. It hung in the Void as a shadow in that dark infinite expanse.

And Erde too was dark. The Void hung over the world and the highest mountains to the deepest seas Erde lay in darkest shadow for there was no light. Upon a time, the All Father saw the true beauty of his creation. Indeed all the denizens of the Void, many thoughts of his own creation, saw the world for it came to pass that a mountain, long in slumber, burst aflame, spitting molten rock and fire high into the heavens. The All Father stood as if struck dumb and in his heart he ever sought to see the world again.

As is related in the Codex of Erde, the All Father fashioned the Twin Sisters from his own soul and set them upon a great race through the heavens of Erde. The smaller, but older of the two, shone with a gentle light and moved with a stately grace through the Void above the world. The younger of the sisters burned with a greater fire and cast a warm glow and light over all the world. And she moved rashly.

The Twin Sisters, called by the Dwarves, DunAreu and HaydAreu, that is, The Maiden of Night and the Maiden of Light, hurled through the Void and brought light to the world. Thus the Moon and Sun came to be.

The Moon and Sun moved through the heavens in such a way that at times Erde stood in complete darkness. These were perilous times, for the minions of Thorax and other dark creatures crept from their holes and made prey of those early beasts and even the Dwarves and Men who came after.

Of the Multiverse, Wenafar and the Making of Stars

When, during the Fourth Goblin Dwarf war, the All Father died by the sorceries of Ondluche, the Multiverse sprang from his dying mind. What men call the outer and inner planes spilled from the imaginings of the All Father and blanketed Erde. Unseen by the eyes of Dwarf, Goblin or Man these planes juxtaposed Erde in a thousand places.

The Void was unchanged however, and as always hung over Erde as a great shade but for when the Moon and Sun crossed over.

So it was that the world of Erde became a vibrant crossroads for many worlds and planes and some of these lay atop Erde, and some crossed and still others spun in the firmament. But all were hidden from mortal man and few could cross over either one way or the other. Only the most powerful of the magi could see these planes. A few could move from one to the next or detect where openings were. Though as is related, many creatures came to life in Erde at this time.

When the Multiverse sprang into being many creatures came to life, some greater than others. Of these the most notable, if not most powerful, was Wenafar, the Queen of Fey. She stood as a splinter of the All Father's mind and knew that her life was sorely bought. She watched the world for many long years until at last she set to mending the ills done by war and time, for she bore the price of her creation as a great guilt. In those lost years she took up with Frafnog and they traveled the land in secret and they learned much from each other. Though she learned the greater by far for Frafnog was the first of living creatures in all of Erde.

Of all the world's creatures Wenafar loved the trees most of all and the Elves too, for they took the trees as their homes and worshiped them. She gathered a great host of Elves to her and set them to watch over the trees and keep them from harm as best she could. She breathed life into their frail forms and from her they gained longevity of years even as much as the Elder Dwarves who have long since passed away into stone.

Though Wenafar loved the dark of night when the Moon should pass over, for it seemed to her, that the world bore all its beauty openly, but the scars of its age were hid, she feared the darkness when the Moon and Sun were not in the heavens for she saw the depredations and evil of those dark hours.

Taking council with herself, Wenafar set to lighten the heavens with gentle flames and bring light into the darkness. She sought out Frafnog and he, smitten with her great beauty and seeming wisdom set about the task with her. Taking thoughts from her mind she set them in the heavens. When at last she lay back, exhausted from her labors, Frafnog rose and breathed a great breath of flame and fire across the dark emptiness of the Void and lit the thoughts of Wenafar so that they burned in the sky with a brilliance that all could see. The whole world marveled, and evil things lay and hid for they knew not what strange portent this was.

So the stars were made. The Dwarves too were amazed, for they, of all the world's creatures had studied the makings of the All Father and never before, in all their long memories, had they seen such lights in the empty dark. They called them Cullu Einth, that is, the Lamps of Heaven.

Of Unklar and the Sun and Moon

When Unklar set himself to remaking the world of Erde, he railed against the Maiden's of Light and Night, for they were undiminished by his power and even as he, they were made of the All Father's original form. So at first he made war on them by taking up the lust of the All Father and hurling it into the Void. There it burned with a fierce fire and lit the heavens for a time.

This was the All Father's Lust as fashioned by Unklar, and it was called by the Dwarves, Al-Erde Cun, that is the All Father's Eye; but by the Elves the Taler-ur-ion, the guiding light; but by men the Day Star for it burned ever bright in the night sky. Unklar's great spite bound the world of Erde to the star for a great while, for he wished to mock the world of what they could not have. The Day Star marred all the beauty of the night sky, in that it diminished the Moon and Sun and the Stars of Wenafar's making. But it cast no warmth on Erde, and the Winter of those years was cold without match.

But Frafnog defied Unklar, and taking the heart of the All Father he gave it to Wenafar and bid her fashion it as she had the stars of old and hurl it into the heavens. This she did and it hung in the north sky as a great star. And Unklar hated it. The All Father's Heart as cast out by Wenafar, called by the Dwarves the Al-Erde Onu, that is the Stone of the All Father. But the Elves call it the Taler-ur-seth, the light unseen, while men call it the Evening Star or the North Star.

In his anger and hate he recast the Wall of Worlds and covered all of Erde in a great fog, the Shroud of Darkness. The Shroud kept the light of all the stars, the moon and sun from Erde and the world withered. Those years were counted as the longest of the Winter Dark and most terrifying for many died of need and want.

But after Unklar's war with Inzae when he shaped the whole of Erde anew, he thought upon the world and saw that without light it would utterly die, and with it, his minions and slaves.

The Binding of the Twin Sisters

When Unklar came to Erde he made war upon the gods. Of all those he wrestled, only two escaped him at first — the Twin Sisters. They fled deep into the heavens, even to the Void and there they turned their minds away from Erde and all its suffering, and their light was pale upon the world. They gathered what they could from the Maelstrom and set themselves to fashioning worlds of their own. But they knew not the Language of Creation and their world's were imperfect. The Maiden of Light fashioned a great ball of burning gases and it had no foundation. The Maiden of Night built a world of cold stone and it had no life. They set them to spinning in the Maelstrom but to no avail.

The Twin Sisters lamented their world's lack of life and hid themselves upon the edge of the Great Empty, alone in sorrow.

When Unklar saw that the Day Star burned bright but held no life of its own, he tracked down the Twin Sisters in the limitless waste of the Maelstrom and bid them return to Erde. He took the shape of an elderly man with long beard and kindly visage. In his image he looked as an old Dwarf or other kindly being. He recanted before them of his evil deeds, speaking of the world's suffering and the death of many plants and animals and he bid them return and make the world thrive in their light. They fought only a little for they were possessed then of a great sorrow and Unklar cast himself as a wounded creature who had meant no harm. They returned then to Erde and too late learned his great deceit, for in the deeps of Aufstrag he had forged great chains, these magical bindings were in later times called the Urlnarch.

When the Twin Sisters came to Erde, Unklar wrapped them in the Urlnarch and bound them both to the world. Erde he bound to the sun and the moon to Erde, so that Erde orbited the Maiden of Light and the Maiden of Night orbited Erde. It is said that in the still quiet one may hear the grinding of the Urlnarch in the heavens over Erde.

Al-Erde Cun, the Day Star, he fed to the Maiden of Light so that she burned ever brighter and more fierce and hurled through the heavens at a greater speed for ever did she seek to escape the heat of the All Father's lust. So the Sun, the Maiden of Light was made to burn more fierce and was in the end corrupted by the workings of Unklar. Her heat and light filtered through the Shroud and came even to Erde, so that in her agony she brought life and health however little back to Erde. In this fashion she served Unklar's purpose and he deemed this creation good.

The Moon and the Sun hurled now through the heavens apart and rarely came to each other, and they knew great sorrow, for ever in the past they had enjoyed one another the more when they raced through the heavens together. This suffering none could heal, even after the Dark fell from Aufstrag and returned to the Void beyond.

To mock them he bound too, the planets of their making. These he set deep in the heavens so they could be plainly seen by the Twin Sisters. And they mocked them for they were without life. But these the folk of Erde named Illus and Nexus, and some there were who worshiped them and made of them gods so that not all of Unklar's purpose was achieved.

But Al-Erde Onu he could not touch and that star burned in the wintry heavens throughout the long Winter Dark giving hope to the hopeless.

So were made the Sun and Moon, creations of the All Father's of old and the great northern star that guides and protects the folk of Erde.

Planscapes

There is the Maelstrom, the prime material, where the world of Erde lies. There are the Dimensional Planes which juxtapose the Maelstrom. There are the Intersecting Planes, countless in number, which breach the dimensional planes in gates, portals and rifts, there is the Firmament, planes separate from all creation, and the Elemental Planes.

There is the Void. The Great Empty surrounds all of creation, all of those planes bound in the Maelstrom. It consists of nothing tangible. However, the power of the Void is immense, infinite. For the Void itself is the source of the All Father's power, where the Language of Creation lies and consequently the source of all things which are, have been or will be.

There is the Firmament, the Elemental Planes. These planes exist separate from one another, whole and apart, even from the Void. Collectively these planes are called the Elemental Planes and are named thus: the Planes of Fire, Earth, Air and Water (these include a host of smaller, para-elemental planes) and the Energy Planes (Illustration 1, this page).

Chart 1: The Firmament, The Elemental Planes

The Void, The Great Empty

Fire, Oku

Water, Vas

Earth, Ath

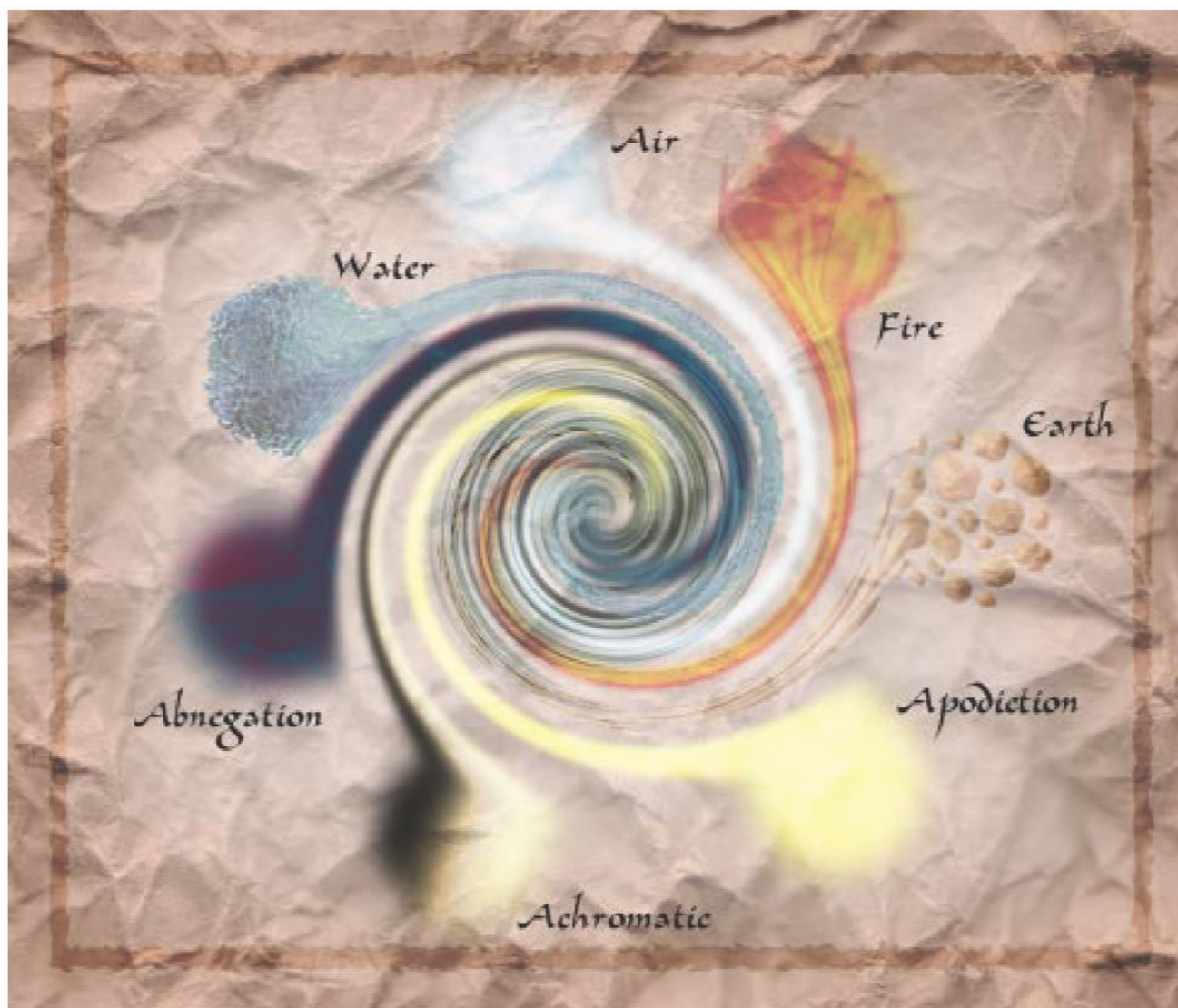
Air, Iul

Abnegation, that is Negative Energy

Apodiction, that is Positive Energy

Achromatic, that is Neutral





When the Dragon Inzae settled upon the Void she thrashed her tale, ripping holes into the planes of the Firmament. Too, she tore into the substance of the planes of Abnegation, Apodiction and the Achromatic. All of this matter and charged energy thundered through the rift, spilling into the Void to gather in a great Maelstrom. (Illustration 2, this page).

This Maelstrom is commonly referred to as the Prime Material Plane. At the heart of the prime lies Erde, the Moon and Sun, the planets Illus and Nexus and the Stars of Wenafar's creation. Beyond these lie the expanse of the universe that is seen from Erde from time to time, when the Moon and Stars have set, as long wispy clouds of dust deep in the heavens.

