

Tebyrn is not a lich. He is a potent Runecaster, whose magic all depends on inscribing magic symbols. He inscribed a resurrection symbol on Abashi's forehead, which will bring him back to live whenever he is killed so long as the rune is intact.

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Technically, The Momus is the host body that Perpentach's mind possessed shortly after escaping the Palus.

The Cliffs of Hastur is where Lita the Witch was thrown before becoming the mother of Mardero and his brothers. It may be that the Bannor border the Balsraphs, or later expanded into that land.

The Malakim live in the Desert of Myrh, as did the Calabim (near the desert's edge) before Decius founded his empire.

We know that Decius's Empire includes "Everything from the taiga bordering the Umbra down the coast of the great Ocean to the Deruptus mountains, and west to the foothills of Tempus Mor." We also know that south of the Deruptus pass the land drops in elevation very sharply and leads to the marshy lowlands where the Sidar dwell.

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Nikis-Knight: The Orc lands are the Labscrum.

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You know, the Grigori and Elohim have a lot in common. Even though the Elohim do take sides in the good versus evil battle, they also won't discriminate against other based on their religion. (Well, they might if that religion were the Ashen Veil. They would probably still have compassion on the misguided souls that follow the religion, but they would oppose the demons at all costs.) Immanuel Logos abandoned his goddess in order to care for the orphans of those slain in the Wars between the Gods in the Age of Dragons, regardless of whatever god they may have followed. He clearly agreed with Cassiel about the effects of the god's wars. (actually though, it seems like his goddess may have agreed too; although she kept on fighting Aeron, she didn't try to stop Immanuel because she knew that humanity needed someone actually helping instead of just fighting in its name. Actually, by leaving the service of the goddess of spirit he seems to be serving her element all the more, perhaps even more than she was)

Good in FfH would be better described as "Anti-Evil." Agares lead his angels into evil, and some of the angels chose to devote themselves to fighting evil at all costs. I doing so, their fanaticism may have lead them to abandon their original purposes and act in evil ways to combat the greater evil. That even the good gods have aspects of evil in them is the greatest victory of Agares. It is the neutral gods that are still fulfilling their original purpose,

thus are probably closer to being what we would think of as good, but even they have probably been corrupted in some ways.

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I found that Wizard's (well, archmage's) name: Laroeth.

**Spoiler:**

Quote:

Originally Posted by **Kael** 

*The name for the Ljosalfar and Svartalfar are from Norse mythology, though they were more inspired by the Seelie and Unseelie courts of Celtic mythology (Nikis-Knight refers to them a lot in his writing as the summer and winter courts which I always liked).*

*And of course you have some additional FfH schenanigans on top of this. Varn is actually from a line of elves that were taken into the underworld during the Age of Magic (and before the split of the Ljosalfar and the Svartalfar) to serve a powerful archmage who had died and created a new home for himself in the underworld. The archmage (Laroeth) brought the elves through to serve him, but he was not a kind lord.*

*Eventually the elves overthrew and escaped from Laroeth's "dungeon" (this dark corner of the underworld) and used a portal they found to enter the shadowed vale, a valley obscured by mist that sat between creation and the underworld. Varn's father stayed behind to hold Laroeth off as the elves escaped and never ended up coming through the portal.*

*The elves ended up living in the rift, largely separate (and ignorant of) the battle between the ljosalfar and the svartalfar. The rift and the underworld were very dark, making them appear more similar to the svartalfar (pale elves who hate the light) but they only share the common ancestry.*

*Other interesting facts:*

*1. Haerlond is Varn's older brother and leader of the elves in the vale. The two brothers have taken dramatically different paths and the effect of the time in the underworld and the weight of responsibility of protecting his people wears on the very pragmatic (if not cynical) Haerlond.*

*2. The elves brought things with them when they escaped. One of those things were books that Lartoh wrote that contained rituals to prolong life and to become an immortal, soulless living beings. These books were later used to create the first Sidar.*

*3. The portal from the vale to the underworld that the elves escaped through is the same portal that Rathus enters in his pedia entry. In that entry the elves in the rift are called "once-elves" and Haerlond is mentioned. The "angel" Rathus meets isn't a servant of Arawn but a servant of Laroth who wants Rathus to kill the powerful in creation so Laroth can collect their spirits in the underworld to build an army.*

4. Varn didnt leave the vale on good terms. He was trying to protect a group of kids that found the vale and were being framed for stealing an artifact that the elves had taken from the underworld (the heartstone). One of those kids was the young Auric Ulvin who was just begining to dream of a great white dragon and believe that he was more than just a man. In that escape Auric (who has an incredible but largely uncontrolled affinity for magic) destroyed the mist that seperated the vale from creation, flooding the vale with sunlight that burnt and blinded the elves that had lived for generations without being exposed to it. It was in this light that Varn had his religious ephinany and after leaving the vale (and seeing to the kids safety) he began worshipping Lugas.

Kael's other mention of Laroth strongly suggests that he was was a student of Kyorlin back when Kyorlin was an evil Archmage who still served Ceridwen.

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Names may be important, but less so that rank. Kael has stated that for most purposes people are addressed by title rather than name in Order societies. Those without official titles are typically called "Brother," and it is considered highly offensive to refer to one with a title as if he were a Layperson.

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The Civilopedia does say that Keldon Ki created both male and female Dwarves, but it never confirms nor contradicts the Lord of the Rings movie's assertion that female dwarves look just like dwarves, beards and all.

It could be that the Dwarves are extremely traditional and that their women all stay at home in the underhome (doesn't explain it so well for the Luchuirp), or it could be that the genders are so equal that no one even knows who's a male and who's female.

Still, I believe the civilopedia does use masculine pronouns to refer to all the dwarves mentioned, so it is a safe bet that the leaders are indeed male.

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I'm pretty sure that LotR said that some of the Trolls in Mordor were becoming cunning, but that they were usually quite stupid. Orc were often quite cunning anyways, even when not serving a master. I'm pretty sure that it does describe trolls still alive after the destruction of the ring, but no longer having any idea what they are supposed to do. I haven't read the Hobbit since I was quite little (actually I think it was read to me) and don't remember what

it says about trolls and sunlight, but I did read the LotR trilogy and the Silmarilion last summer.

Trolls minds probably are more like golems, but I don't think all golems minds are equal. The Trolls in Mordor were probably more like Barnaxus before he was given life by Mulcarn. He was already said to be the best crafted and the most efficient of the golems, and would need some sort of intelligence (probably problem solving skills like a very advanced computer, not true sentience) in order for that to be the case. Troll intelligence was probably of the same kind. They wouldn't be capable of moral reasoning or of developing personal philosophies, but cold calculations and military tactics would not be beyond them.

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There is no Typhoid Mary anymore. She is now Mary Morbus.

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The Doviello are actually the most egalitarian of all the civs. Of course, this means that there is no chivalry in Doveillo society, and that women must prove themselves just as tough as the men. While women often fill roles more related to reconnaissance and gathering food instead of melee fighting and hunting, this is very fluid. Anyone can challenge anyone else for a position at just about any time. Women are no exception. While men may still be physically larger and more muscular, women can still be quite tough, more agile, and very dangerous, especially when their children are at risk.

I believe Doviello society is led by both an Alpha Male and an Alpha Female, much like a wolf pack. Anyone can rise to the position though strength of will and physical might, at great risk. Mahala relies much more on cunning than most Doviello, but she is still very physically fit. Although normally the Alphas would be (probably non-exclusive) mates, Mahala strongly dislikes Charadon, whom the Shamen resurrected to lead them again in time of trouble. She does not think that was necessary or a good idea, and she always fights off his advances.

