

## The Mythos

Those who are called gods are here named and a brief description and some history are given to familiarize the untaught with the Powers, the *Quoren*, and Dominions, the *Bacorgen*. It must be said that they were themselves brought into being before time was, by *Ipeo* the One, *Ardenaite* (which represents: Most-High God), and *Peithiond* (meaning “the Seated One”). They are unlike all others within the Kingdom of Ipeo, which is everywhere in every age of the Halls of the Eternal, the Outer Realms, and within the Halls of Time. Elves name them the *Gaemacien* the Deathless Ones, and Men call them Gods, be they evil or holy.

They witnessed the creation of all things that were. They were before time, as spirits of light that were assembled about the throne of Peithiond, and they were made for his praise. Ardenaite taught them great wisdom, and in their hearts were kindled desires inexplicable, for there were no objects upon which to set these desires, nor was it yet known what was to come. For a timeless age they all rejoiced for what they knew not. Then it was that Ipeo revealed to them a plan of creation and of the world, and it is called *Ceärn*.

Then their stray longings were united and seeing their hearts had been filled with desires for things that were yet to be. Now one of nine great leaders of the Gaemacien, hearing of the world to come and the things to be in it, wished to rule it and to be a creator. This was at first under the guise of a stewardship, but later when he beheld the world, he was gripped in his heart by the desire to have a realm to order it as he pleased to make life, and to destroy it. Thus it was that Iorug the Ancient Enemy fell and many fell with him. These are the Darkness and evil power comes from their will.

There were others of the Gaemacien that did not succumb to the temptations of Iorug the Enemy and his company. They remain holy and pure, untainted by evil and are the Quoren, and the *Gaëlen Ceärnin* – the Protectors of Ceärn, and Orugelor and his servants are not counted among them. The Most High gave to them the stewardship of the world, and they retained it for many ages, and to this day still govern the providence of Ceärn under the One. They dwell in the Enduring Realm, and their eyes and ears go to and fro and their power is ever present in Ceärn.

From this land in their lofty palaces the Powers still watch the unfolding of history, and the inhabitants thereof live through the ages of the earth, but are beyond the ruinous grasp of time. Since for all his war and conquest, Orugelor the Black never entered into that land, even that would have ended all hope in the world. The souls of the Three Peoples that remain in Ceärn will pass one day, sailing on the zephyrs of Pealarnë into the Enduring Realm. In that place is life in blessedness. Those, having come out from under the shadow of Death, dwell among all things that ever were, and things there are spotless, clean, and like new.

# the kingdom of Ardenaitë

These things I, Cenarë, have written for my friend Lohengran, King of Royal Meathe. They are taken from that account of my own, which was told to me by His High Majesty, Pealarnë, and Lady Eifidora.

All things that exist are called the Kingdom of Ipeo, The One, who has caused them to be. He is called by the Elven folk Ipeo – The One – because before there was anything there was only the One; also Peithiond – the Seated One – for He shall be victorious; also Ardenaitë – Most-High-God – which is a result of the lies of the Great Enemy who said there were many and himself the chief, but there is only one Maker of Men and Elves and He is not the Dark Foe.

There was nothing, even He, Ipeo, made all that is. These places of His making have names and are divided so that the Noble Folk can understand and speak of such things. There are also some places that have been made by His faithful stewards, the Gaemacien, the Immortals; those whom your people deem Gods; those whom my folk call the Gaëlen Ceärnin – the Protectors of Ceärn, and the Quoren – the Powers.

First wrought were the Halls of the Eternal. There is found the throne of the Seated One, and all the Immortals were there made. These halls exist outside of Time and are hard for the Noble Folk, even those who have dwelt in the Enduring Realm, to comprehend. They are a place without time, yet can behold Time, as if from afar, even still it is near to the sight. This wisdom is higher than we, King Lohengran, thus I can only describe with feeble and inadequate words how such things may be.

After the Halls of the Eternal, were made the Halls of Time. Ceärn is here, and we call it the World that is. Things here were purposed to endure, but at the coming of the Enemy and because of his sorcery they are tainted and time is become ruinous to all things. Between the Eternal and the Halls of Time are the Outer Realms.

I should write now of these Outer Realms, which were made in the moment when Ceärn was also made. These Realms are strange indeed to us, and no mortal has founded any realm in them. I know only what the Great of the Nine have told me. They lie between Time and the Eternal. Time passes in them, and they are subject to change, and the wise among us believe to decay as well. For from their substance did the Enemy derive some measure of power when he wrought his dreadful form in Ceärn. (Of the bodies of the Immortals I shall write later, as you requested already.)

These Outer Realms exist entirely in the Halls of Time. Their borders touch both the Halls of Time and the Eternal. In the Realms are vast spaces containing substances untamed of which Ceärn is made. (I say “spaces,” for we do not have a word in my language to describe the form of these places. Perhaps: regions or expanses. The best word to use is “worlds”, but it seems to confuse not clarify.) In the time before the Powers came, Ipeo alone governed the world (the worlds, should I say?), but Iorug was come into the Halls of Time and searched ever for a way into Ceärn. Because of his evil, destruction and chaos was come into what had been of harmony. In that time Iorug learned much about the substances, and fire he loved most of all, for it brought ruin to all things. Yet for all his learning, he found he could not utterly destroy any substance, change only could he cause. In this is the beauty and power of Ipeo revealed, for He alone can make, and unmake.