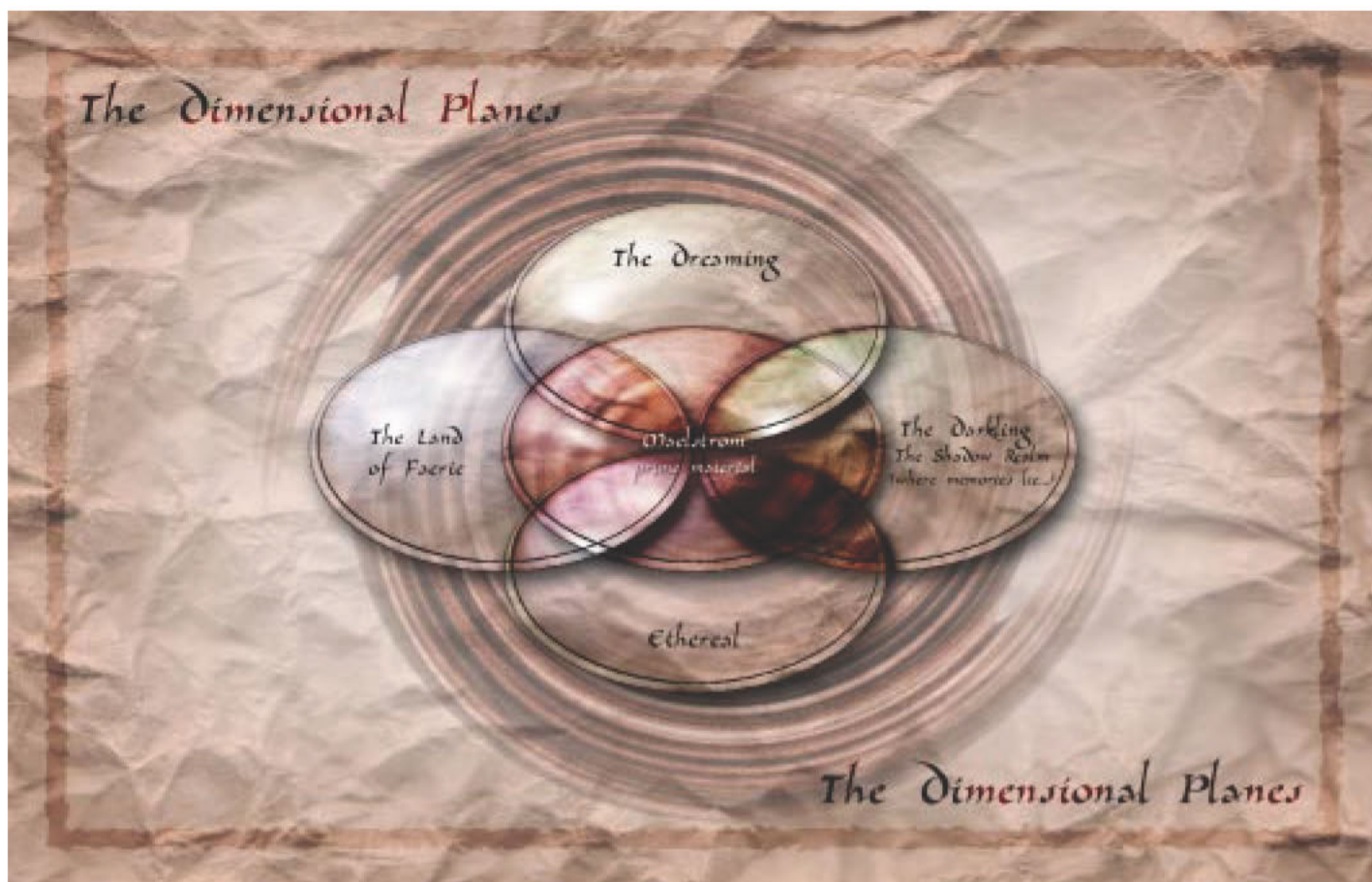
Thus even the Void can be seen from the world of Erde. The Prime Material Plane, the Maelstrom, does not lie in the Void alone and singular. For other planes, bound to the prime but separate from it lie there as well. These planes occupy the same space as the Prime but different dimensions or even times. These Dimensional Planes

exist as one with that of the Maelstrom. Travel between the Prime and the other Dimensional Planes is not easily done, but not impossible.

Some are gifted and can see or walk between the planes. The Arch-Magi, Aristobulus and the Rune Lords are named thus. For tis said that Aristobulus can see into many planes at once, into the planes of Shadow and the Ethereal.

The Dimensional planes are named thus: The Ethereal, the Land of Faerie, the Dreaming, and the Shadow Realm (also known as the Darkling, or "Where Memories lie") (Illustration 3, page 12).

When the All Father died his mind splintered and all the knowledge that he bore with him opened into the world and a great host of planes and realities sprung to life and these are called, in common usage, the Multiverse. The planes of the Multiverse exist in many times and places. They breach the Dimensional Planes in many places. These ruptures are commonly referred to as gates,



but are just as likely to be rifts, pits or holes or something altogether different beautiful or horrifying. These planes have a wide host and variety of names and all intersect with the Dimensional Planes and each other (Illustration 5, page 12).

At the heart of all the world and all the planes lies the world of Inzae. Bound by Unklar within Erde when he hammered together the Four Corners. Inzae is a world and cosmology within itself. There are strange gods and stranger planes and they are not bound by the dictates of Erde but rather exist within and around the world of our walking. Within the finite space of inner Erde lies the infinite expanse of the worlds of Inzae. Where Erde and Inzae touch lies the center of two great realities. Two great cosmologies which exist in their own time and space. They are bound by the massive tunnels and winding stairs of the Rings of Brass which

are held to be two great systems of roots, sprouting from beneath the worlds and fused together and the heart of all things (Illustration 6, page 13).

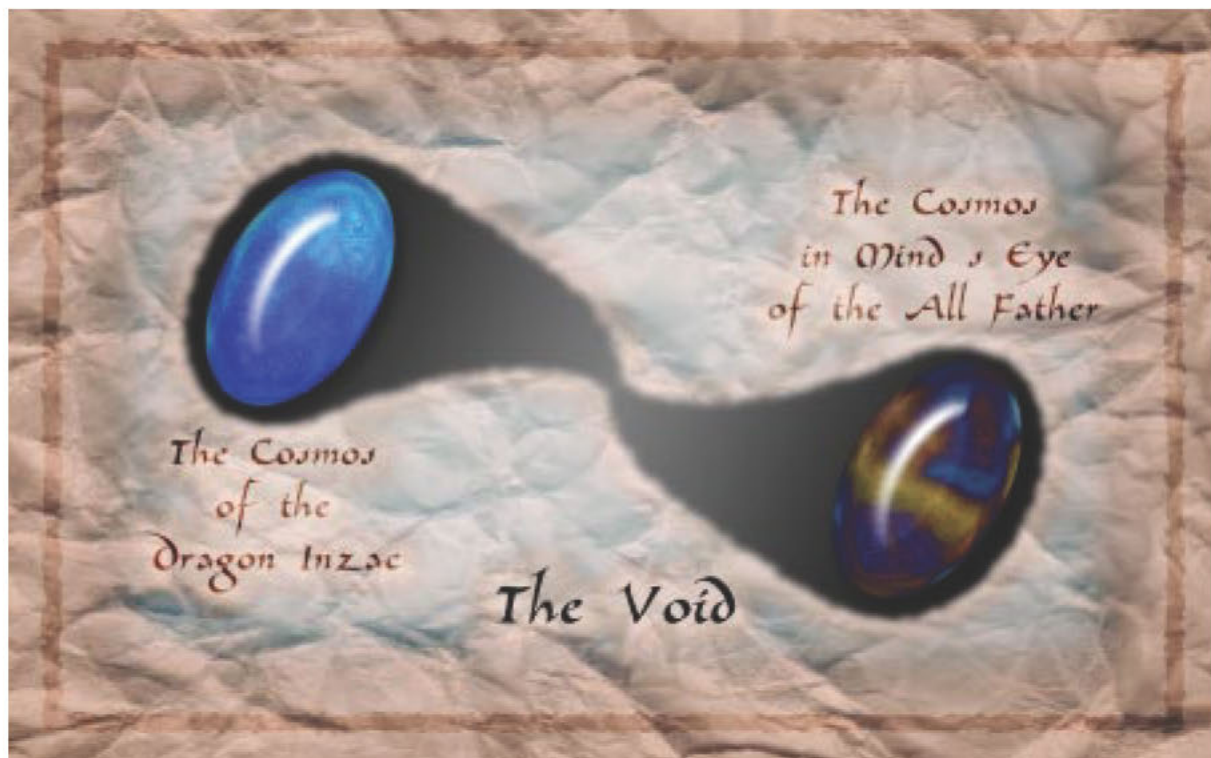
Chart 2: The Dimensional Planes

Maelstrom (Prime)
Ethereal
Faerie
Dreaming
Shadow Real

Chart 3: The Intersecting Planes

(only a few are noted)

The Maelstrom
Asgard
Hell
The Seven Heavens
Olympus
Elysian Fields



III: RACES & LANGUAGES

Race is the foundation of every character. The race you choose to construct your character upon affected both game play and role play. Remember, however, that race is only one aspect of every adventurer. Every individual person within a racial group is unique, and you should not feel limited by the descriptions of each race that follow or that are found in the *Player's Handbook*.

RACIAL CHARACTERISTICS

To a large extent, the player character races in Erde are greatly similar to those described in the *Player's Handbook*. Any rule changes or important background information specific to a race are detailed in each race's description. Otherwise, reference should be made to the *Player's Handbook* for such details as personality, relations, and names.

The most significant changes to each race are beginning languages, bonus languages, height and weight ranges, minimum starting age, and maximum age. Each race's beginning languages and available bonus languages are listed in the racial description. More details, however, on these characteristics, as well as the changes in height, weight, and age, follow the racial descriptions.

Finally, religion differs from that described in the *Player's Handbook*. A summary is provided below regarding each race's religion.

HUMANS

Humans are the primary race populating Erde. They are an adaptable and tough lot. The description and game rules on humans as detailed in the *Player's Handbook* remain unchanged.

Languages: Humans speak Vulgate (the common tongue). Their bonus languages are: Aenochian, Dwarven, Elven (Wild or Wood), Ethrum, Gnomish, Goblin, Halfling, Hobgoblin, Orc, and Ungern

DWARVES

Dwarves are called the "first-born" for they were the first people to walk the face of Erde. They were forged from the All-Father's anger and will, and those emotions are reflected in the Dwarves' legendary determination and hardy constitution. Although they once populated all the lands and even plied the high seas, the dwarven population has dwindled. Dwarves group themselves in kingdoms, not clans. Dwarven kingdoms are now found only within the protective confines of mountains. The remaining Dwarven kingdoms are Grundliche Hohle, Roheisen Hohle, and Norgorad-Kam. More details on the Dwarves can be found in the descriptions of those kingdoms.



Religion: The major Dwarven god is Dolgan, the Forge King. Dwarves also pay homage to the greater deities and various forefathers and heroes of their kingdoms.

Languages: Dwarves speak Dwarven and Vulgate. Their bonus languages are: Aenochian, Ethrum, Gnomish, Goblin, Hobgoblin, Kobold, Orc.

Names: In addition to the description in the *Player's Handbook*, Dwarves tend toward names comprised of one or two syllables. Surnames are uncommon, and only Dwarves of importance in the kingdom or of great achievement will have a second name, usually in the form of a title, such as Arack the Axe or Tundol, Priestess of the Brass Halls. Sometimes a dwarf will be given a descriptive moniker, such as Dagnier Firebeard.

Traits: Other than the additional skills that follow, Dwarven racial traits do not differ from those described in the *Player's Handbook*.

Skills: Dwarves have a sixth sense about stonework that has arisen from their long history of living underground. Thus, player character dwarves possess the following racial skills.

Craft: All Dwarves learn a Craft skill as they grow to adulthood. The character may pick one craft skill of 2 ranks, subject to the DM's approval.

Literacy: All Dwarves begin play with 1 rank in Dwarven.

ELVES

There are four types of elves in the World of Erde – High Elves, Twilight Elves, Wild Elves, and Wood Elves. The racial description of Elves in the *Player's Handbook* is generally applicable to each type of Elf in Erde. Differences in background and game rules are detailed in their individual descriptions below.

High Elves

High elf is a unique character class in the World of Erde as detailed in the Codex of Erde, otherwise they are as those in the *Players Handbook*.

Twilight Elves

The Twilight Elves are the offspring of the High Elves who chose to remain in the world rather than leave with the coming of Unklar. Unlike the Wild Elves, they chose to remain isolationist. Their homeland is the Twilight Forest, that place where Unklar warped and wove black dreams into the elms and oaks, twisting them and covering them in scabrous bark. The forest canopy is composed of great leafy vines, blocking the light of the sun such that the forest is locked in a perpetual twilight. During the Winter Dark Wars, the Twilight Elves lived in their dark wood and fought alone. This led to a extreme distrust of the other races, particularly Humans, Dwarves, and other Elves.

Personality: The Twilight Elves have lost their connection to the Realm of Faerie. They tend to be serious, with mirth reserved for holidays among their own kind and for intimate relations.

Physical Description: Twilight Elves are the smallest of all the elves, standing between 4 to 5 feet tall on average. Their skin tends to a deep brown, with hair being almost any color. Most compelling are their eyes, which are typically violet, blue, or orange. They have no facial hair or body hair. Their ears are

longer than other elven races. They dress in typical elvish clothing, but have a particular affinity for metallic colored tunics and jewelry.

Relations: Twilight Elves are rarely found outside of the Twilight Forest or other dark woods in which they have settled. They generally distrust all races.

Alignment: They are as evil as they are good, but most are chaotic.

Religion: The patron deity of the Twilight Elves is Utumno, the Lord of Nightmares. Evidence suggests that they also worship various forest deities unique to the Twilight Forest.

Languages: Twilight Elves speak Elven (Twilight dialect), Sylvan, and Vulgate. Their bonus languages are: Aenochian, Dwarven, Elven (Shindolay High Elven, Wild, Wood), Ethrum, Gnomish, Goblin, Ungern.

Names: The name given a Twilight Elf at birth remains unchanged upon reaching adulthood. Twilight Elves do not make use of surnames. Such usage would be considered a reverence for the High Elves who abandoned the world in its time of need.

Adventurers: Twilight Elf adventurers are extremely rare. Those that do take up the sword and road are more likely to display a willingness to reforge alliances with the other peoples of the world. Doing so, however, is understandingly difficult given the race's history. If an outsider gains the loyalty of a Twilight Elf, it will be as strong as that given by any Dwarf.

Traits: The racial traits of Twilight Elves differ as follows.

Abilities: +1 Dex, +1 Int, -2 Con.

Weapon proficiencies: Proficient with either longsword, shortsword, scimitar, or rapier; and shortbow or composite shortbow. Other favored weapons include blowguns, javelins, sianghams, hand axes, and shurikens.

Wilderness Lore: All Twilight Elves begin play with 2 ranks in the Wilderness Lore skill.

Favored Class: Wizard. Magic runs deep in their blood, making them excellent wizards.

Literacy: Twilight Elves begin play with 1 rank in Elven (Twilight) and Vulgate.

Wild Elves

Wild Elves also descend from the High Elves. They chose to spread across the lands during the Age of Winter Dark, fighting Unklar's forces whenever and wherever they could. In doing so, they developed trust with the other peoples of the world, especially the halflings and barbarians living at the fringes of civilization. Aspects of halfling and barbarian culture help form the foundation of Wild Elf tribal society. Very few remnants of high elven culture remains among the Wild Elves.

Personality: Wild Elves value honor and great deeds. They have an affinity for the land, preferring the wind in their hair as they ride across the plains or the eves of the forest. The customs and habits of each tribe varies as much as human personality.

Physical Description: Wild Elves stand and weigh as typical among elves, but their skin tends toward deep tan to light brown. They are dark-haired, with eyes ranging from deep green to hazel. They have no facial hair, but they do have light body hair. Their ears resemble that of a Half-elf. Dress tends toward simple leather and hide clothing, decorated with natural stains and inks. Wild Elf features are more rough than fine.

Relations: Wild Elves relate well to Humans, Halflings, and Wood Elves, and they will generally trust a people until wronged by them. Once wronged, they are a fierce enemy. Wild Elves respect for individualism, however, can lead to friends among enemies.

Alignment: Wild Elves value individuality and freedom. They are typically chaotic good.

Religion: Wild Elves pay homage to Wenafar and Daladon Lothian, along with many animal and nature spirits typically thought to be the last remnants of the religion of Mordius.

Languages: Wild Elves speak Elven (Wild), Halfling, and Vulgate. Their bonus languages are: Dwarven, Gnomish, Goblin, Orc, Sylvan, and Ungern.

Names: Wild Elves have only one name. These greatly resemble the family names of their high elven ancestors, but are more likely to reference the lands in which they live, animals, and the elements.

Adventurers: Wild Elves take up adventure to explore the world. Most of all, they seek to test themselves, hoping to achieve great individual accomplishments.

Traits: The racial traits of Twilight Elves differ as follows.

Abilities: +1 Str, +1 Con, -2 Cha.