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Charadon hadn't failed; he was the longest serving leader in Doviello history, able to fend off all challengers almost long enough to die of old age. I'd guess he probably did fall to a challenger eventually but it is no dishonor for an extremely old man to fall in a close battle with one of his strongest young sons. I imagine that even when dieing it was recognized that he was a superior warrior who was just too far past his prime. When resurrected, he was brought back in the prime of his youth but with all the experience of a man who had fought for nearly a century, and so could best nearly anyone.

He did decide to realign his people with the Amurites instead of Mulcarn once Kyorlin had proven his toughness, but that was a smart move as Kyorlin defeated Mulcarn.

We don't really have a lot of information on Mahala. We know that she is named after Kael's wife's D&D character, and that she is surprisingly beautiful and gentle for a Doviello, but still quite tough. She wants to civilize her people, but they don't want to be civilized.

Lugh the Wolf is a pretty typical Doviello, believing fully that their infighting guarantees only the strongest survive and will make the pack stronger. Lucian is quite different. He fights and kills challengers to keep control when he has to, but he really wishes he wouldn't have to and he sees such infighting a major problem. He, like Mahala, would like to civilize his barbarous brethren. I'm not sure he would really be one of Charadon's favorites, since he is philosophically much closer to Mahala, but he might respect him for his sheer strength. I tend to think that Lucian was actually a Doviello Alpha male from after Charadon died and before he was resurrected, and might even have been the one to kill the elderly Charadon. I tend to think that Lucian may be a relative of Mahala, perhaps her father, but I have absolutely no evidence for that.

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Power of any kind can be addictive. I tend to think that psychological addictions to magic can be quite strong, but am not sure if physical addictions exist. Well, that is if you don't count those like the vampires who have extended their lives by feeding on the souls of others and would quickly age and die if they don't continue sustaining themselves with such magic. The actual blood can be addictive too, even though it isn't really important to the feeding process.

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Maybe he can't die in your version, but I know *I* managed to kill him in AoI 😊

Quote:

Originally Posted by **Taranis's 'Pedia Entry, AoI**

*Mulcarn exemplifies many aspects of creation, one of these is Stasis. This is what he used to create his first servant, Taranis, called Taranis the Unchanging by men. His power is a gift and a curse; he will never be anything more or less than what he was at the moment of his creation. He cannot learn, he cannot adapt, he cannot grow, but neither can he be destroyed.*

*Mulcarn tasked Taranis with his protection, and as long as Taranis was close to his lord there was no power that could push him aside or destroy him. This is what Sucellus had before him when he came to fight Mulcarn.*

*Sucellus was the more powerful, but he could not injure Taranis. Likewise Taranis could not injure a god, but he could hold him off for eternity. They fought over the frozen wastes around Letum Frigis, neither making headway. Until Sucellus led Taranis to an island in the center of a frozen lake. Once there the God of Nature used his power to protect a small area*

*from the touch of the blizzards that ravaged the land. The lake melted and Taranis was trapped on the island.*

*Sucellus went on to fight Mulcarn, and was killed by him. But Taranis still lives on that island, staring at the orb that keeps him trapped from across the deep lake he could never escape.*

What is special about Taranis is that as an embodiment of stasis he can not change. I tend to think that perhaps he actually can be destroyed, but this destruction must be so great that it destroys all of him at once. Any injuries leading up to death are changes that cannot happen to him, but he can still be banished from Erebus.

All angels and demons seem to be immortal, not really in the true sense like Nemed and Os-Gabella, but in that when they are defeated their souls return to their god's vault to heal. The human(/elven/orkish/aifon) soul(/divine spark) is similarly immortal, but the mortal flesh lacks this immortality and will not regenerate to allow the soul to return to life. (Hmmm....I wonder if Taranis's inability to change would prevent him from being able to heal even in Mulcarn's vault. Of course, it might also mean he is the only archangel who would need no time for healing before leaving the vault again, as he was never injured, just moved.) The Divine Spark (which grants the possessor free will and the ability to channel mana) comes originally from The One. It is beyond the power of the lesser gods to create a divine spark, but one divine spark can give birth to another in the possessor's children. Mortals inherited their mortality through a soulless mortal mother created by the combined action of the gods, but gained their immortal divine sparks from their father Nemed. (Although the pedia entries seem to say that Os-Gabella was created by the gods, her clear ability to use magic and her immortality of the same nature as Nemed's seem to me to indicate that she definitely has a divine spark and is beyond the gods' ability to create. Thus I am of the opinion that when the God of Life Nemed gave up his precept he split himself into two distinct and equal beings of either gender, so Os-Gabella is as much Nemed as the human Nemed is.) (I also tend to think that the Dwarven creation myth is just a myth and that they are in fact just another group descended from Nemed, since the idea that they have no souls seems wrong and racist. Originally in Kael's D&D games they were unable to use magic and had to hire human enchanters because of lacking divine sparks, but in FfH they can use magic. More importantly, they have religion and have specifically been shown pledging to give their souls to a god.)

We don't really have a lot of info on how the archangels were created. Kael has stated that they like the gods represent their spheres and so have personalities strongly connected to them, but that they are a "more human" representation of the sphere (although Mulcarn seems remarkably more human than Taranis). The One gave all his angels a Divine Spark that grants them free agency, but their precepts overwhelm their free will and force them to always think and act in terms of their one aspect. Erebus and Humanity was created so that divine sparks could dwell in a form made of equal parts of every aspect and thus be perfectly free to choose between them. (Even Agares was in favor of this and he is envious of the true "freedom of purpose" this affords humanity. He claims to offer those who fall

with him freedom of purpose instead of just the illusionary freedom of action The One gave them, but I am of the opinion that freedom of purpose is impossible so long as they continue to control a precept and that only Nemed has attained such freedom. I believe that The One tried to take back the power of creation specifically so that the angels would give up their precepts and gain full freedom he had intended for them, but all the gods, even the good ones, have continued to use the power Agares stole and thus denied themselves the very freedom that they think they are fighting for.)

Quote:

Originally Posted by **Satyr 'Pedia: Beltane Cycle, Chapter II**

*...Cernunnos lost his connection with Sucellus when he left the forest. But he hadn't realized that he could feel the connection with each of the gods until it was taken from him. Passionate Bhall, loving Sirona, vigilant Junil all had some part in his soul and drove him from the forest to save his son...*

Recent pedia entries (like the Beltane Cycle) seem to imply that archangels have souls connected to multiple spheres and thus possessing free agency just like humans do. Obviously their god's sphere is dominant, but that is true even of humans who are devoted to their gods.

I typically guess that the angels(/demons), including archangels, were created by the gods using by splitting off a portion of their own souls into their new "children" (if so, I'm open to the dwarves having souls of the same sort as Kilmorph's angels and their creation story being true), perhaps in the same way as I guess Gabella was created only less evenly and where the god didn't give up his precept. Sometimes I wonder if maybe in doing so they might lose some of that aspect in themselves, so by making Taranis so fully embody Stasis Mulcarn made himself more prone to the changes of taking over creation, being slain, becoming a mortal, and becoming a god again. Kael however doesn't really support that view though, just holding that the archangels embody the same sphere but have the free will to embody it differently.