The Powers can craft and create things from the substances already in Ceärn, but they can not obliterate it, and only an evil thing wills to control it utterly. When I ask

concerning this truth I am told simply that there can be only one Maker. I therefore leave the handling of this wisdom to others whose wisdom surpasses any soul ever born of flesh and blood. Nevertheless, I write now that these Outer Places have some physical aspects and though the Realms Without are not in Ceärn and Ceärn is not in the Realms; Ceärn is of them, and they are of Ceärn.

They possess qualities of Ceärn, and Ceärn possesses qualities of them, but they are fundamentally different places. "Identical in essence, diverse in properties," so say the wise. The way to enter the Outer Realms is by no power of the flesh, for the Gates of Day and Night are shut and Ceärn has been changed from its original state. So that speaking logically, the Two Gates are, perhaps, like one Gate and are all around us. This is complex and I digress, for I should now write of the Enduring Realm (of all the creation, it is the most unique).

If the Outer Realms are between Time and the Eternal, and if Ceärn is connected (though not physically) to the Realms at all points, then where lies the Enduring Realm? If Time and Decay are inseparable in the Outer Realms and Ceärn alike: howbeit that the Enduring Realm knows time, but not as a ruinous thing? Now, O King of Men, we have come to a strange place. For mortal minds are not apt to grasp how this can be (namely that time passes but the ruin of life and matter does not occur). This truth you know, friend Lohengran: that the Powers made the Enduring Realm before the Enemy came into Ceärn. Therefore we Elves hold: the Realm that Endures is made of the stuff of Ceärn, but the Curse is not upon it.

Whence came the substance of the Enduring Realm? First from Ceärn, but that from the Outer Realms, for from those things was Ceärn fashioned. If then it cometh indeed from where Time moves then it is subject to Time. For all things that are

existing outside the Halls of the Eternal are in the Halls of Time.

So the Enduring Realm knows Time. What of the curse of decay? That Curse affects not the Enduring Realm, nor those who inhabit it. The Gaëlen taught us that the Enemy dwelt in the Outer Realms when the Enduring Realm was made, and that he had not entered into it. Now the Curse came to all flesh in Ceärn who chose to remain when Orugelor returned, but the Enduring Realm was already wrought and prepared.

It was then that the whole world was changed and the place we call the Enduring Realm was, by Ardenaite alone, removed from the world as part of the First Curse. The Powers could not have done such a thing, not the Holy Ones, and certainly not the Dark Foe. So we conclude that the Enduring Realm is not in the Outer Places but is in the world with us. We say it is in Ceärn because it came from Ceärn, but it is not wholly interior or exterior of this place.

Therefore the passing of time is felt and seen in the Land That Endures, but the degradation of the things in it does not occur.

So you have a short explanation of the terms my people use and teach. Which is to say: that the Halls of the Eternal are ultimately inexplicable; and that the Halls of Time contain the Outer Realms, Ceärn, and the Enduring Realm.

# UW The powers of Ceärn VX

These are the Nine Great Powers (ten they were but Orugelor is no longer named among them): Pealarnë, Haeriana, Tealor, Acárdila, Aldacar, Eleadrin, Eifidora, Largenor, and Nordónn. These Elves call them: *Idh Quoren Ceärnin*, “The Powers of Ceärn.” They are indicated by the symbol: F following their names.

These are the Powers who are mighty indeed among their orders, but are not accounted among the Nine; and these are a not part of the Council of the High King of Ceärn: Iloirónn, Alhuinda, Ildesor, Silfica, and Graeora. Many more spirits of the orders of the Quoren there are, but these are here named since they have a great part in the history of Ceärn.

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### PEALARNË Wind-Song, Lord of the Airs of Ceärn F

The High King of Ceärn, appointed by the One, Pealarnë Felarin is the steward of all things in Ceärn. All the Powers submit to his judgment, yet he does not hold them as subjects, but as kinsmen. Still, his wisdom and power are greater than all others in Ceärn. He is one of those beings called the Nine Great Powers. His halls are set on the brink of the Enduring Realm and the air is his dominion. He it was that first taught the Elves the skill of poetry and song, and his wisdom greatly increased their already high skill. All things good are his friends and he shows pity and mercy, but evil things fear him. Humans, who call him Pelor Sky-Rider, and the Sun God, and above all the other Powers worship him the most.

When going to war he carries a mace, on the tip of it is set a beautiful amber gem and it shines like the sunrise.