Weapon proficiencies: Proficient with spear; and shortbow, longbow, composite shortbow, or composite longbow.

Wilderness Lore: All Wild Elves begin play with 2 ranks in the Wilderness Lore skill.

Favored Class: Barbarian.

Literacy: Wild Elves begin play with 1 rank in Elven (Wild).

Wood Elves

Wood Elves originate in the Realm of Faerie. When the All Father's mind was splintered, the Realm of the Fey became part of the multiverse. For a brief time, the Faerie Queen allowed open travel between her realm and Erde. In those days, some fey passed into Erde, never to return to their homeland. Over many generations, those fey became Wood Elves. Thus, the Wood Elves are a sister race to the High Elves, rather than their descendants.

Personality: Wood Elves are reclusive and secretive, though not isolationist. They are the natural protectors of the forests and its inhabitants. They can exhibit the extremes of elvenkind's personality. When at war, they are deadly with sword and bow. And when at play, their singing and dancing delights the heavens.

Physical Description: Wood Elves are the largest elven race, with some equaling humans in proportion. Their skin ranges from fair to pink, and their hair shades blonde to brown. Eyes are rarely anything other than deep green or blue. Unlike other elves, some elder Wood Elf males develop facial hair. All have light body hair. Dress tends toward leather mixed with simple clothing and cloaks



in the hues of the forest. They tend to generally exhibit a stern and serious expression that is then often betrayed by a bright smile.

Relations: Wood Elves prefer the company of forest creatures and fey, and generally relate well to Wild Elves and Halflings. They generally stick to their own affairs, but always rally to the cause of good when civilized lands are threatened by evil. In those times, they even gladly stand with Dwarves, who they typically consider boorish.

Alignment: Wood Elves value the natural order of the universe. Thus, they tend toward a shade of neutrality with neutral good, and chaotic neutral being the most prevalent alignment.

Wood Elven Lands: The description in the *Player's Handbook* aptly describes Wood Elven society except for one major difference. Wood Elves consider the entire clan to be the family unit. Little emphasis or importance is placed upon the biologic parents or siblings of a wood elf. Instead, the familial clan raises newborn Wood Elves, and each individual is groomed for a few particular roles in the clan. Which of these roles is eventually chosen is left to the individual, but once chosen, it becomes a life's commitment. Each individual declares their chosen role upon reaching adulthood.

Religion: Wood Elves revere Wenafar above all.

Languages: Wood Elves speak Elven (Wood), Sylvan, and Vulgate. Their bonus languages are: Aenochian, Dwarven, Elven (Fontenouq or Shindolay High Elven, Twilight, Wild), Ethrum, Gnomish, Goblin, Halfling, Hobgoblin, Kobold, Orc, Troll, and Ungern.

Names: Wood Elf names, chosen upon reaching adulthood, reflect their role in society. Some meaning is quite often lost when translated to the common tongue.

The number of names can greatly vary. Some choose more than one name upon reaching adulthood, while others add names as they progress in life. Additional names may reflect deeds accomplished, or simply nicknames. Some maintain only their adult name over the course of their life.

Adventurers: While it would seem likely that few Wood Elves would become adventurers because of the roles individual Wood Elves are nurtured to follow in their clan, they are in fact the most prevalent adventurers of all the elven races. Indeed, each clan particularly nurtures some of their children for a life outside the clan and forest. In this way, the Wood Elves stay current with the happenings of the world and train ambassadors who can more easily deal with other peoples. Those brave enough to choose such a life are held in great esteem and honor among all Wood Elf clans.

This is not to say that all Wood Elf adventurers spend their lives cultivating political allies and gathering information. Again, to the contrary, the Wood Elves believe that freely wandering the world, following your individual road best cultivates each elf's talents.

Traits: The racial traits of Wood Elves differ as follows.

Abilities: +2 Dex, -1 Con, -1 Cha.

Weapon proficiencies: Proficient with either longsword or shortsword; and any type of bow. Other favored weapons include hand axes and spears.

Wilderness Lore: All Wood Elves begin play with 2 ranks in the Wilderness Lore skill.

Favored Class: Ranger.

Literacy: All Wood Elves begin play with 1 rank in Elven (Wood).

GNOMES

Gnomes are an offshoot of the dwarven family tree. They are the third oldest of the peoples of Erde, coming after the dwarves and goblins. Somewhere in their history, the Gnomes became distinctly different from their dwarven cousins. They lived largely above ground, and became smaller in stature. They are very adaptive to new terrains and environments.

The gnomish population suffered greatly during the Age of Winter Dark. Tolerated, they lived on the fringes of society and established a soon-to-be thriving trade with the powers of the dark. This adaptation led to Gnomish society evolving into tightknit clans. Eventually, the strongest clans settled in the Grundliche Mountains and the Flintlock, and made war upon the Dark. The Gnomish clans now number forty-seven, and they are spreading to other regions.

Physical Description: The only difference in Erde Gnomes is that their height ranges from 3 1/2 to a little over 4 1/2 feet tall, and they weigh 70-90 lb. on the average.

Relations: Gnomes get along well with Dwarves and Halflings, and engage in a large amount of trade with Humans. They have little contact with Elves. Some damage was done to the reputation of Gnomes during the Winter Dark because of their trade relationship with the imperial forces. Most of the damage has been repaired, but some Dwarves and the Human nations in the west are a little suspicious, wondering if gnomish intent merely follows the golden coin.

Alignment: Gnomes tend toward good, with neutral good being the most prevalent alignment.

Religion: Gnomes worship a series of family and clan elders. A gnome would say, "I call upon my father's father, Terrence Bootstrap, to watch over me and my kin." The clan is the society and the great leaders of the clan's past comprise its pantheon. Thus, there are forty-seven different Gnome pantheons. Over the elders of the pantheons sits Grotvedt, the father of the Gnomes.

Languages: Gnomes speak Dwarven, Gnomish, Halfling, and Vulgate. Their bonus languages are: Aenochian, Ethrum, Goblin, Kobold, and Ungern. Gnomes retain their *speak with animals* ability.

Traits: The racial traits of Gnomes differ as follows.

Vision: Gnomes have both low-light vision and darkvision (60 feet).

Profession: All Gnomes learn a Profession skill as they grow to adulthood. The character may pick one Profession skill of 2 ranks, subject to the DM's approval.

Literacy: Gnomes begin play with 1 rank in Gnomish and Vulgate.

HALF-ELVES (and HALF-FAERIES)

Half-Elves do not differ from the description in the *Player's Handbook*, except that their physical description varies depending on whether they are the offspring of a High, Twilight, Wild, or Wood elf. Half-Elves can also be offspring of an Elf and a Faerie. Half-

Faeries are extremely rare, resulting from a liaison between a Human and a Faerie. Half-Faeries look like humans but will generally have one characteristic to set them apart, be it small horns, oddly colored hair or skin, or even vestigial wings.

Religion: A Half-Elf's religion is generally dependant upon their background, and is not limited to any particular deities.

Languages: Half-Elves speak Elven (dialect fitting the character's background) and Vulgate. Their bonus languages are: Aenochian, Dwarven, Elven (Wild, Wood), Ethrum, Gnomish, Goblin, Halfling, Hobgoblin, Orc, and Ungern.

Half-Faeries speak Sylvan, Elven (High), and Vulgate. Their bonus languages are: Elven (Fontenouq or Shindolay High Elven, Twilight, Wild).

Literacy: Half-Elves and Half-Faeries begin play with one rank in either Elven or Vulgate.

HALF-ORCS

Half-orcs do not greatly differ from their description in the *Player's Handbook*. Half-Orc adventurers, however, are extremely rare.

Religion: Depending upon their alignment and background, Half-Orcs might follow any deity.

Languages: Half-orcs speak Vulgate and Orc. Their bonus languages are: Goblin, Halfling, Ungern.

Racial Traits: Differ as follows:

Abilities: +2 Str, +1 Con, -1 Int, -2 Cha

Favored Class: Fighter

HALFLINGS

The Halfling race is considered to be slowly dwindling into eventual extinction. During the Age of Winter Dark, those Halflings that were not already part of western Human society came to know rough and constantly threatened lives. The Halflings could find found no refuge anywhere. They survived by living in the forest deeps, spending their time defending themselves when not seeking shelter and sustenance. Indeed, the hunting of Halflings became a favorite sport among Unklar's nobility. In time, the constant struggles bred a fierce warrior race well practiced in the arts of war and magic.

To survive, Halfling society organized around small family groups of a dozen to a score. The family unit was led by a patriarch and matriarch, and was composed of their children, siblings, and cousins. If a family grew too large, it would split. These nomadic families occasionally would meet, exchange news, trade goods, and arrange marriages. In this way, the Halflings spread all across the lands. Today, two widely different Halfling cultures now exist. Some Halflings rejoined civilized society, while others enjoyed the wild, nomadic life developed over a millenia.

Those family units that eventually rejoined human society became servants and laborers. Some became likewise in Dwarven, Gnomish, or Wild Elf communities. Some took to organizing guilds dedicated to thievery. Other than the differences physical description, age, and Halfling racial traits as detailed below, the civilized Halflings of Erde generally fit the description given in the *Player's Handbook*.

Most Halflings, however, continued to live a nomadic life. To a large extent, this Halfling culture combines aspects of the Wild

Elf and Barbarian societies. The details that follow describe the nomadic Halflings of Erde.

Personality: Halflings display a quick and deadly ferocity in combat, that is only heightened by intelligent battlefield tactics and strategy. They prefer hit and run tactics, rarely facing any foe one-on-one. They greatly love their entire family unit, but accept that death is a part of nature. They do not fear magic, and in fact, some Halflings become powerful druids and sorcerers.

Unlike their civilized cousins, they eat and drink only what is needed for sustenance, ever knowing that the next day might be one in which no food will be available. In general, they tend to conserve goods and to use them to their fullest extent, never being wasteful. Wealth is generally considered property of the family, not any individual. Halflings rarely own anything that cannot be carried on themselves or their mounts, which tend to be large wolves or great cats.

Physical Description: Larger than their civilized cousins, nomadic Halflings average 3 1/2 to 4 1/2 feet tall and weigh 50-70 lbs. Their skin is tanned, and their eyes are typically brown or black, but sometimes green. They wear their dark hair long, sometimes in braids or tails. Facial hair is very rare. They tend toward light dress of simple and practical design, and prefer not to wear footwear.

Relations: Halflings engage trade and are on good relation with the Gnomes, Wild Elves, and some barbarian tribes. They have some contact with Wood Elves as well. They avoid Human settlements unless otherwise necessary. They stick to their own affairs.

Alignment: Halflings tend toward some aspect of neutrality.

Halfling Lands: Halflings define nomadism. They roam the world, mining a region of its resources and protection before moving on. They sometimes follow in the wake of armies, barbarians, and other large groups, salvaging what is left behind.

Religion: Nomadic Halflings primarily worship Wulfad and other family deities. Some human religions have become family deities recast through Halfling perspective. These include Demeter, Wenafar, Augustus, Daladon Lothian, Glorianna, St. Luther, and particularly, Falkenjagger. Some even incorporate Frafnog. All Halflings seek eternal happiness in the Misty Brookshire.

Languages: Halflings speak Halfling and Vulgate. Their bonus languages are: Aenochian, Dwarven, Elven (Wild or Wood), Ethrum, Gnomish, Goblin, Hobgoblin, Kobold, Orc, Sylvan, and Ungern.

Names: Halfling names tend to those described in the *Player's Handbook*.

Adventurers: Halfling adventurers born in a nomadic family tend to creations of circumstance. They might be the sole survivor of a decimated family, an escaped slave, or an outcast. Some Halfling magic-users must simply leave their families to seek out knowledge and to develop their craft.

Traits: The racial traits of nomadic Halflings differ as follows.

Wilderness Lore: All nomadic Halflings begin play with 1 rank in Animal Empathy, Handle Animal, and Wilderness Lore.

Favored Class: Barbarian, Fighter, and Ranger.

Literacy: All Halflings begin play with 1 rank in Halfling.

HEIGHT AND WEIGHT

A player may choose his character's height and weight based upon the chart below. The base ranges below are simply guidelines for the average height and weight based on a character's race. The base ranges are for either a man or woman.

Table 1-1: HEIGHT AND WEIGHT

A player may choose his character's height and weight based upon the chart below. The base ranges below are simply guidelines for the average height and weight based on a character's race. The base ranges are for either a man or woman.

Race	Height Range	Weight Range
Dwarf	3' 10" to 5' 2"	140-180 lb.
Elf		
High	4' 2" to 6' 0"	100-135 lb.
Twilight	4' 0" to 5' 6"	90-115 lb.
Wild	4' 4" to 5' 8"	100-125 lb.
Wood	4' 8" to 6' 6"	110-165 lb.
Gnome	3' 6" to 4' 8"	70-90 lb.
Half-elf	4' 2" to 6' 2"	90-175 lb.
Half-faerie	3' 4" to 5' 4"	70-110 lb.
Half-orc	4' 10" to 6' 5"	120-180 lb.
Halfling	3' 0" to 4' 6"	45-70 lb.
Human	4' 8" to 6' 8"	100-200 lb.

AGE

A character's minimum starting age is indicated on the chart below. A player may always elect a starting age higher than the mandatory minimum.

RACE AND LANGUAGES

All beginning characters speak the common tongue, Vulgate. A character also begins play knowing how to speak additional languages depending upon the character's race. The descriptions of each race detail a character's starting languages. Other languages include: Old Imperial, spoken mostly in Punj, the Untied Kingdom and Onwaltig; Kayomarese, the Holy Tongue, spoken in Kayomar by the nobles and knights; and the Runic tongue, spoken by wizards and priests of the old gods.

Table 1-2: Starting Age

A character's minimum starting age is indicated on the chart below. A player may always elect a starting age higher than the mandatory minimum.

Race	Adulthood	Barbarian, Cleric	Paladin	Bard, Monk
		Fighter, Rogue Sorcerer		
Dwarf	150	+4d6	+7d6	+10d6
Elf				
High	200	+7d6	+9d6	+12d6
Twilight	100	+4d6	+6d6	+8d6
Wild	40	+3d6	+5d6	+8d6
Wood	60	+4d6	+6d6	+8d6
Gnome	30	+3d6	+4d6	+6d6
Half-elf	20	+1d6	+2d6	+3d6
Half-orc	13	+1d4	+1d6	+2d6
Halfling	16	+1d4	+1d6	+2d6
Human	15	+1d4	+1d6	+2d6

Table 1-3: Aging

Race	Middle Age	Old	Venerable	Maximum
Dwarf	300	450	600	+2d% years
Elf				
High	500	750	1000	+3d% years
Twilight	200	300	400	+2d% years
Wild	100	150	200	+1d% years
Wood	150	225	300	+1d% years
Gnome	75	112	150	+3d20 years
Half-elf	62	93	125	+3d20 years
Half-faerie	100	150	200	+1d% years
Half-orc	30	45	60	+1d10 years
Halfling	40	60	80	+2d20 years
Human	35	53	70	+2d20 years

Aging Effects: Aging effects are cumulative.

Middle age: -1 Str, Con, and Dex; +1 Int, Wis, and Cha

Old age: -2 Str, Con, and Dex; +1 Int, Wis, and Cha

Venerable: -3 Str, Con, and Dex; +1 Int, Wis, and Cha

Intelligence bonus: A beginning character with an Intelligence score of 12 or higher begins play with additional languages that he can speak. The player chooses his bonus languages from the list contained in each race's description. A character possessing an Intelligence modifier greater than the number of bonus languages listed in his race's description does not begin play with any additional bonus languages. Instead, the character may learn additional languages over time if the opportunity presents itself as he explores the World of Erde. If a character's Intelligence score modifier increases due to aging or magic, he gains additional bonus language slots at that time.