I've also toyed with the unorthodox view that maybe the gods didn't actually create their angels, and the distinction between Greater Angels/Demons (those who were always such) and Lesser Angels/Demons (former mortals) actually doesn't exist. In this view, the gods couldn't actually create any servants with divine sparks to be angels but they could adopt humans of the first generation (maybe even children of Nemed and Gabella before she rebelled?) and imbue them with their power. I find it interesting that Sucellus refers to the archangel not as Taranis the Unchanging but as Taranis *the Defiled*. Defiled implies that there was some point before he was touched by some taint (to the god of gradual change/growth/maturation the curse of stasis is a serious defilement), which doesn't fit the view that he was always unchanging. This would fit better with the idea that he existed first as a more mutable being who became eternally unchanging when made into a servant of Mulcarn.

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How he gained the experience and how he god lost aren't really mysteries anymore. Barnaxus was among the golems that attacked the Illian capital just as the ritual to



summon Mulcarn was completed. He was stopped and frozen in place by the wave of ice that spread from Mulcarn's first footstep, and then was animated by Mulcarn in order to be able to create more golems in his service. He continued to serve Mulcarn by building him Ice Golems while the god lived, and then went home.

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Quote:

Originally Posted by **Darksaber1** 

*I think the Lore presumes you kill her, other wise she died of natural causes.*

I concur. It is specifically stated that werewolves went extinct in the Age of Ice, so she must have died sometime. I don't see any reason to believe that Erebus's werewolves have an unnaturally long life like Vampires do, so the idea that she lived for 400 years seem unlikely. Yeah, she's dead.

Quote:

He was some sort of Shaman. The other frostlings don't show any sign of magic because they are little smarter then animals/just don't think.

That seems to be true, but it seems to imply that he had a Divine Spark, which doesn't seem to fit my usual view that frostlings are soulless denizens of Mulcarn's vault created before the gods came together to create Erebus and Nemed chose to become the father of mankind.

That might imply that at least 1 frostling has the divine spark. Perhaps frostlings are instead a sort of minor ice demon made from the souls of stubborn children? Or perhaps Mulcarn passed on a small part of his own soul to his early creations, giving them free will and the ability to use magic but only within his sphere? Frankly, I have to say that the revelation that the divine spark is necessary in order to use magic and that is comes from our descent from Nemed doesn't fit all that well with many things in FfH.

On the other hand, the unit can't actually use magic; he has Channeling 1 and 2, but the barbarian state lacks a capital and so never registers as owning mana so he can't actually purchase spell spheres 😊

I very vaguely remember thinking that an older version of mokka's cauldron entry seemed to imply that Mokka's Cauldron should really raise the dead as frostlings, but maybe I was just reading too much in to it. It clearly doesn't imply that now.

Quote:

He was a traveler who was stumbled upon the Shadowed Vale when he was traveling with some kids. He was about 15, and accused by the Once Elves of the Shadowed Plane of stealing some "sacred" books. Only Varn Gossam and his wife Talia (possibly a few others) believed Auric was innocent (possibly Talia stole the books). When Auric was to be put to death, instinctively used some sun magic to stun the Once Elves. The ones who believed Varn's older brother were struck blind, while Varn found Lugus in the light. The magic destroyed the separation between the Shadowed Vale and Erebus, and Auric ran off. Unknown to any one, the Magic Blast broke open Arwan's Vault, and one of the inhabitants fell out and into Auric. This spirit was Mulcarn, who has been subtly manipulating Auric since.

We have no idea.

It was explicitly stated as happening in the 15th year of the Age of Rebirth. Technically the Age began when Sucellus rose to be the God of Life, which was a little after Mulcarn's death, so Auric might have been 16 or 17 by then. Auric had always been possessed by/the reincarnation of Mulcarn's spirit from birth. Mulcarn's divine spark seems to have never gone to the Netherworld, but straight into the Auric as soon as he was conceived.

I personally don't think that the mention to Auric Ulvin as an awkward 16 year old boy still living in Brigidarrow makes much sense as something that took place after the encounter with the Once Elves, so I say he was a little older. His clothes never fit and his mousy brown hair always stood on end. He was exempt from weapons practice because most people assumed the very awkward child he was cursed, but he was very kind and gentle boy so we were still rather liked although he was never very social. He was sort of a comic relief, combining the roles of the village idiot and a sage. The villagers were astounded by the extensive knowledge he seemed to have on all sorts of topics, mostly lore about local plants and animals. Specifically, he knew a lot about the frogs in the local lake, which seems to me to indicate that his home was definitely *not* a desert, so he is definitely not a Malakim trader. His village sounds rather temperate, perhaps somewhat cold. Right at the end of the Age of Ice this could be almost anywhere. One of the spoilers from the scenarios seems to say he was born among the Illians, but I much prefer to think he was born in some unaffiliated tribal village.

He had already been having regular nightmares in which he seemed to be murdered inside a large white cavernous room, and always ended seeing a huge white dragon watching over him. I don't think he put things together and realized that he was a god until much later though. I tend to think that the way the nightmares happened he imagined that the dragon was the one killing him instead of watching over her injured master. (I wonder if Drifa somehow rescued his divine spark and moved it into the young boy right after he died instead of letting his master go to the Netherworld.)

I'm not really sure how Auric and the other children from Brigidarrow wandered into the Shadowed Vale/Shadow Rift (Kael has used both terms, but never shadowed plane; it isn't really a plane so much as a portal between the planes of Erebus and of the

Netherworld, which was drawn into Erebus by Auric's actions), but it was clearly by accident. I believe that Auric was the oldest of the children, and so took the lead.

The children weren't accused of stealing the Books of Larothe, but of stealing the Heartstone, another artifact stolen from Larothe when the Once elves escaped from the Netherworld to the shadow rift. While in prison, Talia Gossam, who was a witch and a druidess, recognized Auric's potential and trained him how to use magic. Perhaps he had used some magic instinctively before this, but he definitely had formal training for at least one night before the escape. We don't know how long Auric and the children were imprisoned either before or after Haerlond's sham of a trial (we just wanted someone to blame, so he made up evidence when he couldn't find the truth), but Varn (perhaps with the help of Talia and a few followers) broke them out of prison on the night before the execution was to take place. When Haerlond found out he was irate and determined to kill them all, his brother included. His army had just found them when Auric decided to use what Talia taught him to escape. He knew he was channeling mana, but he didn't realize that the faint mana source he just barely felt was the Sun, which when channeled burst through the mist and broke the barrier between the Vale and Erebus, in addition to blinding Haerlond's Once Elves and giving Varn a vision of Lugus.

Presumably, after the party escaped they got somehow separated and Varn ended up lost in the desert. (I tend to think that he might have set out in this direction on purpose, having been told in his vision by Lugus to seek out the Mirror of Heaven.) The Malakim found him half dead, and took care of him despite thinking that he was a Svartalfar, their enemy. The Malakim were already followers of Lugus, but they had not received any revelation as to what they should do serve their god. Varn unified the mystics of several tribes into one faith, and eventually visions in the Mirror of Heaven revealed the precepts of the Emyrean.

There isn't a whole lot known about Decius, just the Divided Soul entry and the fact that we know he is a main character in the Scenarios who will be given an important choice that effects future scenarios. My guess is that he is a Bannor commander at a point in time when the leaders of the Bannor are becoming increasingly corrupt. I figure that he can either choose to path of righteousness and leave his people to lead the Malakim or take part in his people's fall and lead them in an alliance with their fellow lawful evil Calabim.

We'll just have to wait 8 days to find out.