Domains: Air, Good, Magic, Purification, and Glory or Sun [Humans]

Elvish: Pealarnë

Sylvan: Felarin

Mannish: Pelor

### HAERIANA White-Star, Queen of the Stars F

Haeriana is the goddess of the stars, of light and the lover of all things that go free upon the face of Ceärn. Of all the Quoren, she is held most dear by Elves and most hated by Iorug-Orchë, the Dark Foe. To evil things that creep in the night, the Moon, her handmaiden, is a silent watcher, and to them her name is a curse in their ears. She was the first of the Powers to appear to the Elves, and that was before the First Day, in the Time of the Stars. Those, then immortal, Elves swore to forsake all for her, for their hearts were more like hers than any of the other Powers of Ceärn loving the same things as she does.

Now at that time Orugelor had come not forth from the Outer Realms, but the Powers knew that the Enemy would seek again a way into the world. So it was that when at last she told them of the Enduring Realm and the Dark Enemies, many desired to go thence immediately and dwell in that place, but many tribes stayed in Ceärn. For long the Elves walked under the stars, but not alone. The minions of Iorug were in the world and his dark servants came and went across the face of the world in secret, so the darkness in Ceärn was filled with both sorrow and

joy. Iloirónn hunted the evil things in those days, and some of the Gaëlen came among the Elves and taught them, and they grew wise and strong.

When armed she wields two perfect long swords, one is a flame of Sun-fire, the other is a pure white beam of the full moon.

Domains: Sun, Travel, Fire, Glory, Liberation, and Good

Elvish: Haeriana

Sylvan: Eirenain

Mannish: Ariana

## ***Tealor the forger, the Smith F***

Tealor, or Thaurus, is the maker of dwarves, and foremost of all craftsmen. He is kind and does not covet the many works of his great skill. In the stuff of Ceärn he takes delight, and especially in metal work and gem-craft. Of old he was ever helpful to those who sought his wisdom in any craft, and many of the Quoren learned much from him. One of the Nine Great Powers, he crafted much of the land of Ceärn, and made vast underground halls for his followers, in the Enduring Realm.

In battle he carries his hammer of adamantine, or mythral, and his wrath is unbearable.

Domains: Law, War (hammer), Strength, Liberation, and Earth [Gnomes and Dwarves]

Elvish: Tealor

Sylvan: Thulor

Mannish: Thaurus

## ***Acárdila leaf-Crowned, Earth-Queen F***

Acárdila and Rhunolla are the names of this Quora. She loves dearly all things that grow or live in the wilderness. She is one of the Nine Great Powers, and is the companion of Tealor the Smith. Together they wrought many wondrous things when the world was uninhabited by Man or Elf. Those who live in harmony with nature worship her, and she is the matron of rangers and druids.

She possesses a spear made of a wood – smooth and long, and Tealor himself thrice forged the head of it. No armor can withstand it.

Domains: Earth, Plant, Healing, Creation, and Protection [Half-elves and Halflings]

Elvish: Acárdila

Sylvan: Acardlaa

Mannish: Arcadia

## ***Princely Iloirónn the hunter – herald of the powers***

Of all the Powers, Iloirónn has the greatest skill in strength of arms. His horse, Fire-foot, carried him throughout Ceärn. In the darkness before Sun and Moon he was given a belt made by Tealor, in it were set three great diamonds, and Haeriana hallowed them and they glowed with white fire and lit his way as he hunted all things evil in the ages before the Three Peoples.

There is no weapon he cannot wield, but he carries with him a great bow of steel and a long-spear. All things wicked flee at the sound of his approach. He carried messages to the Three Peoples in the first centuries of their wars with the Dark Power, and glad were they when the three stars of his belt were seen flying across the sky.

Domains: Travel, Animals, Celerity, and War (various weapons, see description)

Elvish: Iloirónn

Sylvan: Oiron

Mannish: Oronus

## Beautiful Alhuinda, the Shepherdess

Ellenix, Men call the goddess of woodlands and nature, lover of freedom, and animals.

“Alhuinda it was who danced  
In the starlight before the first day,  
In the secret glades, along the lakeshores, across the hills.  
Where her feet trod, there came sprouting  
Beautiful flowers and fragrant,  
We saw the white harts which were in her train.”

These words come from the Chronicles of the Elves, and they cherish the memory of Alhuinda the Huntress, who forsook the Enduring Realm for a time and dwelt among them.

She hunts things that slay cruelly, and the silver shafts of her bow are ever true.

Domains: Animals, Healing, Earth, and War (Short bow) [Half-elves and Elves]

Elvish: Alhuinda

Sylvan: Elhonna

Mannish: Ellenix

## Aldacar Water-King, Lord of Waters

Most dear to Aldacar is the substance of water. His power extends from the dark cavernous springs deep under the earth to the rivers and lakes and seas on the surface. His halls are in the deepest depths of the Ocean. Music and arts are his delight, and many have heard his secret song as they sat and listened to the waves of the sea. He has always been the bane of Orugelor.

He wields a great golden trident, and carries his giant conch shell that, when winded can be heard far inland, and the song of it echoes in every clean waterway in Ceärn.