Class-related languages: Clerics, druids, and wizards can still choose bonus languages not detailed in their racial description as found in the *Player's Handbook*.

Literacy: Characters cannot read and write any languages she speaks unless it is noted in her race's description. For a character to learn to read and write a language she speaks, she must learn 1 rank in the skill Literacy for that language. Not all races begin play with a Literacy skill, even in their own tongue.

New Skill:

Literacy (Int; Trained Only)

You can read and write a language that you speak. Each additional rank gained indicates one step closer to scholarship in a language.

Check: A character with 1 rank can read and write as an average person. No check is needed unless a character attempts to read or write beyond his skill level.

DC	Task
—	Read or write with average ability; comprehend simple metaphors
5	Ability to write fiction/technical writing
10	Persuasive writing ability; comprehend complex writings
20	Excellent writing and comprehension abilities
30	Comprehend arcane writings; mimic other's writing style with flair
50	Shakespeare

IV Of the Divine Orders

The control which the Priests of Unklar maintained for a thousand years stagnated the hearts and minds of the people of Erde. The Winter Dark Wars, however, sparked the fires of religious fervor. The world, born anew, saw a plethora of religions, old and new, emerge from the dark. Some elder gods found new worshipers, but mostly, new lords arose to guide the hands of man, dwarf and elf. The elder gods are looked upon as eldritch beings of unknown power, and only the brave worship them. Their cults are sprinkled throughout the Young Kingdoms. Few people, however, worship only one deity. Rather, they pray to those gods who can best aid them.

The most pervasive religion of the day is that of Demeter. A soothsayer, Philip the Guileless, arose in the town of Haven at the foot of the dwarf realm of Roheisen Hohle and began converting the common folk of the land. The religion spread rapidly from village to town, from town to city. Churches and monasteries sprang up everywhere as people flocked to this god of simple folk. Many of the world's monarchs worship Demeter, the most notable being William III of Angouleme. The church is pervasive and wealthy. The bishops, deacons, and abbots are always prominent figures in the community and regularly engage in local politics.

Other gods of prominence include Wenafar, the Faerie Queen. In the forests and wild lands of Erde, people call upon her for protection and aid. There are no churches to Wenafar, those who pray to her do so outdoors in hidden and secret places. Durendale, the divine incarnation of Luther's Holy Sword, is served by the Holy Defenders of the Flame and the Knights of the Dreaming. Unklar is still worshiped and his dark temples seem to spring up in the most unlikely of places as one fool or another attempts to call on the aid of the stained god. The northmen worship their own gods who dwell in Asgard.

Though there are many deities the most common are listed below.

Greater Deities

Demeter, God of Agriculture, the Home & Revelry(CG): A god of peace and nature, Demeter appeals to common folk. Philip the Guileless spread the word of Demeter's coming, and those who followed saw crops flourish and herds grow. Demeter's churches and monasteries spread across the land. As they spread, the wealth and power of the church grew, and it is active in most courts. Haven attracts many pilgrims. As such, the Knights of Haven guide the pilgrims and offer them protective sanctuaries along the road to that holy shrine.

Durendale, God of the Sun, of Law, of Order & Goodness (G): Durendale, through his servant St. Luther, led the forces of good during the Winter Dark Wars. His followers are few, but many call



on him in time of need for his is the power of purity and goodness. In Kayomar, where lies the Holy Flame and the tomb of Saint Luther, he is actively worshiped. The Knights of the Dreaming and the demi-god, St. Luther, serve him as well.

Narrheit, God of Chaos, Lord of Change (E): Unklar bound Narrheit in chains in the high tower of the City of Night. There, he served the whims of the great lords of the realm of Winter Dark. Through his own machinations he manipulated the mage Aristobolus and loosed his chains, escaping again into the world. He is rarely worshiped by any but the foolhardy. Many, however, call upon him to bring his wrath upon an enemy. More often than not, the supplicant is destroyed instead. Narrheit's mind is always alive with plots and dark measures. His madness is unequalled.

Poseidon, King of the Gods, Lord of the Seas & Oceans (G): The Lord of the Seas never fell to Unklar. He ruled in the depths of the oceans where the dark god dared not go. Poseidon is worshiped by the Tageans in their island kingdom and some in Brindisiium and Eloria. But all sailors who wish a safe passage on the sea or lakes of Erde make sacrifice to this impersonal deity. The lesser god Aristobolus marks Poseidon his patron.

Wenafar, The Faerie Queen, Goddess of the Forests & the Fay (N): An elder goddess of unknown power, Wenafar commands the elements and the folk of faerie. She consorts with Poseidon. She is bound to the demi-god Daladon and the Great Oak which he protects, and she interacts with the world through them. The elves, whether high, wood or twilight, pay her homage, as do many of the elder races.

Unklar, God of Night, the Marsh Lord, Evil Dark (E): Unklar came to the plane through the Paths of Umbra and conquered it, ruling for a thousand years. His orderly rule was counterbalanced only by his cruelty. His dark priests still roam the world and call upon their master to aid them. It is ever their intent to summon him anew and destroy the Young Kingdoms. But for the Kingdom of Punj and the United Kingdoms, the temples of Unklar are hidden from the eyes of men and his worship kept secret.

Lesser Dieties

Aristobolus, Patron of magic (CN). Determined enemy of Narrheit.

Athria, Goddess of Maternity, Continuation (N).

Augustus, Patron god of Warriors and Fighters (N).

Daladon Lothian, Protector of the forest, Keeper of the Great Oak (CG).

Dolgan, The Forge King (G). Dwarven hero & King.

Falkynjager, God of Revenge, Warriors (LG).

Frafnog, Father of Dragonkind.

Glorianna, Mistress of Wisdom and Law (LN).

Imbrisius, Goddess of Pain (E). The consort of Narrheit.

St. Luther, The Dreaming Paladin, Lord of Dreams (LG).

Tefnut, Mistress of the Rivers, Lakes and Stream (N).

Toth, God of Knowledge, Past, Present and Future (E). A powerful eldritch deity.

Utumno, The Dreaming god, Lord of Nightmares, (N). He is the son of Wenafar and Daladon.

V Guilds & Orders

Military Orders

Bartigtot: The Deadbeards, Dwarven order of soldiers who fought at Olensk. Their losses were so great that the survivors shaved their chins. Only veterans and their sons become Bartigtot.

Confessor Knights: Band of Paladins who serve St. Luther.

Covenant of the Lion: Paladins and cavaliers in Angouleme.

The Cult of the Sword: A fighters guild.

Holy Defenders of the Flame: Paladins who her serve the Holy Flame, (see Kayomar).

Knights of Haven: Knights who guide and protect pilgrims of Demeter (see Demeter).

Star Watchers: A loose order, these rangers wander Erde, pay homage to the star, Patrice.

Watchers in the Wood: A Ranger order dedicated to the Great Oak (see Formidwood).

Thief and Assassin Guilds

The Asylum: Thief/assassin guild active in Avignon.

Crna Ruk (the Black Hand): Assassin/Priests of Unklar. Spread throughout the lands.

Muddles Inc: Thief guild in Freeport.

Rats Den: Thief guild in the United Kingdom.

Wizard and Druid Guilds

Order of the Oak: The servants of the Great Oak in the Formidwood, aligned with Watchers of the Wood.

Knights of Wizardry: A new guild in Outremere, dedicated to the study of magic.

Lothian Clerics: Clerics committed to the worship of Daladon Lothian and serve to aid the under-privledged.

Mystic Enclave: A guild founded by Aristobolus the White Mage in 694md.

Paths of Umbra: Those evil wizard priests who follow the teachings of Nulak-Kiz-din and yearn for the return of Unklar.





V Of the Lands and their People

Aachen (the lands of)

Castle Aachen
King Baldwin III

In the waning days of the Winter Dark, the mercenary knight Baldwin saw the Unicorn. He believed it a gift from the realm of Faerie sent to lead him away from the dark paths of war and slaughter. He deserted the empire he served, taking with him a small army of like minded men. He wandered the lands of Ethrum and Aenoch in search of the legendary beast to no avail. In time he settled in the Harz, a war torn region of the Aeochia. There he built the great castle of Aachen. The knight conquered the Detmold and Heristat from the dwindling Imperial forces, and in 1027md, proclaimed himself King of the lands of Aachen.

In Baldwin's failing years he was befriended by the Ranger Lord Daladon who waged a bitter war against the Dark. With Baldwin's passing, his daughter Ephremere became Queen. A warrior queen of great renown she led her father's knights and many barbarian mercenaries from Eisenheim into battle. She too saw the Unicorn, and through the ensorcellements of Daladon, the stallion bound itself to her line and the two lived on in her son, Baldwin II. Aachen is the only human land where worship of the goddess is sanctified by the state.

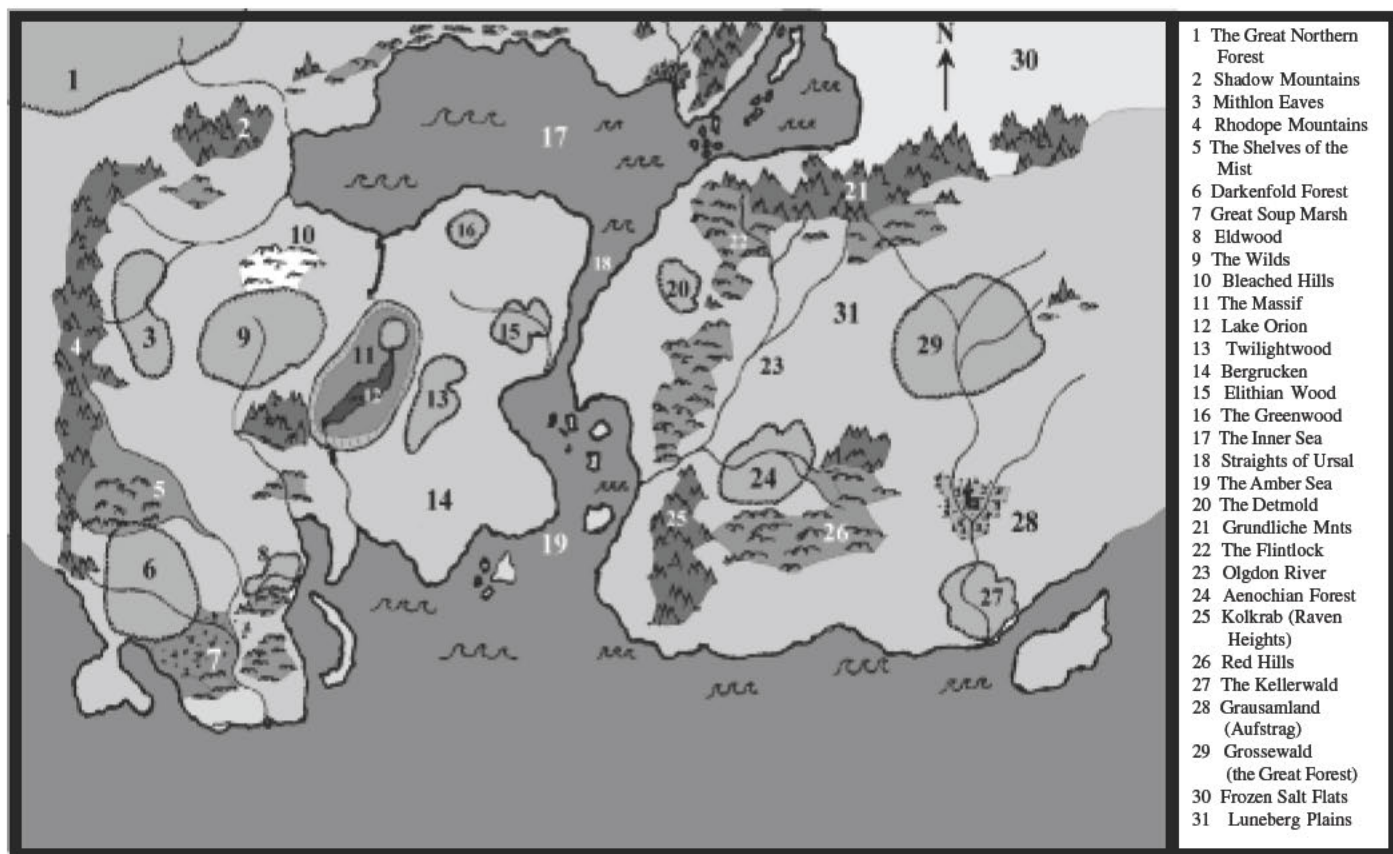
Aachen consists of the three provinces of the Harz, Detmold and Heristat. These lands are thickly forested, with valleys and meadows sprinkled throughout. Little remains of the old imperial roads but for tracks. Baldwin III rules with a benevolent hand. Many small castles dot the landscape, supporting the knights and their families and protecting Aachen's many villages. The close ties established with the barbarian lands of Eisenheim are the source of continual migrations of barbarians into Aachen. The proud and warlike traditions of those people have intermingled with the subdued personality of the local populace. The mixture of knights and barbarians enables Baldwin to field a formidable army. In battle he commands heavy cavalry, his knights, and barbarian infantry.

Baldwin I (1027md-1028md)
Ephremere (1028md-1070md)
Baldwin II (1070md-1079md)
John (1079md-1083md)
Baldwin III (1083md-present)

Angouleme (Kingdom of)

Angouleme
King William III

When the Winter Dark Wars began, Unklar's generals stripped the central lands of Ethrum of their garrisons. William, the provincial governor of Angouleme, seized the opportunity to revolt and separate himself from Auftrag. Rallying the local



lords he drove out the few Imperial garrisons left and established himself within the halls of Castle Angouleme. His revolt spread rapidly to the provinces of Enois, Langudoch, Bloi, Mousine, Orange and Sienna. With the Empire helpless in the provinces, the Imperial bureaucracy joined the revolt and the peasants shortly thereafter. Within a few short years the provincial nobles recognized William as their King in the feudal realm of Angouleme. The lords of the provinces paid homage to William and received duchies in return. William proved a benevolent ruler. He converted to the religion of Demeter and supported the creation of a host of churches.

Due to the efficient union of imperial bureaucracy, powerful merchant families and a wealthy peasantry Angouleme prospers. Several walled cities and towns dot the landscape and merchants travel in large caravans, trading the local textile goods for foreign iron, coal and steel. In the west, the realm commands a deciding voice in the young kingdoms and is the major pillar of the church of Demeter. The Bishop of Angouleme vies for control of the church with the Bishop of Avignon. The greatest threat to travelers are robber barons and lordless knights who prey on the weak. The King attempts to quell these actions, but his realm is large. The merchant guilds are struggling to assert their power in the towns. Thus, tensions are growing between the noble and mercantile classes. Angouleme fields an impressive array of

mounted Knights in battle, these are supported by a large peasant levy.

William I (1027md-1042md)
 William II (1042md-1061md)
 Phillip William (1061md-1072md)
 William III (1072md-present)

Aufstrag

Coburg the Undying

Fell Unklar, brooding in fear, roused himself and fortified his Keep. Rending the earth with his great axe he cleaved huge rifts about the Imperial castle of old Aenoch, and with sorceries created great pools of water and pestilence to cover the rent lands. And all of Aenoch between the rivers Udunilay and Uphrates was made a swamp of fell death. Lifting the ground on high, a mountain of slag was built amidst the marshes and his high citadel set atop, surrounded by mighty buttresses and fell towers. And his new abode was named Festung Aufstrag, the Citadel of Command.