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Nikis-Knight: Auric wandered for awhile through tundra, on the run from the shadow elves. Eventually he stumbled into the sacred caverns where the remainin Illians (or their spirits? a bit unclear) were. He convinced them that if they followed him instead of pining for the fjords, erm, I mean Mulcarn, they could have their glory days again.

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I don't have time for a detailed explanation right now, but this should suffice:

The fall was a dramatic realignment that happened as the greatest champion for good gave in to Agares' temptations and succumbed to her own pride, becoming a great champion for evil. Her sphere was always one of dramatic change, so this change had to be very dramatic. Agares and Mulcarn had been planning to corrupt her for some time to let Mulcarn attack creation, but ultimately the choice to fall was hers. (Even though he was in on it, I believe that the spheres of Ice and Fire still don't get along, and so Agares new closeness to the goddess of fire puts a strain on his relationship with the Mulcarn/Auric Ascended. Bhall is stronger and favored, and the less evil Mulcarn/Auric would feel marginalized, possibly enough to move away from evil.)

The other evil gods "fell" too, but hell didn't exist yet at the time so there was nowhere for there wickedness to draw them.

Bhall is not trapped in hell per se, but because of the compact neither she nor any ofhter god is allowed to enter Creation. She could still visit the vaults of other gods though, at least with their permission.

The force of her fall left Bhall unconscious for most of the Age of Ice, but she is very much awake and active now. While she was in a coma she metamorphosed from an embodiment of holy passion to one of wicked rage, changing from one of the most beautiful goddesses to one of the most ugly.

There are actually 7 hells, one vault per evil god before Bhall fell. Ceridwen has worked to connect these 7 vaults, unifying them into 1 hell with several layers. Hell is a demon factory, designed to drive the souls of the departed downward from the hell they first enter (Mulcarn's was the highest, least evil, most livable hell, but most people skip that and go straight to Mammon's hell) though each successive layer, imparted greater vices along the way, until they reach Agares hell and are corrupted enough to truly be called demons.

Bhall fell straight from her holy heaven into Agares hell, and made part of it her own. Nyx went from being a barren world of the ashes left from when Agares first destroyed his creations to containing regions of utter darkness mixed in with regions of hellfire. The angels that fell with Bhall turned into Balors. In time Bhall may corrupt her old vault and have the connections between it and other heavens broken and replaced with connections to hell, but that hasn't happened yet. Her vault has remained holy, and Brigit might just have a chance to usurp her mistress's godhood and ascend to this heaven before it can be corrupted.

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I say that overthrowing The One is possible, but only if The One says it is. All The One speaks and thinks become truth. If The One decides to become powerless he could, but you wouldn't be able to defeat him without his permission--if you can even count him letting you win as defeating him.

Agares still hopes beyond hope that he could usurp the power of The One, but he knows this hope is in vain. Thus, this Hope is turned to a profound Despair.

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1. I'm pretty sure that Frost Giants and Frostlings are both creatures native not to Erebus but to Mulcarn's Vault. They are beings made purely (or at least overwhelmingly) of their god's sphere, i.e., they are basically a form of Ice Elemental.

The gods created many such creatures in their own vaults before ever coming together to create Erebus, a world where every element would be in perfect balance that was to be inhabited by creatures made in perfect balance and by descendants of the gods (the children of Nemed, i.e., humans and races descended thereof) whose perfect balance would allow them the true free will that their precepts denied their creators. Many of these creatures were intelligent beings, but they are not descended from a god so they lack an immortal soul(/Divine Spark) and so cannot channel mana and lack true free will. Essentially, they are but high order animals made to please their gods. Perhaps they could choose between different parts of their one sphere (so, Mulcarn's creatures could choose to be very static, reactionary, or restful), but their free will certainly is not as complete as ours. They are very much tied to their god's elements and cannot survive for long in an area lacking in their aspects that compose them. It is possible that their intelligence even depends on maintaining a connection to their god. Presumably many (most?) of the gods allowed the creatures from their own vaults to enter Erebus early on, and they thrived for a while. (Kilmorph's Calculpechs (which haven't been described in detail, but seem to me to be the Earthen equivalent of Frostlings) are known to have dwelt in her Erebusian lands in the Godswar, but the destruction of the war led to their extinction here and so they now live only in her vault.) One exception are the denizens of Nyx; Agares never let his creations know that there were other planes or other gods, so these creatures of pure hope and dreams must certainly have all remained in their brilliant black and gold home plane. They are all gone now, as when his plot was discovered he reduced his personal paradise to ash to spite The One. He could never make it as glorious as the true heaven, so its lesser beauty taunted him and reminded him of how futile creation was so he blotted it out and made his world one of pure darkness where he would not have to gaze upon his own failings.

2. There is absolutely no relation to Goblins. Goblins are the descendants of peoples who were close to Bhall and so were physically transformed by her fall. They were probably Elves once (meaning they are descendants of Nemed and so do possess a divine spark just like humans do), or possibly Dwarves.

3. Frostlings are not native to this world, and cannot really make their home here until it becomes much colder. What would spawn them would have to be some sort of portal to Mulcarn's hell rather than dens.

4. It shouldn't be too hard to make such a civ, starting by copying the data from some other civ and replacing the default race. You'd have to make a lot of unique graphics though (which I know nothing about), and to come up with a lot of ideas that I can't really help you with.

5. I'd say probably the same reason we never see Frostlings, they are natives to Mulcarn's hell that cannot stand the heat of Erebus and so have gone extinct here. Similarly, any other denizen of a god's vault can't really bare to live in an area that is not dominated by their own element. We do actually see one Frost Giant, the Illian Hero Wilboman. Wilboman was found (by an Illian villager of the same name) frozen in glacier. He has a special connection to Auric Ulvin and serves him greatly in battle, but he really can't stand the heat of most of Erebus. Normal ambient temperatures are enough for his (incredibly sluggish, almost solid) blood to boil, which makes him insane and stupid and would kill him if he can't be counteracted. Auric has a team of Ice mages constantly attend him to keep his frosty when he must fight outside of their frigid homeland, but it is just barley enough.

The 'pedia does however very strongly imply that Auric plans to bring the Frost Giants back eventually. I personally think that once Auric Ascends the Illians should be able to build or summon many more of them.

---

I believe that (most of) Erebus's Werewolves do indeed change shape. The graphics for Duin and the werewolves he spawns are static, but that is because it would be way too hard to have them change. In Kael's D&D campaign I doubt that Duin could have been a spy on the "overcouncil" (probably not the same as the overcouncil in the game, but it was a council of the good guys against Tebryn et alii) or had an affair with Varn Gossam's wife.

Quote:

Originally Posted by **Hati entry, Age of Ice Civilopedia**

*Hati dreamed of her mother. Her mother had stroked her fur and told her how special she was, though she looked at her in pity. Told her of her two fathers: the one, a simple farmer and her mother's husband; the second, a stranger, last of an aristocratic line with a terrible secret.*

*While Hati was growing in the womb of her mother, she had been infected with Lycanthropy. **Her mother, the last werewolf, could change forms at will**, but Hati was from birth onward wrapped in the skin of the wolf. Human society was closed to them, but the disease brought gifts as well as curses, and mother and daughter tracked prey effortlessly through the snow, everyday a feast in the midst of famine.*

*Late in the Age of Ice, Hati hunts alone, any link to humanity severed by the death of her mother.*

It also appears from this entry that werewolves do indeed have memories of their former lives. I'd suspect that the hunger overwhelms their thoughts and memories when they first change into ravenous werewolves, but that when they matured and come to accept who and what they have become their memories of their old life

I don't think that those infected by lycanthropy have died from it. In Gilden's entry we see one man transformed into a werewolf before he had time to even hit the ground after being hit by a werewolf's claw. Death would take longer than that, imho.