Domains: Water, Healing, Protection, and Weather

Elvish: Aldacar

Sylvan: Aldacar

Mannish: Adlandus

## Idesor, Master of Seas

In the time before Ceärn was, he was a dear friend of the Gaimacia known as Chelauch the Herald of Woe. So great was his grief at her falling that his mood has ever since been wild, and on a time he will grieve and rise up in anger. He resisted the temptations of Orugelor, which came via Chelauch, and remained holy and pure, but his demeanor was fey. The Great Council sent him to the Quorë, Aldacar, in the outer Seas where he could do no harm to Ceärn and in the vast seas of the ancient world. There he heard calming music and found love for the living things of the water and a sister, Silfica who showed him the beauty of the untouched seafloor. He was given jurisdiction over the coasts and salt seas, yet on a time his wild mood sets in and those waters become treacherous. So it is that men say: “Dæstum grieves,” when the seas are violent and treacherous, and they call him a trickster and unruly, but he is a lover of the Elves and taught them much of what they know about sailing and shipbuilding.

He carries a net with him.

Domains: Water, Chaos, Trickery, Mysticism, and War (nets)

Elvish: Idesor

Sylvan: Idesor

Mannish: Dæstum

## Silfica the Secret Guide, the River-Lady

Silfica is a lover of the fresh streams that flow throughout Ceärn. She delights in the life that the rivers and lakes bring to otherwise desolate lands. Aldacar is her lord and Ildesor she regards as a brother. Silfica has rarely been seen by the eyes of Elves, but it is she who walks the ways of the waters that run across the face of Ceärn. Thus Elves call her the Secret Guide, and not only for the rivers' sakes, but all things Sylvan love her. She is especially known among the groups of rare Forest Gnomes, and she is feared by goblins in especial; they defile her waters whenever they can.

Sylphing is her name to Sylvan races, and they esteem her as highly as any of the Nine Great Powers, though she is not numbered among the Mightiest. Most Men know her in name only (Sylpha in their tongue), but a ranger or wanderer of the wild may sing of the River-Lady, who secretly guides his path.

She carries a short sword that is like a long emerald leaf.

Domains: Water, Travel, Protection, Community, and Animal (aquan) [Elves]

Elvish: Silfica

Sylvan: Sylphing

Mannish: Sylpha

## Eleadrin Olden-Wise, Master of Spirits

Eleadrin is mighty in wisdom among the Quoren. His halls were raised from the living rock of the Enduring Lands by Tealor and are impenetrable, and inescapable. They stand in the far west of that realm and the fading Sun sends his last light in the world through Eleadrin's Windows, then comes night. All souls of the Three Peoples who die in Ceärn come to him for judgment, and none can resist his call. Deep in his palace are halls within halls where some souls wait disembodied, in the gloom and regret of their worldly lives. Therein, upon the walls of the long passages are the works of Eifidora the Weaver.

Eleadrin is girt with a broad bladed sword that the Elves of the Enduring Realm wrought from mythal taken from the heights of the Holy Mountain that sits in the middle the Land That Endures. The Elves inscribed on it: *I Thena veond blaeded raman* which means "Justice is a glory of Wisdom." On the reverse side they inscribed: *I Rama theinac ion andor banaid* "Wisdom shall be justified by her children."

Domains: Death, Luck, Knowledge, Pact, and Oracle

Elvish: Eleadrin

Sylvan: Eludrin

Mannish: Elador

## Eifidora the Weaver

All throughout the halls of Eleadrin are the mural art works and hung tapestries of Eifidora the Weaver. She speaks with the folk within and from their tales she weaves great scenes of the history of the Three Peoples. None can rival her skill, and many an Elf and Dwarf have come to her for help and advice. Men say she is the weaver of their destinies, and that when she cuts the thread of her work, so ends that one's time in the history of Ceärn. Her name among Men is Heidia, and is closely associated with their afterlife.

The rumors and myths in Ceärn of her true nature trouble her little. She concerns herself with the unfolding of time and the direction it appears to take, and ever calls to the minds of worthy folk their heritage. To the faithful she is an inspiration, for by her graces they remember the

dignity and beauty of the Three Noble Peoples, lest the Darkness of old cloud their minds utterly and they fall again into the shame of forgetting the legacy of their brave and faithful sires.

Owls flock to her abode when the Sun has set and there she whispers to them, and she has taught them how to sing in the night. She carries no weapon of war, but only a small knife that she uses to cut the threads of her embroidery.

Domains: Community, Inquisition, Liberation, Mind, and Pact

Elvish: Eifidora

Sylvan: Eidior

Mannish: Heidia

## **LARGENOR Night-Sleep, Lord of Dreams F**

The Lord of Dreams came into the world with Acárdila the Leaf-Crowned; they are called brother and sister. For their hearts are akin in affection. They love the “lesser things” of Ceärn, and care for the Sylvan in especial. Trees and wildernesses are the passion of Acárdila and the peace of deep and secret places is where Largenor’s thoughts often go.