Leopold of Passou

In the days of the Millennial Dark, Unklar reigned over the world from the stone halls of Al-Liosh, the capital of Aenoch. From there he delivered evil into the world. In time of years the place became a cesspool of all things vile. Tunnels, great and small,

fanned out beneath the halls into the rock of the world, towers and buttresses rose into the sky, and the city sprawled out over the hills. After the initial defeats in the Winter Dark Wars, Unklar refashioned the halls of Al-Liosh. He destroyed the city, churned the earth into great heaps and let the waters of the great rivers Udunilay and Uphrates pour into the mangled ground. He created a great swamp where the city once stood and surrounded his new fortress, Festung Aufstrag, the Citadel of Command now stands. The fortress he fashioned in the shape of a tree thousands of feet high, a grim mockery of the Great Oak. The ruins of Al-Liosh sprawl underneath Aufstrag and into the swamps around.

When the wars ended and Unklar was driven from Erde, the halls of Aufstrag fell into decay. It became a grim testament to a bygone age. Some Imperial generals ruled from Aufstrag for awhile without success. After many years, the foul place sank into the mire of its own stench.

Aufstrag now stands in the midst of the of the Grausamland, the Fell Swamp, abandoned and forgotten. Few tread into those lands for evil still lurks there. Foul ghosts and devils, and other evils are said to crawl the vast empty halls, living in a nightmare of the past. It is rumored that several of the Geist still dwell in the deeps, waiting for the return of their dark master. Coburg the Undying, Unklar's lieutenant, rules the throne room and dreams of greater conquest, evil ever on his mind.

Aufstrag is a vast citadel fortress towering over 3000 feet in height. It dominates the horizon of the Grausamland for miles around. It is a city with tunnels and halls for roads, rooms for houses, and a whole network of fountains and waterways built by the dwarves. All are wrapped in walls and battlements.

Augsberg (Kingdom of)

Eichstatt

King Aetherred II

At the outset of the Winter Dark Wars, the Imperial Sanjak Albrecht made a pact with the Council of light wherein he agreed to turn against Unklar in exchange for a Kingdom for himself and his heirs. He took with him the 67th legion, the flower of the Imperial cavalry. In the subsequent wars with Aufstrag, his men proved loyal. He established himself along the length of the Olgdon River at Castle Augsberg. At the age of 61, in 1026md Albrecht declared himself King. In the early years, his Kingdom forged a fast friendship with the Dwarf King Dolgan and his folk of Grundliche Hohle.

At Olensk in 1029md, Albrecht fought and won the most decisive battle in the war against Unklar. With him stood three thousand dwarves from the Hohle and several thousand men from Aachen and Eisenheim. Three Imperial legions were destroyed, and Albrecht's troops suffered severe losses. Albrecht lost two of his

four sons in the battle. The Dwarves left 1600 comrades on the field. This battle established a lasting friendship between the Dwarves and men of Augsberg and Aachen.

With Unklar's fall in 1030md, Augsberg emerged as the most powerful force in the eastern nations. Their lands extend along the length of the Olgdon river and give them control of all land-born traffic from east to west. Augsberg flourishes on this trade and its folk have grown wealthy. Small villages abound throughout the realm where people farm the rich black earth and cut wood in the numerous forests. A close trade exists with Grundliche Hohle, the humans exchanging wood and foodstuffs for armor and weapons.

Here, the knightly ideal never materialized as it did further west in Angouleme. Warfare in the neighboring Luneburg plains is a deadly business and there is little room for chivalry, particularly when it crosses the river into Augsberg. A heightened state of military preparedness exists, allowing King Aethelred II command of an impressive force of heavy and light cavalry with some auxiliary infantry.

Albrecht I "the River King" (1026md-1051md)

King Alfred (1046md-1072md)

King Aethelred I (1072md-1089md)

King Aethelred II (1089md-present)

Avignon (City of)

His Imminence, Bishop Honorius II

Governor Milo

Avignon is perhaps the greatest city in all of Erde. In the Days Before Days, an unknown hand built a great bridge across the Straights of Ursal. Later, the Aenocian Emperors built a fortress on the western end of the bridge to safeguard their lands in Ethrum. A city began to grow around the fortress. During the Wars of Liberation, the rebels destroyed the bridge, but the city lived on and grew. Under the Winter Dark, it became a sprawling fortress complex. Concentric walls sprang up around the landward side of the city and sea walls in the bays of the Straights. The city, judged impregnable, survived several brutal sieges but never fell to storm. In the waning days of the Winter Dark, the city fell into ruin, many citizens deserting to the west.

The city remained, however, the greatest port in Erde and it dominated trade from east to west. In 1028md, Philip the Guileless and Demeter's disciples began the construction of a magnificent church in Old Avignon. They built upon the foundations of the Governor's Palace, and named the cleric Sixtus, Bishop of that Prelacy. Sixtus used the position of the city to enrich the church, tithing barges and caravans that passed through. He rebuilt the cities' walls and towers, and soon thereafter, Avignon flourished as merchants, traders and all manner of people came to live within the safety of its impregnable walls. It has flourished ever since.

The present Bishop of Avignon, Honorius II, shares his rule with the city Governor, Milo. The two are often at odds. The Governor remembers the days that his office held power. The Bishop struggles to maintain the religious fervor which fed new life into the old city. In general, the foreign population (which is very large), the merchants, and the guilds support the Governors. The bulk of the working populace support the Bishops. Recently, the Captain of the Guard, Castus, a Brindisium gladiator and mercenary, has risen to great popularity and caused both Bishop Honorius II and Governor Milo to look nervously in his direction. Honorius II also struggles to elevate the Prelacy of Avignon to that of the highest in the church. His greatest foe are the various Bishops in Angouleme.

Brindisium, (Republic of)

Brindisium

The Consulate

Brindisium traces her roots to the Age of Heroes. The Catalyst War (771oy-800oy) ended with the defeat of the Kingdom of Kayomar and the triumph of Unklar. Many of the folk of that proud land, driven to exile into the distant west, continued to resist. They founded the Solarium Empire, the Empire of the Sun, where paladins ruled as emperors. They continued the war against Unklar for a thousand years. Solarium became powerful in wealth and magic, and it used this knowledge to fell intent.

When the Winter Dark Wars began the greater part of these folk migrated back to their homelands. The shape of the world had changed however, and the cultures of ancient Kayomar reflected it. The Kayomarese who remained under the tyranny of Unklar did not welcome them, forcing them to move on. They split into two groups. Some moved to the island of Tagea (see Tagea below), while others settled in far western Ethrumania. Here, beneath the hot tropical sun, the folk founded the city of Brindisium. They quickly subdued the surrounding lands and established a powerful network of client states. The families overthrew the ruling imperial paladins soon after founding Brindisium, and formed a republic.

Brindisium is ruled by the senate, which is in turn presided over by the consulate. Only men who trace their heritage to the days before the Dark are given citizenship. Some exceptions, however, have recently been made as the race is slowly dying. The client states are nothing more than conquered provinces.

The most organized of all the Young Kingdoms, Brindisium sports good roads, large towns where citizens live in relative opulence, and a large merchant class. Her people traffic in all manner of commerce and possess a sizable merchant fleet which trades with lands far and wide. They pay homage to the old gods and to family deities. They are the last to possess mastery of the ancient arts. The city is rife with corruption and intrigue. Families feud, and senators conduct secret wars against paladins who are forever trying to regain dominance. The Republic fields four

legions of 5000 men apiece and can call upon many auxiliary troops.

Burnevitse

Luxor

Vistenodge the Mad

In this far distant corner of the Empire, the frontier legions of hobgoblins and orcs found themselves isolated and deserted. The rebellions in the central provinces permanently separated them from their masters in the east. War passed them by and the empire forgot them. In time, the legions disintegrated, their remnants developing into a broken patchwork of tribal units and Kells. Their proud status as Imperial Legionaries forgotten by all but a few, the hobgoblin Kells began warring with one another. The land became wild and dangerous, and Kayomar to the south, and Angouleme and Maine to the east have encouraged and plotted to ensure that the humanoids continue to war amongst themselves. Even so, they have been forcibly united under Vistenodge, a hobgoblin, who sends armed forays into the surrounding lands.

Burnevitse has become a conglomeration of independent Kells of Hobgoblins. The area in which the hobgoblins live is very mountainous with many isolated valleys. Each valley or series of valleys has its own ruler. Culturally, the hobgoblins live in a very martial society with definite, inescapable class boundaries. The class system consists of an elite warrior class, the Vouts; a large army of warriors; the Kells; the workers; and slaves. Women are separate and highly prized for they are very rare. Only the Vouts breed and they spawn hundreds of children. Slavery of all races, including their own, is very common. They mostly farm dairy products, mine for ores, and work wood and stone. The Kells are actively involved in the ore trade throughout the lands and they guard their merchants with great care. Hobgoblin engineers are known to ply their trade in surrounding kingdoms.

Cleves (Barony)

Olmutz

Count Eurich Gunshoff IV

Cleves is nestled against the eastern slopes of the Masiff and on the north bank of the wide Lithanian river. The small province won her freedom from Unklar with little effort. When rebellion swept the central plains from Angouleme to the Lechfield, Cleve's geography saved the province from the ravages of war. Her line of rulers, the Barons Gunshoff, are kindly and value the honor of their ancient house above all else. Like much of the western lands, knightly traditions are strong and Cleve's lords revel in tournament and war. Small villages of thatched houses are found throughout the rolling valleys and along the river. The wealth brought by the river and mining in the mountains generates a great deal of castle building. The Baron rules from the walled town of Olmutz and defends his land with a stout troop of knights and squires.

Eisenheim, (Kingdom of)

Lund
King Thorismund

Throughout the long years of Unklar's Winter Dark, the northmen maintained their freedom. The scattered tribes of Ostrogoths and Visigoths thrive in the snow bound mountains and along ice locked seas. With the outset of the Winter Dark Wars, the snow began to recede and the southern lands became lost in internecine war. In 1022md, the first northmen ships began plundering the coast lands. The Imperial response was rapid. A great fleet was dispatched to destroy the barbarians. They sailed north to the sprawling city-encampment of Gokstad. But the northmen set out in a host of long boats under King Thorismund and met them at sea. In the ensuing battle, Thorismund destroyed the Imperial fleet and the entire 58th legion. This victory left the southern lands open to raids and migrations which continue to the present.

In 1025md, Theodohad, son of King Thuidemere, son of Thorismund, gathered a host of Visigoths, some Ostrogoths and many freed slaves, and set south to forge a kingdom in the wealthy south. His sister Fjorgyn joined him.

Along the coasts of the Inner Sea they forged the Kingdom of Eisenheim. Within two years Theodohad's folk became involved in the Winter Dark Wars, many serving as mercenaries in the armies of Aachen and Augsburg. Theodohad led them, alongside those of King Albrecht, at the Battle of Olensk in 1029md. In the waning years of the Wars, the northmen joined Aachen in their battles with the orcs of Iogol. Here Fjorgyn and Ephremere, Queen of Aachen, formed a lasting friendship with each other and with Daladon of the Council of Light.

In the intervening years, Eisenheim has expanded little. Close ties with Aachen and Augsburg have kept peace in the region. The gothic tribes who make up Eisenheim have, for the most part, settled in peaceful farming communities throughout the rolling hills and valleys of the land. However, the lands are not wholly tamed and the folk have not given up all their warlike traditions. On occasion, young Thralls gather small armies and take to the sea to raid the lands in the west. Eisenheim commands a notable force of irregular infantry. In addition, they are some of the most skilled sailors of all Erde.

Theodahad (1027md-1040md)
Eurich son of Fjorgyn (1040md-1051md)
Braga (1051md-1076md)
Theodahad II (1076md-1090md)
Thorismund (1090md-present)

Eloria (Latzen Bastei, "The Last Bastion")

Elorisia
Prince Morgeld

During the Age of Heroes, before the Millennial Dark, King Luther of Kayomar (later Saint Luther), waged continual war upon the Lords of the Chaos. In the heat of battle he was ensorcelled by the Cubara (deomoness) Tetstiana. Eighteen months later, Tetstiana gave birth to Luther's bastard son, Prince Morgeld.

As a boy, Morgeld waged war upon his father at every turn. But after the coming of Unklar, he fled to the distant west where he built a great castle on the Edge of Forever. There, he hounded the last remnants of Kayomar (see Brindisium above) and languished in drug induced exile. After a thousand years his father returned and the two made peace. Morgeld gathered his host and sailed the length of the world to the Elorian Islands off the coast of the Gelderland. He built a castle and a kingdom, and named his new home Letzen Bastei, which in the vulgate tongue, is the Last Bastion. He joined his father and the Council in the war against Unklar.

After the war, the Immortal Prince opened the island kingdom to commerce and free religious worship. Most religions have built temples there and the place is much visited by those who search for divine aid. The islands sit upon the sea routes and have become fabulously wealthy. The rolling hills bear huge manors and spired castles. The people of Eloria are indolent and revel in the wealth which their master spreads around. Many of these lords are powerful and have traveled with the demon prince for eons.

Prince Morgeld still rules in the capital halls of Elorisia. He commands a strong naval task force and several thousand mercenary knights, many of whom traveled with the Prince in the Age of Heroes. In times of need, he hires mercenaries with his immense wealth.

Fontenouq

Before the Age of Winter Dark, the high elves of Erde gathered the greater part of their kin together and fled to the realms of Fay. This caused bitterness in those who stayed behind and sundered the elven kindred forever. In Fay, in the realm of Shindolay, the elven families feuded with one another. A small militant group felt shame at the desertion of Erde and wished to return, the rest believed that Erde should live or die of its own accord. The feud came to blows and the militant elves sought to return. Daladon half-elven of the Council and his full blooded brother, Meltowg opened the gates to Fay in 1029md. The struggle cost Meltowg, his life and embittered Daladon further against the elves. But those kindred who longed to avenge their shame came to Erde and made war on all things evil. They traveled the eastern lands, crossed the straights, and eventually settled on the borders of the Twilight Wood.

The Elves of Fontenouq have no rulers. They live independently in tall spired castles nestled in the foothills and forests of their adopted homeland, rarely leaving their abodes. Instead they indulge in internal pursuits such as the study of philosophy, music and poetry. Even so, they retain a fierce nature and skill in armory, weapons and magic. Fontenouq is not adverse to aiding travelers, or gathering under arms to help the kingdoms of man and dwarf defend themselves against the evils of the world.

Gelderland

In days of old the Gelderland stood as part of the Kingdom of Kayomar. With the rise of Unklar, the trade routes shifted north to Angouleme and the region's prosperity declined rapidly. It became a refuge for criminals and those who sought to escape the horror of Unklar's rule. Orc tribes settled in the land, the Ulgars and Othines being the most notable, along with other evil things. After the Winter Dark Wars, Kayomar, exhausted from war, failed to muster the strength to drive out the brigands and orcs to reclaim the land. It became embroiled in sporadic warfare to its north and south, and left the Gelderland to its fate. Despite its relative proximity to the sea borne trade routes, Gelderland continues to languish as a backwater amidst the Young Kingdoms. Settlements and trading posts have been established in a few places along the coast, and some townships (often founded by brigand chieftains) have sprung up in the interior, but these suffer constant raids from powerful orc tribes.

The Gelderland is a fierce country of broken hills, deep valleys, bogs, and peat swamps, where, rumor reports, fabulous wealth of the old world lies buried in forgotten tombs and long buried cathedrals. It is a hard land of high adventure and many who enter its borders are lost to the evil therein.