I believe that the "stranger, last of an aristocratic line with a terrible secret" is the Baron, who had died but was resurrected in the Age of Rebirth. His entry implied that the lycanthropy was an unexpected side effect of the rituals that brought him back to life, but this implies that he and maybe his family had long had but been hiding the disease. He was described as being a cannibal in his last life already.

---

Hati is a barbarian werewolf hero from the Age of Ice scenario, which Kael and the team made and was included with BtS. (In this prequel scenario, you (as Kyorlin) lead the Amurites to slay Mulcarn and end the age of ice, beginning the Age of Rebirth, when the main mod occurs.) The Hati entry is her entry in the civilopedia in this scenario.

I believe that the Baron is still unitcombat\_animal in the main mod, although I tend to change him to a beast since it so annoying to have enemy rangers steal him.

There is probably a difference between "retaining their selves" and retaining memories of their life before lycanthropy. The disease would change their minds and personalty to make them irrational, bloodthirsty, and always filled with rage. Aeron's sphere dominates them completely. They would have more hatred for those who let them fall to the werewolves that for their new family. By the time they are satiated enough to think rationally they would have killed all their old loved ones and would be too ashamed to rejoin their old community.

---

Quote:

Originally Posted by **Gilden's entry**

*Elves don't enjoy battle, but Gilden is different. From a young age, he studied the animals of the forest and how they attacked. The elves never trained with anything other than a bow, but Gilden practiced with long*

*knives, attacking, stabbing, recoiling until his movements became as fluid as a tiger's.*

*He never told anyone about his practicing, often traveling miles away from the village so that no one would see him. It was after one of these trips that he returned to find the city under attack.*

*Werewolves, dozens of them, attacked the city. Gilden was familiar with their movements; they were like wild wolves, jumping easily from victim to victim, raking claws knocking bows aside, teeth biting through elven flesh. The ones that attacked originally were tall and powerfully built, but Gilden could already see gaunt brown werewolves rising from the elven bodies. The new werewolves were born starving, and they quickly joined the older werewolves in the attack, tearing into elves to satisfy their need.*

*A human walked through the battle; he had a cudgel at his side, and he wore a thick gold brooch and an embroidered dark blue cloak. He was dressed like a nobleman, although from his build and stride it was obvious that he was also a warrior. The werewolves grew even more ferocious as the man watched; **he commanded a few toward hidden elves or to help in places where elves were trying to mount a defense.** A new born werewolf, blinded by its own hunger, made the mistake of attacking him. He became a werewolf so fast he seemed to live in both forms at once. His claw hit the young werewolf on the side of his face, removing his left ear, jaw, and most of the newborn werewolf's throat.*

*Gilden had trained most of his life for this. An elf who enjoyed warfare was now witness to his people's attack, but he was already too late. Maybe if he had arrived an hour before there would have been a chance to kill them before so many new werewolves were born. Maybe if the man wasn't here. Gilden would fight them, but not here; he had a lot more training to do. So he turned his back on the fighting, left the village and his people's screams behind him. They would be avenged, but not today.*

Either I didn't remember Gilden's entry very well or it has changed. I thought that the man was just another victim who was quickly infected, but it seems that this man was actually the werewolves leader, Baron Duin Halfmorn, who was leading the attack in human form so as to have better control of his mental faculties to formulate strategy and tactics for the lesser werewolves to follow. He then changed to his bestial form to punish the nwerewolf who was stupid enough to challenge his Alpha.



Quote:

Originally Posted by **Duin's entry**

*Duin was a fearsome warlord during the Age of Magic. He hosted lavish banquets after his victories, where **he and his generals feasted on the bodies of the captured opponents**. His generals' ambition grew to match his own and they turned on him in a bloody civil war. Duin won the war but lost his empire; in the end, he sat alone, **feasting on his generals' bodies**.*

*Like all mortals, even the horrific Duin passed away, but he would not be allowed to sleep forever. In time of dire need, desperate mages performed rites to bring back the greatest, most feared general of history. But it was not without price: the gods knew of Duin's character, and would not suffer him to be raised back to life without an appropriate form.*

*Werewolves had not been seen in the world since the Age of Ice. Hardly possessed with the same mental faculties as vampires, the werewolves truly were hunted to extinction by the human survivors. But in Duin Halfmorn, these dark creatures will witness a terrible rebirth, and the free peoples would do right to tremble in fear.*

It does seem like the lycanthropy was supposed to be a punishment inflicted when he was resurrected, but the references to his and his generals' cannibalism plus the Hati entry makes me think he had the disease back in the age of rebirth too, but managed to keep it a secret and that those who brought him back just didn't know about this trait.

Although I'm totally making this up, I'd guess that ravenous werewolves are pretty much stuck in their animal form, blooded werewolves may be controlled by the phases of the moon, and greater werewolves (and especially Duin himself) have gained complete control of their transformations. I'd say that they are pretty stupid in their wolf form, but not in any way mentally disadvantaged in their human form. For those who can switch forms at will to formulate plans with human cunning and execute them with werewolf strength lycanthropy is a big advantage.

It would be nice if we made the Baron and Greater Werewolves appear human but have werewolf attack animations.

---

(Hati) I don't think "halfbreed" is the proper term. She is in some ways more pure blooded werewolf than the others. She was infected with Lycanthropy before she was born, while they contracted the disease later in life which left their humanity somewhat intact.

---

We have no reason to believe that other werewolves don't change shape.

I say that Hati is "the exception that proves the rule" (in its original and proper meaning of something that is worth mentioning because it is unusual, implying that the rule is otherwise) to say that most werewolves can change form.

My personal opinion is that lesser werewolves haven't gained enough control over their new bodies or their new hunger to exist in any form but their wolf form, that blooded werewolves are starting to be able to control the transformation but are still greatly effected by strong emotions/hunger/the moon, and that greater werewolves have mastered their forms and can thus transform at will.

It makes sense to say that Duin and Hati's mother are among the greatest of the greater werewolves, but I don't think it is worth making a new category. Really, I don't think any of the categories should be seen as distinct phases so much as a gradual maturation. Hati's mother would be stronger than most on the grounds that she survived longer in harsher environments than the other werewolves. Duin is stronger because of good breeding, long experience, and because he may have a older more potent form of the disease than the more diluted strains of his spawn.

---

In the Age of Rebirth it is believed that he was human until the gods cursed him during his resurrection, but AoI implies otherwise. It seems to say that he came from a long aristocratic line that had long had lycanthropy but had been able to hide it, even though he and his generals were known to feast on human flesh though. The mages who brought him back didn't know that he was a werewolf, so they assumed it was a curse the gods placed on him and on them for bringing him back against the gods' will.

---

Perhaps, but I don't really think he has trouble staying in human form. In the civilopedia he is described as a well dressed warrior of noble birth who leads a werewolf attack in human form and only changes to teach an unfortunate young werewolf who's boss.

I think it would probably make more sense to say that he probably came back naked and starving, and so decided that quickly changing form and eating the mages who brought him back was more important than keeping his secret secret. Once the secret is out, why bother hiding it anymore?