Visions and dreams are the way he makes his power known in Ceärn. Many fear him, for he himself is enigmatic, the Sylvan emulate his ways, for long did he walk among many of them in starlit forest homes of that folk. In the Enduring Realm he makes his home in the depth of Acárdila’s fastness, the vast forest Men call “Arcadia.” It is called the Twilight Grove. The darkness of Largenor is not to be likened to the Enemy’s. Indeed, the darkness that the Lord of Dreams brings is not darkness to be feared, but the twilight of labor and toil and the dawn of peace and rest.

Domains: Knowledge, Law, Luck, Dream, and Oracle or Magic [Gnomes]

Elvish: Largenor

Sylvan: Largor

Mannish: Larkus

## **SORROWING GRAEORA, the Mourning Lady**

In the falling of the year, to the Pools of Serianad in the Enduring Realm comes Graeora. She has no abode of her own in the Land That Endures, but goes from one place to another. Much time she spends in the Halls of Eleadrin, for she is mighty among his folk. There she beholds the work of Eifidora, and on a time aids her. When she does, the tapestries are laden with threads of sorrow that elicit fond memories of times gone by and wonders lost. Graeora weeps for the Darkness that has swept away so many other beautiful things, and the Shadow that has destroyed so many lives. Nevertheless, she does not cry continually, but also celebrates the life of Ceärn that is preserved unstained in the Enduring Realm.

When Pealarnë pronounced the doom of Orugelor, Graeora wept and at her feet was a pool of tears. Haeriana saw it and gathered the tears together and blessed them and they shined with a holy light. She then cast them into the skies above Ceärn and pronounced: “When Darkness falls and all that is good is covered in shadows: let these be lights of hope, however small they might seem, in the dark sky,” and the tears of Graeora went into the heavens and glittered over the world. So that in the darkness Elves and Men and all true hearted folk look into the sky and may be reminded of the hope that lies beyond the world. Thus were made the some of the stars of heaven.

Domains: Healing, Protection, Travel, Purification, and Liberation

Elvish: Graeora

Sylvan: Graerach

Mannish: Krierix



## ***Challenging Nordónn, the Strong***

There are none, not even Iloirónn the Hunter, to match Nordónn the Strong in warfare without weapons. Contests of strength he delights in, and makes sport of battle. He has always been the Feared One among the enemy and he grappled with Ghairap the Five-Mouthed and subdued her at the end of the Ages of the Powers. He is undefeated in battle.

Quick to anger and quick to laugh, he takes action quickly and debates little. By no means uncouth or ill-tempered, but headstrong compared to the others of the Nine Great. Barbaric men worship him based on lies and myths of ancient origin, but he was known among the Elves and loves them dearly.

Domains: Strength, Good, War, Competition, and Destruction [Dwarves]

Elvish: Nordónn

Sylvan: Northion

Mannish: Nordius

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# The Principalities of Darkness

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### **Orugelor the Enslaver**

His name means “Ancient Foe.” He was one of the Ten Chieftains among the Immortal Spirits made by Ipeo before the world was, now fallen. He is the first and greatest enemy of the Three Kindred. Who himself corrupted and subdued many allies among the Gaemacien. History tells that Iorug the Enemy was thrown down in the Second Age of Elves. Defeated and bereft of might (for he had sewed his seeds of evil in the very substance of Ceärn), Orugelor fell from world and from the Halls of Time leaving only his will of malice in those things he had most corrupted, and they are like unto him even to this day – servants of his power, unknowing yet willing.

Now waiting between the Outer Realms between the Enduring Realm and the Halls of the Creator, Orugelor the Enslaver lies imprisoned by his own darkness awaiting the Last Day, and the war it shall bring.

The followers and worshipers of the Tyrant seek conquest, cling to darkness and wickedness, and are named tyrants themselves. He was the first evil thing and a maker of many corrupt and cruel things. His will it is that they hear in their hearts, though many know it not.

Domains: Death, Destruction, Fire, Domination, Darkness, and Evil

Elvish: Orugelor (or Iorug), Ancient Foe

Sylvan: Iorug

Mannish: Yorgus

### **Ghairap the Five-Mouthed**

She was one of the two most powerful servants of Orugelor the Adversary in the Ages of the Powers. Her ill temper made her the perfect weapon but – as it turned out in later times – a rebel. She stained the dust of Ceärn with the blood of many, even servants of Orugelor, and taught others to be like herself. Whatever is in the world that preys upon life and light is charged to her, but her inventions were only the offspring and fruit of the evil seeds Iorug had planted in her heart. Her most dreadful form was that of a five-headed dragon, but she could take the form of any beast she wished. Because of her dark heart she could never assume the guise of any fair thing and whatever she became was ever horrible to behold.

Ghairap the murderous Witch-Beast draws followers from barbaric creatures and uncivilized races, and is worshipped by wicked dragons as well. Her people are the Gnolls that go on two feet.

Domains: Animal, Magic, Earth, Cold, Celerity, and Evil

Elvish: Ghairap; Devourer

Sylvan: Ghairap

Mannish: Gorera

### **Gordaus the Destroyer**

The “Evil Invader” came quickly in the form of a dark shadow when the Black Tyrant called for him. Early he submitted himself to the Most Ancient Foe and learned much from him. Gordaus feared to take form within the Halls of Time and dwelt long in the world in shadow-

form. Cunning was he to do so, for longer than all other enemies of Elves and of Men and of Dwarves, he endured as a result of his discarnate state – standing on the threshold of Time and Timelessness. In his Shadow-Form he retained potency of power and will, and with violent sorcery wrought great woes and brought to ruin many fair places.