Gottland

Castle Nacht
Varucks

A broken land of winding hills and dark forests, Gottland is as inhospitable a place as the world has ever known. Nulak-Kiz-Din established his great spired castle north in the Moravan Plains beyond the Shadow Mountains. The Gottland, "the land without gods," served as the gateway to this realm and reflected the evil of its dark master.

Upon the mouth of the overland trail which led into the heart of his domain, Nulak built the stone fortress of Nacht. One of his greater troll lords ruled there and commanded a force of humanoids. Other orcs and hobgoblins settled in the surrounding country, building villages, and squalid moat and bailey castles. With Nulak's passing from the eyes of man, the Troll Kings of Nacht conquered the greater part of Gottland. It is now the greatest of the humanoid lands. The rising kingdoms have left the desolate country to its own strife.

The country is not safe for overland travel for trolls and orcs attack all. But even these foul folk need goods, and at times, the very brave or desperate bring caravans into the hinterland. Varucks, a King, commands a powerful, but small troop of trolls in battle. When needed, he forces local tribes to give warriors and material to raise a sizable, if disorganized, army of orcs and hobgoblins.

In the far west country, the Olgrack Orcs rule from their fortress of Rackenburg. They resist the Troll Lords whenever possible.

Grundliche Hohle

Angrid II

As other dwarven realms fell in the Goblin Wars or vanished in time, Grundlich Hohle, or Deep Halls in the tongues of men, delved ever deeper. Ruled by the kin of old King Angrid, they plundered the deep places of the earth for their forges and made mighty things of great renown. Human Kingdoms came and went, yet the Dwarves took little heed. But in time the folk of Angrid declined. When the wars began, wherein Unklar overran Erde, the King, old and bitter, closed his halls and buried them under mountain and stone. And the people under the mountain fell into decline. Even then, at the last, the Dark One came and unearthed them. He unmade the doors and opened the deeps, and slew the whole of Angrid's kin but a few.

The remaining fierce and hearty dwarves fled into the surrounding mountains and swore vengeance and eternal hatred on all of the Dark One's Folk. In the high wastes was Dolgan born, the son of prophecy and the last of the line of Angrid. Rumor of this came to the Dark, and ever fearful, he plotted to take the yearling Dwarf to bend to his ill purpose or slay him outright. By guile and sorcery, Unklar's minions bound Dolgan, a child still by dwarf reckoning, to the grim holes beneath the Dark One's halls. There he worked at the dark forge, Klarglich, and fashioned all manner of war machine. He aided in the construction of Aufstrag, and stood by the bellows fanning Unklar's fire of hatred which gave birth to the Geist.

Dolgan remained vigilant for rebellion and when rumors of the Winter Dark Wars came to the deeps, he gathered a host of imprisoned dwarves and eldritch goblins and rose in revolt. The bitter four year Trench Wars left him scarred, but gained him freedom. Soon after he joined the Council, rebuilt Grundliche Hohle and called to the refugees who still lived to come home again. The bitter years of the Winter Dark Wars are another tale, but needless to say, the dwarves suffered untold horrors and losses (see Augsburg, Battle of Olensk, and Punj, Battle of the Flintlock). When the wars ended, Dolgan yielded his throne to his infant son, Angrid II.

The realm now dominates the southern Grundliche Mountains. The wide valley which leads to the mountain kingdom is

populated by gnomes and halflings. Its deep halls offer inns, taverns and market squares. The best beer in all of the Young Kingdoms originates here. Grundliche Hohle thrives on trade with the west, particularly with Augsburg, trading armaments for food and wood. All of this awards Grundliche Hohle a wide cultural diversity and makes the realm a lively place. The kingdom is powerful in the councils of men, and attracts hearty adventurers in hopes of glory and service to one of the elder lines of Erde.

Hanse City States

When the lords of Angouleme rebelled against Unklar the fiercely independent cities along the Hanse river followed suit. After the war, they avoided absorption into Angouleme by combining into a defensive League. This League expanded to include commercial interests, and the Hanse City States grew wealthy through trade. They came to dominate the commerce on the Inner Sea and the straights. They conquered the coastal regions of the North Sea, but shortly thereafter, commenced warring upon each other. They frequently suffer raids from the northmen of Holmgald and Eisenheim.

A colorful culture thrives along the Hanse River where minstrels and merchants, mercanaries and mendicants live in sprawling cities. No rhyme nor reason exists in the makeup of the cities whose streets and buildings seem to tumble into the surrounding hills. The city states are powerful and independent, and are ruled by commercial oligarchies representing the trading guilds. The greater cities, Fiume, Capidistria, and Arbel, dominate the sparsely forested grasslands militarily and commercially. The constant shifting of political and commercial alliances have made the region a hot bed of small wars and the home of hosts of mercenaries as the guilds vie for commercial control. Many folk find refuge in the Hanse area for money buys freedom and security.

Haltland

Borgundullum
King Odovakar

One of the more prominent barbarian kingdoms, Haltland lies in the mountains of the far north. Several tribes of Ostrogoths make up this loose confederation. Their King is chosen by test of arms and rules until challenged and slain. The Ostrogoths are a fierce tribal people who glory in battle and war. They live communally in great stone and thatch halls nestled in the bays and estuaries of their land. They are forever warring on their neighbors and crossing the Inner Sea to plunder the Young Kingdoms.

Holmgald

Gokstad
King Thorismuch IV

Holmgald is the sister Kingdom of Haltland. Thorismund the Conqueror united the Visigoth tribes, some of the Ostrogoths and Tervengi under the Amal clan. The Amals dominate this frozen kingdom. Much like the Ostrogoths, the Visigoths revel in raiding and war. They are not adverse to plundering the coasts of their founding kingdom, Eisenheim. Like their neighbors, the people of Holmgald gather in small villages of great halls and are famous for their seamanship. King Thorismund IV rules from the capital of Gokstad.

Karilia (County of)

Khemi
Count Josef Olbrich

As with the other provinces in this region, Karilia rose in rebellion against Unklar when the Imperial garrisons withdrew. The nobles of Karilia, astride the east west trade route, found themselves hard pressed until the battle of Olensk in 1029md (see Augsburg above). Augsburg's victory in the east shattered the ability of the Empire to maintain any control in the west. With the threat of Imperial intervention removed, the nobility established a firm grip on the country and chose one of their own to rule them. They resisted Angouleme's efforts to annex them.

The powerful house of Olbrich continues to rule in Karilia. Here, as elsewhere, the knightly tradition is upheld through tournament and war. Castles and fortified townships dominate the County. The fierce spirit of independence in Karilia is supported by close relations with the County of Sienna. Intermittent warfare with the Kingdoms of Angouleme and Maine offer employment to all manner of adventurers.

Kayomar, (Kingdom of)

Du Guesillon
King Eadore

The oldest of all kingdoms, Kayomar's origins predate the Age of Heroes. Her most notable King was Luther of Istal, who abdicated in favor of his son and retired to the Dreaming Sea.

During the Millennial Darkness, the Knights of Kayomar continued the war against Unklar. Driven into hiding, the refugees survived largely due to the protection of their patron, Saint Luther. The Lords of Kayomar were the first to rise in arms against Unklar's Empire. Morgan, Lord of the paladins of the Holy Defenders of the Flame, led the Kayomarese in battle. During the Winter Dark Wars, the Lords of Kayomar forged a deep bond with the folk of the Eldwood (see Eldwood below).

They have since forged a powerful Kingdom in the far west upon the borders of the wild. Morgan accepted the crown from Saint

Luther and his family has ruled Kayomar since 1029md. The politics of the Kingdom are determined by 18 aristocratic families, all of whom trace their ancestry to the days before the Winter Dark. Eadore, descendent of Morgan, is the present King. He is a boy of 14, and because of his youth, the first king who is not a Paladin.

Kayomar is synonymous with knightly virtues and the rule of law and order. Large castles overlook the countryside, where small villages abound. The people lead a simple, prosperous life, content in the protection their lords offer them. The region is well known for its taverns and drink. Due to its proximity to the wilds, however, the Darkenfold in particular, Kayomar's borders are constantly threatened by creatures of evil intent.

Though the worship of Demeter is common, most of Kayomar pays homage to Saint Luther and the Paladins of the Dreaming. Kayomar is defended by two relics, the Holy Flame and Durendale, a holy sword buried in St. Luther's tomb, which is the physical incarnation of the god Durendale. The former, said to be a spark of the All Father's Soul, burns in a sacred dish within the temple complex of the Paladin's Grove. The latter, though its whereabouts are unknown, is so bound to the Grove that most believe it to be buried under the monument of St. Luther.

Palatine King St. Luther I 1026-1029 (House Pendegranze)

King Morgan I 1029-1045 (House Dawin)

King Morgan II 1045-85

King Luther II 1085-1087

King Eadore 1087-present

Luneberg Plains

A vast savannah of rolling hills and wild grass, the Luneberg is home to a host of abandoned castles, ruined towns, and dungeons. The country once flourished, even under the Winter Dark, but that ended when war came. The Dwarves, Augsberg, and Aachen, met the legions of Unklar on the plains of the Luneberg and there fought countless battles. In the end, after the Imperial defeat at Olensk, the Sanjak Kain laid waste to the country, putting many of its folk to flight or death. He ransacked the towns, poisoned the waters, and tore up the roads, leaving the country a desolate place.

After the wars, few ventured into the Luneberg, leaving it to the ghosts of the dead. In consequence, the country has become a wild place, refuge to a host of brigands, wild orcs and evil creatures. Only two cities thrive there, Magdebug and Unspt. Both places are dirty disreputable townships, where small winding streets, and old, dilapidated buildings are jumbled together, crammed behind ancient crumbling walls. They are ruled by the local mayors and the city guard, who are controlled by the thieves' guilds.

Maine (Kingdom of)

Chinon

King Louis III

As with Angouleme to the northeast and Kayomar to the west, Maine rebelled against the Empire after the Council won its first victories. At the battle of Redhill in 1024md, Lord Pius, an Imperial General, established firm control over Maine, the Lechfield and Artois. In 1028md, Pius gained the recognition of Palatine King, St. Luther of Kayomar, and crowned himself King of Maine. This peculiar incident led some to believe that the Kings of Maine owe their crown, and homage to the Kings in Kayomar. Pius, though personally cruel, ruled benevolently. His descendants followed suit.

Despite numerous border wars with the Dwarves of Norgorad-Kam, her northern neighbors, and Kayomar, Maine flourishes. It attracts merchants, adventures and mercenaries. The Kings of Maine are not adverse to rewarding loyal service with patents of nobility and land. The country is well known for its fine grape, and taverns selling all manner of wines dot the country. The wine trade is Maine's greatest commercial asset.

Pius 1028md-1040md

Aenor 1040md-1058md

Pius II the White 1058md-1061md

Louis I 1061md-1069md

Louis II 1069md-1087md

Louis III 1087md-present

Moravan Plains

Graugusse, the Grey Tower, dominates the Moravan plains. From those dark halls the Arch-Magi, Nulak-Kiz-Din, the Troll Lord, ruled over a vast network of holdings including the Shadow Mountains and Gottland. During the Winter Dark, the Troll Lord's evil power attracted all manner of fell beasts, orcs, and trolls to the Moravan. He ruled there for 600 years. The mage's disappearance in 1030md left the region leaderless. In his absence, the Moravan reverted to a wild country where local tribes of orcs vied for power with trolls and giants.

The dark stain of Nulak's magic remains on the Moravan Plains. The skies are poisoned and dark, and little of worth grows in the barren soil. The blasted plains of broken slate are home to bands of vicious trolls, several small orc tribes, and other evil creatures. Graugusse's abandoned halls watch over the wild wastes of the Moravan. The tower purportedly holds vast treasures in gold and magic and attracts all manner of adventurers. Few return, and those who do report terrors beyond imagining.

Ngorondoro

The Eldritch Goblin Lord, Uandlich

The Goblin Kingdom of Ngorondoro rose from the ashes of history in the midst of the Winter Dark Wars. The last of the eldritch goblins found themselves bound in servitude to Unklar with Dolgan and the dwarves of Grundliche Hohle, and together, they fought the bitter battles of the Trench Wars and forged a kindred alliance. The goblins under Uandlich retook the caves of Ichlin-Yor during the last years of the Millennial Dark, and forged a goblin kingdom in the shadow of Grundliche Hohle.

Ngorondoro is a foul place of ancient evil and vile sorcery. Though the goblins have peace with the dwarves, they are ever an evil race and their fell deeds are etched in the stones of history. Few are allowed access to the deeps of this, the only goblin realm, and much of it remains a mystery. Many goblins would unmake the alliance with the dwarves, chief amongst these are the brothers, Ixius and Sonixius. In time of war, Uandlich commands an army of several hundred eldritch goblins and several thousand drone goblin warriors.

Norgorod-Kam

King Dagmar IV

But the world changed and the Dwarves of the Lortmils proclaimed themselves in the midst of the realms of Unklar and opened their Kingdom's deeps as if for War. Their mighty and fell King, Dagmar III, bore the sceptre of the King of Crazeul and the Axe which is the rightful possession of the Dwarf Lords. And the servants of Unklar fled from him and the whole of the Bergrucken, but for the deeper places, were made as if clean, and Dwarves knew much pride and rest in the days to come.

Leopold of Passou

The Dwarves of Norgorod-Kam survived the Millennial Dark hidden in the fastness of their mountain kingdom. Unlike their kindred in Grundliche Hohle and Rosenheim, Norgorod-Kam flourished and grew strong underground. Old King Dagnir fashioned the Impregnable Doors to keep out the dark. When war came, the dwarves unleashed the pent fury of centuries and delivered stunning defeats upon the enemy. They rewarded themselves with lands in the highlands north of their country.

Aside from the occasional dispute with the Kingdom of Maine, the dwarves of Norgorod-Kam dwell in peace with their neighbors. They trade manufactured goods for raw materials. The dwarves keep the road over the Saddleback Mountains, Bergrucken in the dwarf tongue, safe for travel and welcome folk in their halls of stone. The taverns are famous for the fine beer and good music. They draw all manner of patrons to the kingdom. King Dagmar IV rules in his golden halls and commands a powerful army of dwarven shields.

Onwaltig, Orc

Xarteris

Sanjak Mordinang

The island of Onwaltig represents the last of Unklar's Empire. Here, the tattered remnants of a dozen orc legions gathered after the Winter Dark Wars. In the aftermath, no nations had navies of any power, and the orcs were left to their own designs. Under the Orc Sanjak Issa, they fortified the island with monstrous slag heap castles and numerous underground warrens. Later attempts at dislodging the orcs proved futile and costly and were soon abandoned. Issa used the old Imperial chain of command to ensure the survival of the country, and his predecessors have adhered to his ideal.

The Sanjaks of Onwaltig command with absolute authority. The country is strictly controlled. The wizard priests of the Paths of Umbra practice their craft openly and serve the legionnaires. Rumors abound that the Arch-Magi Nulak-Kiz-Din resides here, plotting alongside the orcs for the return of Unklar.

Onwaltig is a dangerous place to travel and few interlopers are permitted. The tales of vast treasures which were carted there after the war abound, however, and attract all manner of thieves and erstwhile adventurers. The Sanjak Mordinang commands four thousand heavy orc infantry and several hundred cavalry. They have a dozen large warships, and numerous troops of light infantry.

Outremere, (The Far Kingdoms, The New Empire)

Ascalon

Empress Pryzmira

We have thrown off the yoke of one autocrat, we will not except the yoke of another. Know that we Free Cities of Outremere have signed a pact to elect the Empress to her throne. She has been in contact with us, as you very well know, for several years and we had some inclination of your coming from her.