---

Ljosalfar: I'm inconsistent here, but usually La-jo-sal-far, Lyos-ahl-far, Yos-al-far, or Yos-le-far (emphasis on first and last syllable, lightly trilled "r")

Svartalfar: Svart-al-far, Svar -tal- far, or Svar- tle- far (emphasis on first and last syllable, hissing "s," first "r" very trilled, second "r" slightly trilled)

Luchuirp: Loo-choo-erp, or Lu-chuirp (with ui as a diphthong. "r" trilled either way)

Malakim: Mah-lah-keem (this is a basic Hebrew plural)

The rest I pronounce like Kael does, except that I sometimes have a "c" sound in Arturus, and I trill all the "r"s.

I also insist on pronouncing Kael with a classical Latin diphthong "ae," so it sound like the name Kyle, even though I know that isn't how he intends it.

---

Faeryl Viconia: Fie-ril Wick-own-ia or Fie-rü| Wick-own-ia (with very heavily trilled r. Ephasis on the penult of Faerly and the antepenult of Viconia. Classical Latin pronunciations are always correct 🤖 )

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Arendel Phaedra: Ah-REN-dell FIE -Dra (r's trilled of course)

Amelanchier: Ah-mel-ANKH-i-air (terminal r just barely trilled)

Charadon: CHAR - ə - don (One of the few time I don't trill the r. This one always reminds me of the pokeman Charizard for some reason)

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Quote:

Originally Posted by **Kael** 🗨️

*Hmm.. nothing I can thing of. He's probably the most powerful necromancer int he world except for Kylorin (assuming hes still about) and Tuoni (who technically isnt a necromancer but does have the ability to tap into and control god levels of death magic).*

So are you saying that Kyorlin was a greater Necromancer than Barbatos? I prefer to think that his students' extreme specialization would have made (several, if not most or all of) them be greater than their teacher in their specific spheres, but still much weaker overall as he is a master of everything.

Quote:

Originally Posted by **zup** 🗨️

*If he is to go down it has to be spectacular.*

How do you know he didn't already meet a spectacular demise? It is entirely possible that he perished just as he struck the final blow against Mulcarn. The way the Godslayer works in the game you don't have to survive to defeat an Avatar.

Quote:

If he were to die, which angel's vault would he go to? Nantosuelta's?

I'm not sure which vault Kyorlin would go to. If he had died before repenting his soul would certainly be Ceridwen's. Nantosuelta is probably the best bet if he went to a heaven, but most just end up in the Netherworld like most souls do.

Although his people are represented by the metamagic sphere and he surely is the greatest lore master around (as he witnessed most of this forgotten lore as it was happening), his defining characteristic is his relationship with Eve/Epona. I'm pretty sure that this obsession would draw his soul to Ceridwen. Although never explicitly stated, I believe that the Dimensional Sphere is primarily about the emotional bonds that tie us together. These bonds are an important part of any relationship, but since she is corrupt they often turn into obsession, codependency, and defining the worth of one's self and of other purely through relationships (including romances, rivalries, positions of power, etc) instead of recognizing intrinsic worth. This dehumanizes oneself and makes one objectify everyone else, and leads to depression and desperation when the bonds are threatened. Nantosuelta (who I believe is the goddess of marriage in addition to enchantment) also deals with relationships, but she is more about the charms of enjoying each other's company. Kyorlin had to learn the hard way that obsession is destructive, and that the looser bonds of friendship and love without thinking one's position in life or the nature of one's relationships is a much better way of building up one's relationships. However, the degree to which he was still driven by an obsession over his guilt indicates that Ceridwen probably still holds some sway.

Of course, if he were in the Netherworld then we'd absolutely need to have a major showdown between the vanquished Kyorlin and Laroth. Kyorlin killed Laroth last time, but if they are both dead that can't exactly happen again. Given how responsive the Netherworld is to souls affected by spirit magic and how much longer Laroth has had to prepare he may have a significant advantage, plus a strong desire for revenge. This battle would be a close one, perhaps reminiscent of the fight with Perpentach, except Kyorlin wouldn't be able to simply break previously placed the bonds in Laroth's mind to disorient him. They also can't actually kill each other, so the battle would be long and epic. If Kyorlin's will could be subverted, then Laroth might just have the strength he needs to take down Arawn and become the new God of Death. How does giving Kyorlin *two* spectacular demises sound? (Hmm..I just started picturing a scenario where Kyorlin loses an epic battle to Laroth and has his soul crafted into a weapon used to defeat Arawn, but just as Laroth is about to claim godhood Tuoni shows up and manages to defeat him and claim godhood for himself by exploiting some key wound left by Kyorlin. Tuoni then becomes a god and promptly decides to break the compact and enter Creation to kill everyone, but is defeated by Auric Ascended, perhaps in a battle where both one-mortal gods are finally destroyed.)

I think we still need to know what happened to Eve. Is she still being reborn? (I could see Ceridwen's curse actually only lasting so long as Kyorlin lives, or binding her to be reborn in whatever plane he is in, even if he never realizes this until he dies.) Is she a character in the game?

---

I was under the impression that Perpentach had nearly defeated Kyorlin? Didn't you say that Perpantach had entered Kyorlin's mind, incapacitated him, held him in a stalemate for a long time, and then nearly destroyed him entirely until Kyorlin managed to break his concentration by breaking down the barriers he personally had set up in the young Perpentach's mind and letting all the voices of those previously dominated free?

(I personally prefer to think that the most recent copy of Kyorlin within Perpentach's mind broke down the barriers, and that the real Kyorlin has no idea how he managed to get out of there alive.)

Bells of his pointy hat? I didn't think that Perpentach started playing the jester until The Momus and his carnies found him and helped him escape from the prison where Kyorlin placed him after his defeat. I picture him as nearly humorless, cold and calculating character when Kyorlin's mental barriers were still in place.

I tend to think that mastery of *Sun magic* would be more useful in seeing through Perpentach's illusions than Mind magic would. (I also like to think an old Sun magic curse placed on him by Kyorlin is why he has a compulsion to always tell the truth and keep his word, even though he usually manages to distort things that are literally correct and make everyone wish he wouldn't take things so literally.) I still prefer to think that Kyorlin's couldn't stand up to many of his students he he was restricted to using only their sphere of expertise, but that he could use other spheres (perhaps combining them for greater effect) to more than make up for this. Frankly, using the same sphere would be rather stupid: why would you want to fight Fire with Fire if you could fight Fire with Water?

---

I couldn't find a specific post by you to substantiate my version, but the civilopedia seems to agree with it even if I unknowingly embellished a little on Kyorlin's exact position when he was nearly overcome.

I still like to think Perpentach really was the strongest mage of the age of magic, that he had at least briefly controlled his master and all of his peers, that he took over as the new Emperor of Patria when Kyorlin betrayed his students, and that he was defeated from within by the copy of Kyorlin that was speaking there and not by the real archmage outside his head, who had just briefly given in to Domination when he woke up to find Perpentach stark raving mad and powerless to defend himself. He probably could have peered into his student's mind at this point to find out how he won, but would you risk that? I like to think Kyorlin still has no clue as to how he won that battle, and perhaps chose to lock Perpentach up because he thought that there must still be some good in him, some part that wanted to repent and to join Kyorlin in making things right, but just needed some time to clear his head first.

---

Do you really think that Agares could defeat THE ONE? From what the Luonnatar say, eventually a day of judgment is coming, and what "heaven" or "hell" you are in at the time wouldn't matter. Assuming (not saying the assumption is correct) that you would be treated better in his hell if you helped him, it would still probably be horrible suffering, and when The One returns and others are saved and brought to the *true* Heaven, I suspect you would be left out.