The Destroyer he is called, and eventually he took form from the substance of Ceärn. The one who wars and seeks territory, or who thrives on conflict shows the vestiges of his shadow that so long ago was cast on the world. Orcs and orc-kind were his chief followers in the wars of ages past, but at that time he subjected them to his master and they scattered after the fall of Iorug-Orchë. Gordaus was stripped of much of his power long ago, when his bodily form was defeated at long last. Still, he does not dwell in the Outer Realms, and it may be that not even the Powers of the Enduring Realm know whither his spirit fled when it was reft of its worldly house.

Domains: War (h-mace), Strength, Destruction, Force, Weather, and Evil

Elvish: Gordaus (or Gordhas); Evil Invader

Sylvan: Gorthas

Mannish: Gortus

## Logaini the Grim

A lesser spirit and after-follower of Gordaus the Destroyer. Logaini and Cothochi went together wherever Gordaus brought his war and conflict. Logaini was a shape-shifter and would take not the form male or female of any kind, but wore a carrion bird hame, as a black raven, or some other of the like. Wherever the shadow of Logaini the Grim was cast, there was Death. Plagues and pestilences and all manner of ill chance are said to come from the hand Logaini.

Undead things go with this being, and it was of a form as are they: gaunt, infected, rotten, and lifeless. They, like it, desire life and hate it, and so not having it are possessed by a murderous hatred and an insatiable hunger for the flesh of living things.

Domains: Pestilence, Cold, Weather, Pact, Death, and Evil

Elvish: Logaini (or Loghani); Din of Voices

Sylvan: Loghani

Mannish: Laukum

## Cothochi the Mad

Passing into Ceärn in the grey mist full of wailing voices this thing has no memory but the pain of the First Fall, and its own loss and sorrow. In this world it could find no satisfaction for any desire. Orugelor the Enslaver early brought Cothochi under his sway and set this spirit in his dungeons to wail unceasingly and gnaw at all hope and memory in the hearts of the captives. So it was that there were many souls who would not pass from the Realm of the Living utterly and these were given to Logaini, and the Grim One turned them into souls not dead with bodies not living.

Deceived into taking material form, Cothochi the Soul-Eater was chained to Logaini with and came after, dragged through the world by the reckless course of Logaini. The wails of the Black Madness panicked Logaini and the two went unchecked across the world three times before Nordónn could catch and subdue them. Those who follow and worship this being, desire such as is caused by it: conflict, slaughter, panic, and eventually madness.

Domains: Pact, Dream, Mind, Madness, Destruction, and Evil

Elvish: Cothochi; Black-Madness

Sylvan: Cothochi

Mannish: Redimis

## *Naegótha Serpent-Queen*

The Cunning Thief, Life-Drainer, and Snake, Naegótha came to serve her own purposes, but (like all evil things) she could not escape the grasp of the Black Hand. Unable to do ought but obey Orugelor, she served the Lord of Darkness by trickery and scheming, and deceit. She traveled throughout the lands spreading poisonous lies and gathering to herself spies of every kind. These things she learned well from her master, and her followers practice such in the world.

Hers was the form of a deadly serpent with the head and upper body of a woman of the Elves but twisted and sinister in appearance, and her brood is still in the world. Nagatrix she is called by Men and the Naga are her offspring.

Domains: Trickery, Chaos, Protection, Inquisition, Mind, and Evil

Elvish: Naegótha (or Naghat); Cunning Thief

Sylvan: Naghat

Mannish: Nagatrix the Villainess

## *Chelauch the Herald of Woe*

Death, plagues, suffering: when these things are weighed in the dark thoughts of Orugelor the Enslaver he sends forth Chelauch Dark-Bringer, the Herald of Woe. Most often she took to her the form of a black robed rider. She led the march of the Legions of the Black Hand in the first battle against the Elves of Ceärn. In those days the City of Cor-le-Dyn fell with a pestilence sent from her mouth, and the Elves perished ere they sallied to meet their unseen enemy. That place became her abode and the spirit of Cothochi came there often and it was a haunted place. From there the banner of Orugelor went forth, and for a little while where she rode, there came the Din of Logaini.

She was ever a willing servant to Orugelor, and later to Gordaus, but she made for herself things cruel and cunning to walk Ceärn and creep in the dark. Her followers are fixated on death and with plagues, and they delight in suffering.