Desmond of Ascalon to Jaren Falkynjager of the Council

Heimstadt, Trier, Dundador, Ascalon, Aesperdi, Thuringia, and Westlichia rebelled against the tumbling might of the Empire in 1030md. These cities lived under the shadow of Aufstrag for a thousand years. They grew wealthy through control of the overseas trade routes and they suffered little from the hand of Unklar. In consequence, a powerful, educated merchant class came to rule these cities. When war came to the Empire, the lords of Outremere banded together in a loose confederation and prepared to rebel. Pryzmira, last daughter of the House of the Old Empire of Aenoch, and daughter to Jaren Falkynjager, came to them and promised the wealth and power of the Council if they would support her claim to the ancient lineage. She bore the dagger mark on her shoulder, and they believed her. They agreed to league with Pryzmira under the stipulation that each of the seven lands, the Duchies of Aesperdi, Eichstatt, Kourland,

Thuringia and Westlichia and the city states of Heimstadt and Trier, be given the rights to elect the Empress and her heirs to the throne. In turn, she demanded that their borders be permanently fixed, that they give her the city of Ascalon to rule from, and that they grant her wide privileges of taxation and expansion. In 1040md, the 30 year old Pryzmira became Empress of Aenoch.

The Empress then turned to the western lands and called for a crusade promising land and wealth. The summons generated wide enthusiasm in the west and hosts of men came to carve holdings for themselves. Though the coming years saw many victories and some expansion, the Empire failed to expand much beyond its original borders. The worship of Demeter, however, came with the crusaders and the seven lands became powerful supporters of the new religion. Heimstadt is ruled by a Bishop in the church of Demeter.

Pryzmira still rules in Outremere. She is the last of the rulers who emerged from the wars of the Winter Dark. The last two decades of her rule have seen little in the way of military expansion. She struggles with increasing the commercial power of Ascalon in the face of the seven lands, maintaining the worship of the elder gods in the face of the church of Demeter, and ensuring her daughter Neratite's elevation to the throne.

Outremere promises high adventure and quick wealth. The political and religious unrest cause constant feuds between the seven lands and the Empress, between the old and new gods. The continuous calls for crusaders to rid the lands to the north of wild orcs and remnants of the horrors of Aufstrag make Outremere a beacon for would be glory hunters.

Punj (Kingdom of)

Ivangorod
Feodor III

The Lords of Punj continued the Winter Dark War even after the Council banished Unklar. The Imperial Sanjak Paskevitch delivered the single greatest defeat on the western alliances in 1030md in the Flintlock, routing the dwarves of Grundliche Hohle and driving the men of Augsburg from the Luneburg plains. When Paskevitch overran Havok castle he ended the dwarven rule of the Flintlock. The castle, renamed Unklarglich, became a place of dread evil when a Geist from Aufstrag settled there. Paskevitch, his western borders free, turned to reforming his province. Using the priests of Unklar he raised himself to the throne of Punj. He ruled there until his death in 1051md.

After the fall of the Paskevitch family and the rise of the Godunovs, the Punj developed in unison with the other realms of Erde. The king rules from his capital-fortress, Ivangorod. The wizard priests of Unklar pay heed to their dark god and their temples are in every major city. Yet they do not inflict evil upon the populace as in the days of old. The countryside is ruled by a noble class of ancient lineage. Orc lords and even a few eldritch

goblins, once a powerful contingent in the Imperial legions, still remain in Punj, and serve the King and his offices. Punj wars upon her southern neighbors, but more often her energies are spent staving off barbarian attacks from the north and east.

The Punj is a country of deep forests and valleys. The people cultivated vast stretches of the region and grow crops of rye and barley. The realm flourishes in trade, and has of late even attempted to bring the dwarves into commercial alliances. The dwarven memory is long, however, and the loss of Havok Castle remembered.

The Punj is a civilized land. Her cities are ripe with court intrigue where powerful merchant and thieves guilds vie for control with the nobles and the crown. The borders on the unknown east offer the bold a chance for glory and adventure.

Feodor Paskevitch 1031md-1051md
Mikhail 1051md-1058md
Feodor II Godunov 1058md-1064md
Yuri 1064md-1087md
Feodor III 1087md-present

Rhuneland

The vast sprawling Rhuneland served as the heart of the Imperial domains under the rule of Unklar. Its wealth in agriculture made the land the bread basket of Erde and in turn, made its people powerful and wealthy. During the Winter Dark Wars the region escaped despoilment, but the Empire used up its vast wealth financing the war. The fall of Unklar led to rebellion and civil war throughout the Rhuneland as lords and wealthy merchants vied for power. The region sunk into a long morass of internecine warfare of which it has only recently begun to recover.

Presently, the Rhuneland consists of several dozen townships who play host to mercenary bands that alternately war with one another for control over the smaller independent villages and settlements. The Red March lies within the Rhuneland's borders.

Roheisen Hohle, (The Iron Kingdom) Dwarf

King Ondorog Helgostohl XIV

Roheisen Hohle, beneath Mount Tur, is one of the oldest of the Dwarf Homes. Here, in days of yore, great stores of metal were mined and fashioned into articles of war.

In the 89th century, as Dwarves reckon time, during the height of the Goblin-Dwarf wars, King Helgostohl IX, closed the gates to Roheisen Hohle and sealed all entrances to Mount Tur. The Dwarves lived out their days apart from the world above. They were ruled by the kings of the line of Helgostohl, the Underfathers. The years have greatly diminished the folk, and they fell victim to the plague of the Stone Curse. If touched by the light of the day, a dwarf from Roheisen is turned to stone.

During the Winter Dark wars, King Ondorog Helgostohl XIV made alliances with the Dwarven King of Grundliche Hohle, Dolgan. Though the stone dwarves did not come out of their kingdom to fight, they made weapons of war for their cousins and allies. To this day, they struggle with the Stone Curse, trying to find a cure to the dreadful disease. They travel in huge iron bound wagons drawn by fierce bears.

Roheisen Hohle dwarves are the last dwarves of the old world, having never intermingled with later races. Few in number and often bitter, their wealth lies in metals and weaponry. Under the ground, they have no equal. The human town of Haven lies at the foot of Mount Tur, and the pilgrims to Demeter who flock here every year marvel at the occasional wagon train lumbering up from underneath the earth.

Sienna (the County)

Capua

Count Jean de Artemai

The small County of Sienna lies sandwiched between the Kingdoms of Maine and Angouleme. The province won its freedom during Angouleme's rebellion at the outset of the Winter Dark Wars (see Angouleme above). Due to the power of her local nobility, Sienna managed to maintain its independence. As with her neighbors, Sienna thrives on the knightly tradition and small castles and fortified towns dot the countryside. There are, however, many small villages where people make their daily bread through hard work and toil. The region is known for its excellent warhorses.

Tagea

King Leonidas and King Demosthenes

When the migrants of the Solarium Empire failed to find a home in Kayomar, they split into two factions (see Brindisium above). The smaller faction traveled west, settling on the island of Tagea. There, they found a good home astride a growing trade route. A fiercely militaristic society, the Tageans proved apt at defending themselves and seizing the surrounding isles. They grew wealthy on ship borne trade and established close ties with Eloria. The Tageans dwell in sprawling open air villas and revel in building great colonnaded temples to the ocean god Poseidon.

The Tageans are ruled by two kings who each serve for one year. The kings are elected by the warrior citizens, the hoplites. The enserfed population supports the hoplite armies in the field with light infantry. The Tageans are heralded as some of the best warriors in the world.

The Toten Fields (Fields of Dead)

Here, the final battle in the Winter Dark Wars was fought. Unklar, banished from the plain some years previous, left a powerful empire around Aufstrag. The allies of the north and west proved determined to extinguish this power. For months, men, dwarves,



and elves gathered in the wilds of the Luneburg, and in the high summer of 1037md, the allied host crossed the Udunilay river to attack Aufstrag. But the Imperial forces had not been idle. They had gathered the flower of the empire and called on those dragons who still lived. Several of the foul Geist joined them, as did many wizards. The Battle of the Tree shook the world to its foundations and left the whole land about Aufstrag a desolate wasteland. So great was the carnage that men left their brothers on the field, and even the stout hearted dwarves failed to pull the fallen from the calamity of the Toten Fields.

In time, the place became a stinking morass of silted pools and poisoned earth. The magic wielded in the battle scarred the land beyond healing. Even the druids have failed to break the horror which hangs over the land. Untold wealth and magic lies buried in the Toten Fields, sunk deep into the earth, but the ghosts of the fallen wander the hills calling out their pain. Necromancers thus frequent the land in search of the power of the dead.

Trondheim

Aggersholm

King Karl the Bear

A northern barbarian kingdom which benefitted from the battle of Gokstad (see Eisenheim above), Trondheim is home to the powerful Gruetungi and Alanni tribes. These wild northmen, like their cousins to the west, lived for years off of plunder gathered in the southern lands. The Gruetungi are usually at war with their immediate neighbors, the Visigoths, in Haltland. They are led by their King, Karl the Bear, who makes his home in Trondelag.

United Kingdoms, the
Torrich
Prince Innocent III

During the waning days of the Winter Dark War, the lands south of Aufstrag groped for leadership. Prince Innocent, a lord with shadowy origins, marshaled these remnants of the Empire under a sprawling Confederation of Kingdoms and city states using guile and the Imperial bureaucracy. Ihlsa, parts of Unduliland, Rleuland, the orc nation of Hlobane, and a dozen cities entered into a compact with the Prince. He established the rule of the Principate in the city of Torrich. The United Kingdoms are rarely united, however, and wage continual war on their neighbors and one another.

Humans dominate the United Kingdoms and the old imperial bureaucracy holds it together. But constant warfare has led to the country being fortified. Towns are walled and few villages survive without defensive protection. Strong castles and towers dominate the landscape. Whereas in the west gallant knights battle one another for glory as much as for land, here, war is much more deadly. Honor and nobility rarely enter a contest of arms, making warfare vicious.

The ruling Prince, Innocent III, is beautiful above all men. His youthful appearance resembles that of his father and grandfather so much that rumors abound of his origins. Some say that he is the same man, an undead creature, who changes his guise and name to stave off suspicions. The Prince holds tentative control over the desperate realms through magic and assassination. In the latter, he utilizes the skills of the assassin guild, Crna Ruk, the Black Hand.

Zeitz, the March

The March of Zeitz consists of Saarbrucke, Umbria and the Sav. Vast plains intermingle with dense forests and wide rivers. During the Winter Dark Wars the region served as a crossroads for the warring parties. Imperial legions plundered the local towns and villages on their way to the west, barbarian goths raided the coastal regions and rivers on their way to the south, and the folk of Aachen and Augsberg used the March for recruiting grounds. This devastation lasted for 15 years, embittered the local population, and allowed the land to become the home of many deserters, bandits, errant knights and general riff raff. Brigands were attracted by the route of the pilgrims of Demeter, which led from the southern lands across the March to Mount Tur and the town of Haven. To counteract this the Knights of Haven were founded to protect the pilgrims. They built a number of castles in the March to this end.

The March attracts wild adventurers, desperate fugitives and erstwhile wizards. The locals war and intrigue against each other and raid the lands to the south. The several powerful castles of the Knights of Haven, sitting astride the main north-south road, only add to the confusion in the region.

VI Of the Mountains, Forests, and Greater Rivers

Forests, Plains, and Hills

Aenochian Forest: A haunted forest whose depths are said to house the bones of the old Imperial family. Some say the crown, the Cunae Mundus Usquam, is lost there still.

Darkenfold: A sea of green, the Darkenfold thrives where few men dare tread. Beneath her great black-barked oak trees exists a world of wonder. The light of day, absorbed, some say, by the bark of the trees, rarely penetrates the forest deeps. Twisted paths to nowhere lead through deep meadows and past brooks babbling enchantments. And where the light of the sun falls, flowers grow purple, blue and yellow, contrasting with the mortality of green which is the Darkenfold.

The Detmold: An old and dark forest. Its short thick trees grow close together and crowd the northern road. It is said that Queen Ephremere of Aachen became one with the Unicorn here.

The Eldwood: Of all the forests in the world, the Eldwood is the oldest. Its ancient oaks stand like monuments in time. Their massive tower-like boles line the forest like pillars of stone and are capped by arching branches and leafy canopies. Beneath the forest vault lies a land of ancient mystery. Deep pools in hidden places feed cold streams that trickle through lost valleys. Glades of wondrous beauty hide the homes of dryads and faeries. Deep within live the wood elves of King Nigold. These seldom seen elves are ever diligent for the forest. Their feasts, while seldom seen, are often heard. The elves work with the Watchers in the Wood, Rangers who serve the demi-god Daladon the Protector. Together they insure the safety of the Great Oak, father of all trees that lies somewhere in the lost reaches of the Eldwood.

Elithian Wood: The oaks of the Elithian supply many of the neighboring countries with their timber. The forest is home to a few bandits.

Frozen Salt Flats: North of the Kingdom of Punj and beyond the Grundliche Mountains are the Frozen Salt Flats. This great glacier is one of the few remaining signs of the horrid Winter Dark and Unklar's rule. A barren waste where few travel, it is said that many of Unklar's minions fled to the Flats at the end of his epoch.

The Great Northern Forest: In the trackless wastes north of the Moravan Plains lay vast stretches of virgin pine forest. These largely unexplored lands are wild and are home to large prehistoric animals and tribes of men.

The Greenwood: The King's wood. These trees are hotly contested between the King's of Angouleme and the Lords of the Hanse.

Grossewald, (the Great Forest): This mass of old growth timber dominates the central plains. Here goblins of old still live and monster from Aufstrag creep. The forests are also home to battle hardened halflings of various clans.

The Kellerwald: A Sprawling forest upon the borders of Outremere.

Mithlon Eves: This forest of hardwood trees lies nestled at the feet of the Rodope Mountains. Here the wild elves live and other creatures of faerie beside. It is rumored that many undead stalk the forest paths. Mithlon the High Elf fell here, embattling orcs and goblins. The wood has borne his name ever since.

Rilthwood: The slender, stark white trees rise high above the numerous ponds and streams like spires of bone. In the fall, the normally shiny, broad green leaves of the Rilthwood trees turn a brilliant red. When viewed from the Grundliche Mountains to the east, the trees appear to be columns of white coated and red helmed giants marching across the landscape.

Twilight Wood: Under the Winter Dark the forest evolved anew into something altogether different. Here, twisted branches of perverted elm and oak grasp the night air like fingers of death. The peculiar leaves, black, with white veins, absorb the light of the moon, growing thick and long. In the forest heights they intertwine with leafy vines, blocking the light of the sun such that the forest is in perpetual twilight. The wood is home to all manner of fell beast and undead creature. Twilight elves walk these woods. These elves, the perverted offspring of high elves who remained behind, are as evil as they are good. Utumno, the dreaming god, is said to wander forgotten paths of this haunted place.

The Red March: The settlements of the Red March sit in the wilderness like small mounds of stone in a beautiful thicket. The people possess a legendary friendliness and willingness to accept strangers into their communities. No lord rules over the Red March or impresses taxes upon its people. Thus, adventurers seeking respite in the hearty food and drink and comfortable beds of the March's taverns and inns can obtain it at a reasonable price.

The Wilds: The wilds are loosely forested hills and dales where some few hardy folk have settled.

Rivers, The Straights, Swamps and the Seas

The Amber Sea: The great southern ocean, famous for violent storms and unpredictable weather.

The Drab Sinks: These fetid swamps lie upon the southern reaches of Gottland. Foul, slime covered water from the Ingtion River trickles into the bog and mingles with mud filled sink holes, oxbow lakes and silted pools. Thick vegetation clouds the waterways and the few hillocks which mark the Sinks.