Agares doesn't really have any hope of victory in the long run. He is just trying to take everyone down with him, so he can claim that The One's design was flawed and that his shortcomings are not his fault. He is the Angel of Despair now after all. Misery loves company.

---

Can't speak to their motives, but most of the evil gods were quite different before they joined Agares. Some of them are now the exact opposite of what they were created to be, but others were corrupted in other ways.

Agares: Hope->Despair,

Camulos: Peace->Chaos

Aeron: Physical Strength-> physical rage/baser instincts,

Mammon: Foresight -> Greed/selfish shortsighted schemings,

Ceridwen: Dimensional in the sense of holding planes together turned -> tearing them apart

Bhall: fire/rapid change to protect good and destroy evil -> to destroy evil

Mulcarn: didn't really change, as is appropriate for the god of Stasis. He just disliked men because they were agents of change. He was the least evil of the bunch, and still fulfilled his original purpose although he sided with Agares against The One.

---

I would think it would be more appropriate for Ceridwen to not have an actual vault; her vault would consist of the infinite empty space separating every other vault, and/or of passageways connecting them. (The Nexus?)

But what do I know.

---

So, where is Nemed now? Did he give up his immortality too (perhaps needing to sacrifice it to be able to create a new mate), or is he still living? Or perhaps did The One not kick him out of heaven like the others?

So, how can the dwarves use magic? Do they have immortal souls, or are they basically just really good golems? The Elves, Aifons, and Orcs are all descended from humans, thus from Nemed, but the Dwarves were given life by a single Goddess (perhaps similar to how Mulcarn gave Barnaxus sapience, but not a soul). Or did the divine spark from Keldon Ki pass on to his creations just like they would to his physical children?

I'm not sure I like knowing which 10 civs Patria split into, especially seeing that they are all current FfH civs. Having the Kuriotates around for that long kinda bothers me. I always assumed it was a very new but quickly expanding empire. Being new in the Age of Rebirth

would seem more fitting for a creation/new birth sphere civ, imho. I also assumed that Perpentach spent all the Age of Ice in the tower of eyes, and so could not have founded the Balseraphs until the Age of Rebirth (although a shorter imprisonment could explain how he survived, since he would be unable to transfer his mind to new bodies while isolated). I'd rather only a few current empires (Elohim, Bannor, etc) be the same as from back then, and even they should have changed significantly. I would rather the 10 factions of Patria be mostly extinct civs, maybe including the Thraxians. (And who are they exactly?)

I'm also not sure I like it saying that every god created his/her own vault. It is really hard for me to imagine a vault of "pure balance" 😊

Did Nemed create a vault prior to sacrificing his precept? If so, what happened to it? Was it controlled by Arawn for a time, then given to Succellus?

I still don't like the claim that the gods are physically unable to enter Erebus without Mojosi's ritual. How did Nemed here there, and how did the gods wage war directly otherwise. I'd rather say the ritual is only a way around a barrier created by the Compact.

---

Yes, I know. I don't doubt that Kilmorph could give them life and intelligence, but that does not equal an immortal soul. Animals were created and given life by the angels, as were numerous other creatures that serve them, but these do not have souls and cannot channel magic. The history implies that souls can come only from direct descent from the original creations of The One. It does seem that dwarves have souls though, since otherwise I don't see why angels would seek their worship, and they would be unable to use magic.

I have difficulty accepting that anyone but The One could create a new soul. The story of Keldon Ki and Kilmorph is obviously based on Tolkien's story of Aule and Illuvatar, but I'm not sure our version goes far enough since it is another step removed. Divine Spark, Flame Imperishable, Holy Spirit, whatever you want to call it the source would have to be The One (although in this world I suppose he may have lent it to the angels for a while).

The dwarves *are* Keldon's creations though, even if their life was not.

I was basing the idea that the soul somehow came from Keldon on the Divine Essence quote ("Every object retains a part of its creator's influence. Are we to expect that there is no part of the gods in us?--Cellion Jarl, spoken just before leaping off the Tower of Prisms"), but I don't really think that justifies it.

Also, what about angels? They are immortal too, and not just the ones made by The One, right? I guess we'll have to allow for more forms of "descent" than normal birth, while still separating it from other forms of creation. Maybe say that animals are made by the angels' power/will from raw elements, while other souls can only be made created out of the very soul of god?

Unless otherwise stated, I'll assume that there is a difference between "whispering new life" into an object (like Mulcarn did to Barnaxus) and "breathing life" into one (like Kilmorph did for the dwarves). The former may just be some magical incantation, but the latter sounds like it may involve imbuing them with a piece of your soul. In that case, it could be assumed that Dwarves do have souls, but they are descended from Kilmorph and not Nemed. That

they were not given a gift from all the gods though does seem to imply that their souls may be inferior to the other races though, which kinda bothers me.

I guess that Ars Moriendi was just lying about our souls having always existed/ us having been dead before, right?

---

Arawn does not have a "hell." That term is only used for the Vaults of Evil Gods, which are all linked together anyway. I think that good angel's vaults are known as "heavens," while the neutral ones' are just called vaults. The Netherworld would just be a vault.

He has abandoned *creation*, to focus exclusively on the Netherworld.

---

Plus, her Vault was overrun by Mamman. Her heaven is practically a hell now. If you go there in the afterlife, you would probably be overcome by the mist and forget all that knowledge you sought.

---

Actually, you *do* go to a particular hell, but don't *stay* there. You start at the level that most exemplifies your chief vice, and go down from there. It is also possible to work your way back up by demonstrating virtue, but that is much harder. Most people skip Mulcarn's hell. Mammon's hell has far more new arrivals from Creation than any of the others.

---

Overall I agree with what you are saying though. Kilmorph certainly acts like a good god(dess), at least to the dwarves. If dwarves instead of men made the alignment she would definitely be good. Evil gods are the ones that follow Agares, but while good ones are the ones that fight against them, to protect humanity, as seen by humanity. The difference between good and neutral are minor though. Also, Cernunnos was the first angel to confront/attack Agares directly. It may be that he is still shaken by the dark vision of himself (which came to life and became Hyborem) to again fight evil directly.

---

Sirona isn't really a goddess of inaction. She is a goddess of selfless action. Inaction is really more part of the sphere of her good friend Danalin, whose sphere is corrupted since he is deep in sleep and being tormented by Hastur. Peace was the sphere of Camulos, but he willfully fell and became the god of strife. However, the way I see it, she in her mercy has been trying to fulfill the original roles of Danalin (serenity), Camulos (peace), Agares (hope), Esus (trust), Ceridwen (the emotional bonds that tie us together), and Mammon (making decisions that make everyone's future better) and is overwhelmed. Mercy and Meekness is not weakness, but she simply cannot hope to carry the load of 7 gods. She is understandably worn out.

It sounds to me like you are probably a follower of either Aeron or Camulos.

---



I say that Worship isn't caused by Agares' taint, but that it is part of Agares' sphere. To say that Worship is inherently a bad thing is like saying that Hope (Agares's purpose), Peace (Camulos's purpose), Strength (Aeron's purpose), Foresight (Mammon's purpose), Rest (Mulcarn's purpose), Emotional Attachments (Ceridwen's purpose), Passion (Bhall's purpose), or Trust (Esus's purpose) are inherently evil.

Like all the evil angels' aspects it has been greatly corrupted by the fall and we must treat them very carefully, but *abusus non tollit usum*.

Note that Cassiel was not around until after the fall, and that his knowledge of The One is entirely second hand.