Domains: Death, Chaos, Air, Domination, Pestilence, and Evil

Elvish: Chelauch (or Helauch); Dark-Bringer

Sylvan: Helauch

Mannish: Heilax

Idh Quoren Ceárnin					
Elvish Name	Title	Name Definition	Sylvan	Mannish	Weapon
Pealarnë	Lord of the Winds of Ceárn	Wind-Song	Felarin	Pelor	Mace
Haeriana	Queen of the Stars	White Star	Eirenain	Ariana	2- longswords
Tealor	the Smith	the Forger	Thulor	Thaurus	Hammer
Acárdila	Earth-Queen	Leaf-Crown	Acardlaa	Arcadia	Spear/Longspear
Iloirónn	the Hunter / the Herald of Woe	Princely One	Oiron	Oronus	Longspear and bow
Alhuinda	the Shepherdess	Beautiful	Elhonna	Ellenix	Short bow
Aldacar	Lord of Waters	Water-King	Aldacar	Adlandus	Trident
Ildesor	Master of Seas	Prince of Seas	Ildesor	Dæstum	Nets
Silfica	the River-Lady	the Secret Guide	Sylphing	Sylpha	Short sword
Eleadrin	Master of Spirits	Olden-Wise	Eludren	Elador	Broadsword
Eifidora	the Weaver	Weaver	Eidior	Heidia	Dagger
Largenor	Lord of Dreams	Night Sleep	Largor	Larkus	Great Sword
Graeora	the Mourning Lady	Sorrowing One	Graerach	Krierix	None (Quarterstaff)
Nordónn	the Strong	Challenging One	Northion	Nordius	Unarmed

Idh Bacorgen Orchin					
Orugelor	the Enslaver	Ancient Foe	Iorug	Yorgus	Hammer
Ghairap	the Five-Mouthed	Devourer	Ghairap	Gorera	Axes
Gordaus	the Destroyer	Evil Invader	Gorthas	Gortus	Heavy Mace
Logaini	the Grim	Din of Voices	Loghani	Laukum	Sickle
Cothochi	the Mad	Black Madness	Cothochi	Redimis	Morningstar
Naegótha	Serpent Queen	Cunning Thief	Naghat	Nagatrix	Dagger
Chelauch	the Herald of Woe	Dark-Bringer	Helauch	Heilax	Spear

The Powers of the World								
Name	Title	Portfolio	Alignm.	Domain 1	Domain 2	Domain 3	Domain 4	Racial Domain
Pealarnë	Lord of the Winds of Ceärm	wind, courage, light, poetry, song	G	Air	Good	Magic	<i>Purification</i>	<i>Glory</i> or Sun (H)
Haeriana	Queen of the Stars	light, celestial bodies, freedom	G	Sun	Travel	Fire	<i>Glory</i>	<i>Liberat'n</i> or Good (E)
Tealor	the Smith	strength, craftsmanship, dwarves	L(n/g)	Law	War ham'r	Strength	<i>Liberation</i>	Earth (D, Gn)
Acárdila	Earth-Queen	forests, flora & fauna	G	Earth	Plant	Healing	<i>Creation</i>	Protection (½E, ½L)
Iloirónn	the Hunter / the Herald ...	hunting, travel, chivalry	G	Travel	War L-spear	Animal	<i>Celerity</i>	War (H, E) L-bow
Alhuinda	the Shepherdess	nature, freedom, animals	N(n/g)	Animal	Healing	Earth	<i>Summoner</i>	War (½E, E) S-bow
Aldacar	Lord of Waters	music, arts, all waters, aquatic nature	G	Water	Healing	Prot.	<i>Weather</i>	-
Ildesor	Master of Seas	chaos, tricks, coasts & salt seas	C(n/g)	Water	Chaos	Trickery	<i>Mysticism</i>	War (H) net
Silfica	the River-Lady	nature, travel, fresh waters	G	Water	Travel	Prot.	<i>Community</i>	Animal aquan (E)
Eleadrin	Master of Spirits	death+, magic, prophecy, ravens	N(n/g)	Death	Luck	Knowledge	<i>Pact</i>	<i>Oracle</i> (any)
Eifidora	the Weaver	weaving, history, memory, owls	G	<i>Community</i>	<i>Inquisition</i>	<i>Liberation</i>	<i>Mind</i>	<i>Pact</i> (any)
Largenor	Lord of Dreams	dreams, knowledge, secrets, arts	G	Knowledge	Law	Luck	<i>Dream</i>	<i>Oracle</i> or Magic (Gn)
Graeora	the Mourning-Lady	death+, healing, freedom	G	Healing	Prot.	Travel	<i>Purification</i>	<i>Liberation</i> (any)
Nordónn	the Strong	strength, athletics, courage, contests	G	Strength	Good	War unarm.	<i>Competition</i>	Destruction (D)

The Dominions and Principalities of Darkness								
Orugelor	the Enslaver	conquest, darkness, tyranny	E	Death	Destruction	Fire	<i>Domination</i>	Darkness* or Evil
Ghairap	the Five-Mouthed	murder, magic, nature, evil dragons	E	Animal	Magic	Earth	<i>Cold</i>	<i>Celerity</i> or Evil
Gordaus	the Destroyer	war, territory, conflict	E	War h-mace	Strength	Destruction	<i>Force</i>	<i>Weather</i> or Evil
Logaini	the Grim	death-, plagues, evil events	E	<i>Pestilence</i>	<i>Cold</i>	<i>Weather</i>	<i>Pact</i>	Death or Evil
Cothochi	the Mad	conflict, slaughter, panic, madness	E	<i>Pact</i>	<i>Dream</i>	<i>Mind</i>	<i>Madness</i>	Destruction or Evil
Naegótha	Serpent-Queen	rogues, tricks, traps, venoms	E	Trickery	Chaos	Prot.	<i>Inquisition</i>	<i>Mind</i> or Evil
Chelauch	the Herald of Woe	death-, plagues, suffering	E	Death	Chaos	Air	<i>Domination</i>	<i>Pestilence</i> or Evil