Grausamland, the Fell Swamp: The swamps around Aufstrag consist of fetid bogs of putrid water-logged ground. They sit atop the ruins of the city of Al-Liosh and have seeped into the deeps of that place making foot travel very dangerous. Mud and muck yields to pits deeper than one can imagine. Untold wealth lies in dungeons covered by the marsh.

Ingtion River: Originating in the Shadow Mountains, this slow moving river gathers slime and debris from Gottland on its way south. It vanishes as a broad shallow river in the Drab Sinks.

The Inner Sea: The great depths of the Inner Sea serve as roads for the northern raiders from the barbarian kingdoms. A great deal of traffic crosses the sea, and the Hanse cities field small and affective navies that patrol for pirates and raiders.

Lake Orion: The waters of Lake Orion are cool and deep. Many fisherman from all the surrounding lands make their home upon the banks of the lake. Pirates ply their trade here as they do on the open sea. No nation dominates the lake, though, from time to time, they try.

Lithanian River: Fed by mountain springs, the frigid Lithanian river divides the County of Cleves Angouleme.

Olgdon River: The greatest of the eastern rivers, the Olgdon flows from its headwaters in the Grundliche Mountains through the plains and forests, emptying in the sea. The river ranges from 2000 to 5000 feet wide and is impassable absent boat or bridge. Other than a few fords in the distant north, the river is bridged only twice, both in Augsburg, where great castles sit, ever diligent of the distant east.

The Soup Marsh: These fetid bogs dominate the lands south of the Darkenfold. The region is a morass of mud and muck, and almost impassable. Tales of lost dwarf mines bring many foolhardy adventurers, but few return.

The Straights of Ursal: The straights connect the North Sea with the southern oceans, and officially divides Ethrumania and Aenocia. The straights, though not wide, are very tumultuous and difficult to cross. The remnants of pylons from an ancient bridge spanning the straights still dot the waters from Hallbridge in Aenocia to Avignon in Ethrumania (for more detail see Avignon, below).

Udunilay: One of the two great rivers which flow past Aufstrag, through the Toten fields, and into the Grausamland.

Mountains and Hills

Bergrucken (the Saddleback Range): These mountains stand between the lands of Kayomor and the east like a great stone wall. Thin and long, the range runs south to north. Several roads cross the tall rusty colored mountains. The dwarves of Norgorad-Kam patrol the range, jealously guarding her secrets. It is rumored that a great tunnel exists underneath the mountains allowing travelers to cross beneath, as opposed to over, the mountains.

Bleached Hills: These jagged upland hills marked the furthest reaches of Nulak-Kiz-Din's dominions during the Winter Dark. The large battles fought there and their many fallen, most of whom were never buried, give the region its name.

The Coal Range: These low lying hills rise north of the Bergrucken. Deep gultches, rocky precipices, and steep cliffs make travel in the Coal Range an adventure in itself. Tall thin loblolly pines grow throughout the hills, harboring small bands of kobolds. The local folk, the Coal Burners, mine coal and sell it to the neighboring countries of Maine and Angouleme.

The Flintlock: The jagged hills of the Flintlock are home to the 47 gnome clans. Once part of the Kingdom of Grundliche Hohle the Flintlock has since become a dangerous place to travel.

Grundliche Mountains: These white capped burs are the tallest in Erde. Mount Grimfang's rocky spires reaching beyond the clouds. The Grundliche range is an inhospitable place rumored to hold riches beyond compare. The dwarven home, Grundliche Hohle, lies in these mountains, as does the goblin kingdom of Ngorondoro.

Kolkrab (Raven Heights): Tall mountains which dominate the southern coasts of Aenocia, the Red Hills and the Aenochian Forest. Ravens, the oldest and most intelligent of all birds, are found only in Kolkrab.

The Massif: The Massif dominates central Ethrumania. Its towering cliffs are broken by washes and a few roads. Lake Orion lies in the central part of the Massif, making the lands on the heights bountiful.

Red Hills: The gently rolling slopes of the Red Hills are home to many human and gnome settlers. The region is well known for its pottery. With little in the way of government the villages have become prey to many bandits, human and otherwise.

Rodope Mountains: These towering mountains ring in the lands of Ethrumania and Aenocia. The tall wicked peaks of these inhospitable heights are best known for dragon eries. They also harbor the home of Aristobolus the Arch-magi. He built Turm Gewir, the Tower of Chaos, here during the Age of Heroes. The location of the tower is unknown.

Shadow Mountains: This sprawling mountain range dominates northern Ethrumania. The scarred peaks of the Shadow mountains stretch from the North Sea to the distant west. Here, rumbling volcanoes cause constant minor quakes and send rocks and slate crashing to the earth. The ridges are jagged and perilous to cross. The land encircles the Moravan Plains, once home to some of Unklar's fiercest minions. Orcs guard the passes and dragons nest in the many caves and old lava tubes.

The Shelves of the Mist: These gently rolling, forested hills, north of the Darkenfold, are home to all manner of fantastic creatures. The many creeks and small lakes lend to the banks of mist which seem to forever hang over the shelves. 'Tis said that these hills harbor the gates of Vakhund, doorways to other worlds.



Appendix I: A Look at Languages

Dwarf to Vulgate

m - mountain noun

o - ocean noun

Al *adj*: All

Alunot *n/m*: Thought

Alenerde *n/m*: Creation “all things that come from the father.” There is no plural of this noun.

Anath *n/m*: Glyph

And *v*: to Bind, as in, to bind by an oath.

Aratu *n/o*: Preparation

Art *n/m*: Mouth

Ar *adj*: White

Aust *n/m*: God

Berg *n/m*: Fortified City

Cun *n/m*: Eye

Cuneul *n/m*: Vision

Cutleath *n/o*: Environment

Dulz *adj*: Deep

Dulzen *n/o*: Deep as in the Deep

Dun *n/m*: Door to a fortified place

Ee: The

Eagorth *n/m*: The First

Eleutliche *v*: to Sew

Erde *n/m*: Father

Er *adj*: Fortified

Erg *n/m*: Fortress

Ev *adj*: Long

Evval *n/o*: Travel

Evval-uk *v*: to Travel

Fruje *n/o*: Locale

Fruje-uk *v*: to Locate

Hargon *n/o*: Hollow (valley)

Heisen *n/m*: Iron

Heisen-uk *v*: to make like iron, to become like iron. Used metaphorically.

Held *v*: to Hold

Herekup *n/m*: Beginning

Hohle *n/m*: Halls, home referring to places beneath the earth

Furchtlos *adj*: Undaunted

Glich *n/o*: Pit

Gorth *adj*: First

Ietulth *n/f*: Contact

Iraku *v*: to Make

Irakulos *v*: to Unmake

Iul *n/m*: Wind

Kam *adj*: Brass

Kav *v*: to dwell, specific for natural cave dwellers.

Kevro *n/m*: Journey

Klar *n/o*: Woe, the deepest sense of remorse

possible, the word originated at the death of the All Father.

Kolch *n/m*: Sound

Kun *adj*: Empty

Lam *n/o*: Link

Liche *v*: to pull from, literally to “draw out the beauty.” Generally used in reference to creations of art, weapons, and crafts of extraordinary make and beauty.

Luet *n/o*: Thread

Nowl *n/m*: Knowledge

Maluntomkun-uk *v*: Concentrate

Maluntomkun *n/o*: Concentration

Muen *adj*: Tall

Oanatuth *n/m*: Exposure

Ois *n/m*: Loud, bothersome noise. Eoise (poetic usage and plural - irregular)

Omb *v*: to Come

Onu *n/m*: Stone

Or *adj*: One, as in the number

Orun *n/m*: Natural, unspoiled cave

Paath *n/o*: Seal

Thul *n/o*: Powder

Redroath *n/m*: A gathering of the Folk.

Redroathomb *n/o*: Conjunction

Ren *n/o*: Cross

Rien *n/m*: Forge

Rinck *n/o*: Plane

Rinckvinalth *n/o*: Dimension

Roan/Eroan *n/m*: Rune/runes - irregular

Schumide/Eschumide *n/m*: Smith/smiths - irregular

Stein/Estein *n/m*: Stone/stones that is/are used in construction - irregular

Talu *n/m*: Bridge

Taonu *n/m*: Life, to be alive.

Taraj *n/m*: Shield

Thiakun *v*: to Rend

Tuliath *n/o*: Liquid

Ulch *adj*: Back

Uk-aratu *v*: to Prepare

Uk-iraku *n/m*: the Making

Uk-irakulos *n/m*: the Unmaking

Uk-kav *v*: to Dwell

Upt *prep*: Over

Uptren *v*: Juxtapose

Ur *adj*: Black

Urag *n*: Home, where one’s family lives, specifically ones parents.

Val *n/m*: Walk

Veil *v*: to Control

Vinalth *v*: to Contain

Vulgate to Dwarf

All adj: Al
Back adj: Ulch
Beginning: Herekup
Black adj: Ur
Brass adj: Kam
Bridge n: Talu
Cave n: Orun, natural, unspoiled cave.
Cave Dwellers v: Kav, to dwell, specific for natural cave dwellers.
City, Fortified n: Berg
Come v: Omb
Concentrate v: Maluntomkun-uk
Concentration n: Maluntomkun
Conjunction n: Redroathomb
Contact n: Ietulth
Contain v: Vinalth
Creation n: Alenerde, "all things that come from the father." There is no plural of this noun.
Control v: Veil
Cross n: Ren
Deep adj: Dulz
Deep n: Dulzen, deep as in the deep.
Dimension n: Rinckvinalth
Door n: Dun
Draw out of v: Liche, to pull from, literally to "draw out the beauty." Generally used in reference to creations of art, weapons, and crafts of extraordinary make and beauty.
Dwell v: Uk-kav, to live in a cave.
Empty adj: Kun
Environment n: Cutleath
Exposure n: Oanatuth
Eye n: Cun
Father n: Erde
First, the n: Eagorth
First adj: Gorth
Forge n: Rien
Fortified adj: Er
Fortress n: Erg
Gathering n: Redroath, a gathering of the Folk.
God n: Aust
Glyph n: Anath
Halls n: Hohle, relation to home.
Hold v: Held
Hollow n: Hargon (valley)
Home n: Urag, where one's family lives, specifically ones parents.
Iron n: Heisen
Iron-like, v: Heisen-uk, to make like iron, to become like iron. Used metaphorically.
Journey n: Kevro
Juxtapose v: Uptren

Knowledge n: Nowl
Link n: Lam
Life n: Taonu, to be alive.
Liquid n: Tuliath
Locale n: Fruje
Locate Fruje-uk v: Fruje-uk
Long adj: Ev
Make v: Iraku
Making, the n: Uk-iraku
Mouth n: Art
Noise n: Oise, loud, bothersome noise. Eoise (poetic usage and plural - irregular).
Oath, binding v: And, to Bind, as in, to bind by an oath.
One adj: Or, as in the number.
Over prep: Upt
Pit n: Glich
Plane n: Rinck
Powder n: Thul
Preparation v: Aratu
Prepare v: Uk-aratu
Rend v: Thiakun
Rune n: Roan/Eroan - irregular
Seal n: Paath
Sew v: Eleutliche
Shield n: Taraj
Smith n: Schumide - irregular
Sound n: Kolch
Simple Grammar Rules
Stone n: Onu
Stone n: Stein, Stone/stones that is/are used in construction. Irregular
Tall adj: Muen
The: Ea
Thought n: Alunot
Thread n: Luet
Travel v: Evval-uk
Undaunted adj: Furchtlos
Unmaking, the n: Uk-irakulos
Unmake v: Irakulos
Vision n: Cuneul
Walk n: Val
White adj: Ar
Wind n: Iul
Woe n: Klar

Nouns

All nouns are presented as the **root word**. This is done so that adding and removing prefixes and suffixes is easier.

All nouns are considered either **Mountain or Ocean nouns**. Singular Mountain nouns end in 'en.' Singular Ocean nouns end in 'un.' Mountain nouns were created in the days of the All Father and are considered inviolble hard nouns. Ocean nouns were created after the death of the All Father and are considered maleable.

Anath (glyph), a mountain noun is Anathen. Ietulth (contact), an Ocean noun is Ietulthun. Words that end in "en" are mountain nouns and no suffix is attached to indicate this. Many nouns can be both mountain or ocean depending on the context. Anath, for example, refers to a glyph and is a mountain noun. However, several particular glyphs are Ocean nouns and when referencing those glyphs the ocean ending is necessary.

To make a **plural** of a noun one simply adds an 'E' to the front of the word. If the noun begins with a vowel, add an 'EN.'

For example. Plurals are neither mountain nor ocean but are called **Forest nouns**.

Cun = eye

Ecun = eyes

Erde = Father

Enerde = Fathers

To **make an adjective a noun** one adds 'ea' to the beginning of the word. Gorth(first) becomes Eagorth = The First (one). 'One' is understood. The change of adjectives to nouns is entirely random and defies this authors abilities to even begin describing. Then, depending on the reference, the ocean, forest or mountain ending or prefix is added. So, Gorth becomes Eagorth - the First (One). If this Eagorth refers to an event, time space or person that existed prior to the All Fathers fall, it becomes Eagorthen (for example, referencing the first dwarf). If it refers to an event, time space or person after the fall of the All Father, it is Eagorthun (for example, referencing the first battle of the Catalyst wars).

Verbs

All verbs precede the noun they reference. So, when one says 'I go to the store' in English, in dwarven one says 'Go I to the store.'

Many **verbs can be changed to nouns**. To do so, add 'Uk-' to the front of the root word.

To **change a noun to a verb** add '- uk' to the rear of the root word.

Many verbs are unique.

Adjectives

Adjectives always follow the nouns they reference. So, when one says 'The big brown cow goes to the store' in English, in dwarven it is 'Goes the cow big brown to the store.'

Appendix II: The Calendar

Of Climate

Due to the lengthy period of glaciation brought on by the thousand year rule of Unklar, Erde is an extremely wet world. There are seven months of Spring and Autumn, three of Winter and two of Summer. It rains or snows much of the year.

The Calendar

There are 367 days in a year. It is divided into 12 months and one week of Celebration and Holiday, the Feast of the Unmaking. Each month has 30 days, and the Feast has 7. Though there are many local and religious holidays, the Feast of the Unmaking is celebrated universally throughout the Young Kingdoms as a time of thanksgiving for the destruction of Unklar.

Calendar reckoning: The standard calendar year is that of the Millennial Dark (as begun by the Dark God Unklar). The current year is 1097md. There are, however, four calendars of reckoning, Dwarf, Elf, Olden Year and Millennial. All campaign dates are given in md and it is recognized as the standard year throughout the Young Kingdoms.

Conversion chart:

Millennial Dark (md):	1
Olden Year (oy):	800
Dwarf Year (df):	12188
Elven Year (ey)	3452

To arrive at the Olden Year, add 800 to the present md. For Dwarf year add 12188, and for Elven year 3452. A History will read: In 1029md (13217df; 1729oy; 4252ey) the Dwarves of Grundliche Hohle made peace with the 47 clans of Gnomes.

The months of the year: In the Vulgate tongue (most commonly used)

Erstdain (first month)	Spring
Regnerisch (rain)	Spring
Lothian (Daladon)	Spring
Uthdain (Luther)	Spring

Feast of the Unmaking (7 days)

Falkhyn (Jaren Falkynjager)	Summer (low)
Trocken (the Hot month)	Summer (high)

Frostig (cooling)	Autumn
Erstfhroe (first frost)	Autumn
Lezlicht (last light)	Autumn
Nochturn (the evening)	Winter
Winterdark	Winter
Arist (Aristobolus)	Winter

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