Race Domain: Only the noted race may choose this Domain. Sylvan races may choose any Racial Domain that Elves or Half-elves may use. Followers of Iloirónn may only choose one of the two possible War domains.

For all italicized Domains and Domain 4 column: see *Complete Divine*. For *Mysticism* the alignment: CN, is not allowed.

Domains that provide a choice (such as the Evil Racial Domains) will be chosen at character generation and the choice is permanent.

\* - Darkness Domain is a custom domain.

Portfolio entries "death+," and "death-" represent the positive or negative aspects of afterlife.

## ***DARKNESS DOMAIN***

**Granted Power:** Command/Rebuke Undead with a +2 bonus on the turning check and +1d6 on the turning damage roll.

Domain Spells
1 <b>Disrupt Life</b> - (see <i>disrupt undead</i> ) This spell affects all living creatures (even allies) instead of undead
2 <b>Curse Weapon</b> - (see <i>bless weapon</i> ) The weapon strikes true against non-evil foes
3 <b>Spiritual Darkness</b> - (see <i>searing light</i> ) Affects any living creature instead of undead
4 <b>Unholy Smite</b> - (see <i>holy smite</i> ) Damages and blinds non-evil creatures
5 <b>Unholy Sword</b> - (see <i>holy sword</i> ) Weapon becomes +5, deals +2d6 damage against non-evil
6 <b>Bolt of Blackness</b> - (see <i>bolt of glory</i> ) Negative energy ray deal extra damage to non-evil outsiders and any living thing.
7 <b>Darkbeam</b> - (see below)
8 <b>Crown of Darkness</b> - +4 Charisma and non-good aligned creatures have -4 to the saving throw for the enthrall effect
9 <b>Gate</b> - connects two planes for travel or summoning

## CROWN OF DARKNESS

Evocation

**Level:** Darkness 8  
**Components:** V, S, M, DF  
**Cast Time:** 1 full round  
**Range:** 120 ft.  
**Area:** 120-ft. radius emanation, centered on you  
**Duration:** 1 min./level  
**Sv Throw:** Will negates (see description)  
**Spl Res.:** Yes

You are imbued with an aura of authority, inspiring awe in all lesser creatures that behold your terrible power and unrighteousness. You gain a +4 enhancement bonus to your Charisma score for the duration of the spell.

All creatures with fewer than 10 HD or levels (12 HD or levels for evil aligned) cease whatever they are doing and are compelled to pay attention to you. Any such creature that wants to make a hostile action against you must make a successful Will save to do so (non-good creatures suffer a -4 penalty). Any creature that fails this saving throw the first time it attempts a hostile action is enthralled for the duration of the spell (as the enthrall spell), as long as it is in the spell's area, nor will it try to leave the area on its own. Creatures with 10 HD (12 HD for evil alignments) or more may pay attention to you but are not affected by this spell.

When you speak, all listeners telepathically understand you, even if they do not understand your language. While the spell lasts, you can make up to three suggestions to creatures of less than 8 HD (12 HD for evil aligned) in range, as if using the mass suggestion spell. A Will save negates this effect (evil aligned beings suffer a -4 penalty). Creatures with 10 HD or more (12 HD or more for evil aligned) are not affected by this power. Only creatures within range at the time a suggestion is given are subject to it.

*Material Component:* A Black Pearl worth at least 300 gp, or an Opal worth 300 gp.

## DARKBEAM

Evocation [Darkness]

**Level:** Darkness 7  
**Components:** V, S, DF  
**Cast Time:** 1 standard action  
**Range:** 60 ft.  
**Area:** Line from your hand  
**Duration:** 1 round/level or until all beams are exhausted  
**Sv Throw:** Reflex negates and Reflex half; see text  
**Spl Res.:** Yes

For the duration of the spell you can use a standard action to evoke an overwhelming beam of pure darkness each round. You can call forth one beam per three caster levels (maximum six beams at 18th level). The spell ends when the duration runs out or your allotment of beams is exhausted.

Each living creature in the beam is blinded and takes 4d6 points of damage. Any non-evil creature to which darkness is harmful in some way (for example creatures that naturally produce their own light or creatures made of fire) takes couple damage and may result in their destruction (the extinguishing of light). A successful Reflex save negates the blindness and halves the damage. Any non-evil creature caught in the beam takes and 1d6 points of damage per caster level above 7 (in addition to the initial 4d6) to a maximum of 15d6, or half damage if the Reflex save is successful.