---

I find it quite odd that you would consider both Tali and Kilmorph, considering how they hate each other. Fundamentally Kilmorph is the goddess of responsibility, and Tali is the god of responsibility. They both be neutral, but the enmity between them is as large as that between many good and evil gods.

Tali does have a bit of a religion, but it is a very individualistic one and the shrines are all found in very hard to reach places like the edges of the world's tallest cliffs. His followers do have the patience and determination to do stuff that doesn't matter at all except that it is cool, but never actual work.

Sirona, not Danalin, is by far the most caring of the gods. She is the embodiment of caring, kindness, wisdom, and altruism. She is definitely more caring than Danalin, but Danalin does come in number two. Danalin's essence is serenity, tranquility, wisdom gained through a long lifetime of experience and contemplation (no epiphanies), and the love between very old friends. (I think the god who most exemplifies emotional attachments is *Ceridwen*, but she is mostly about the unhealthy attachments and dysfunctional relationships.) Danalin would be very caring towards those who have followed them for a long time, but you'd probably have to be devoted to him for a very long time before he warms up to you, whereas Sirona would be caring towards even her sworn enemies. Sirona and Danalin were very close friends and allies. Oddly enough, he was also a close friend of Tali, even though their spheres have very little in common. Of course, right now Danalin is asleep and his serenity has been traded for madness.

People don't go to Mammon's hell for just being short sighted and not thinking of consequences, but for being greedy and seeking to profit at the expense of others. Mammon's followers think very much of consequence, but only of the consequences they themselves would face in this life. Ignoring consequences altogether and just living in the moment is more of a Tali thing.

Kael says that Bhall is passionate chaos represented when a mob sets fire to a suspected witch's house, Camulos is the pointless chaos represented when arsonists pick random targets just to watch the innocents' house burn, and Tali is the chaos without malice represented when a bunch of guys decide one night to paint a random house red, but get distracted and before they are halfway done they start instead painting each other, the

nearby farm animals, and a flock of geese, and then once they realize that the geese can't fly since they are drenched in paint they regret it and stay up all night taking care of the birds, until they get hungry and decide to kill, cook, and eat one of them, and then start playing with the feathers, and then wander back around sunrise laughing at each other and completely covered in paint and feathers. Tali has been described as the god of drunks and frat boys. I also tend to think that he is the patron god of Family Guy and Monty Python, and that the hymns his followers sing to him are a lot like "Bird's the Word"

I probably would follow The One if I knew of him but also revere a few other gods, whom I might worship if I didn't know of the one. The top choices for me are definitely *Lugus*, *Sirona*, and *Danalin*, but I'm not quite sure in what order. These three all get along very well with each other, so I don't think I'd really have to choose just one. I too would be very sympathetic to Mulcarn, and see a fair amount of myself in him (although that part of me may really be closer to Danalin). In fact, I'd probably even be sympathetic to Agares--not in a way to make me follow him, but so that (like Sirona) I'd believe we should try to redeem instead of destroy him. I tend to think that The One actually intended for all the gods to have the freedom of purpose that Agares sought, but knew that it could not exist while their souls were dominated by one precept, and sought to take away the power of creation so they would give up their spheres and gain true free will. As such I tend to have respect for Nemed and to consider all the gods to be rather hypocritical.

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I don't think the actual number of years has been mentioned. However, we do know that elves who were already adults in the Age of Magic are still alive and well well into the Age of Rebirth, indicating that they live for *at least* a millennium. It is said that the Dwarves of first generation (such as Bambur) were immortal (probably in the sense that they didn't age, but could be killed, much like the form of immortality that Ceridwen gave to Kyorlin), but each generation had a significantly shorter lifespan than the previous. I tend to think that in the Age of Rebirth that the average human and dwarven lifespan is the same. (I tend to prefer to think that the dwarven creation myth is just a myth, as it would mean that the dwarves don't have souls/divine sparks like humans, elves, aifons, and orks do.)

Humans similarly lived a lot longer in earlier generations. Nemed, the former god of life and father of mankind (and all races derived from man) is a true immortal, incapable of dying so long as the world remains. When his wife Gabella, who is similarly immortal, refused him the gods created a mortal wife, who presumably was little more than an intelligent humanoid animal with no soul. Their children inherited her mortality of body and his immortality of spirit. The first generation was much longer lived, but we don't know how much. I tend to think that they lived as long or longer than elves ever did, so probably at least a thousand years. I tend to think that human lifespans decreased a bit more gradually than the dwarves did, although it has been decreasing far longer. I tend to think that living to be 200 years old wasn't that odd in the Age of Magic, but that the Age of Ice was harsh and cut down on lifespans significantly. In the Age of Rebirth I'd expect a lifespan similar to that in the Middle Ages of Renaissance in the real world, with some exceptions. The Bannor skipped the Age of Ice, instead spending it without physical form in hell, so when they emerged back into creation they were "genetically superior" and lived 2 or 3 times longer than then men of any other nation (if they didn't fall in battle). However, they soon intermixed with lesser men so by about four hundred years later there would be in no way longer lived than other men.

Only the highest nobility in the Bannor Empire can actually trace their descent from those who escaped hell anyway.

The Orks in FfH are descended from humans (and maybe a few elves, dwarves, and even aifons) instead of from elves like in Tolkien's work (although Tolkien later tried retconning his orks to be of human descent to make them). In both cases I don't think the lifespan was really changed by their corruption. However, Orks are very violent and tend to kill each other a lot, so it would be rare for an Ork to make it to old age. I tend to think orks of the highest caste (priestesses and shamen, who still speak in the noble old orkish/pre-fall-Bannor tongue) may still live almost as long as men before the Age of Ice, which would mean they still live longer than humans.

Lizardmen, Centaurs, Lamiae, etc, were all created by evil life mages in the age of magic by combining humans with wild animals. (The human part means they do possess souls/divine sparks.) I tend to think that they live about as long as normal humans do, or at most as long as normal humans did back in the Age of Magic, although the humans mages may not have known what they were doing as well as the gods did so they may have deteriorated more and have shorter lives now.

Its hard to say how long the Aifons live, since they don't anymore. 😊 Similarly, it would be hard to say how long the undead or golems "live" before they wear out.

Angels and Demons (including both those created as such and those who were formerly human) are immortal. When they die in the physical world they return to their god's vault to rest and recover strength enough to return, if allowed back. Basium doesn't actually kill demons, he traps them until Judgment Day.

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Earlier posts by Kael seemed to imply that it was, but he has made clear lately that it does not effect their power. I think he said that it does not even effect his ability to act in Erebus exactly, only that a followers cannot channel their gods power beyond the level of their faith. The Compact is a labyrinthine codex of regulations on their actions, which doesn't often allow them to act directly, and rations the amount of influence they do have (they can use all their power at once for a single large action, or perform many minor miracles)


Cernunnos is still the weakest of the gods though, since he was the only one not created by The One (I originally thought that all the true angels were created by the One, but Kael's post seemed to imply that he just made the 21 main gods and gave them the power to create their lesser angels, even archangels). Also, the original god of his sphere, Succellus, was perhaps the weakest of the gods anyways before he was defeated by Mulcarn (at least Basium thought so). Junil had the most followers and was the eldest of the gods, so he is inherently powerful and has the most disciples who are able to channel him and use his power to change creation.

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Basically Shades consume their own souls and Vampires consume the souls of their victims to gain immortality.

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Quote:

Originally Posted by **Trieste** 

*Grigori are out, because going too far in the name of agnosticism is just as bad as going too far in the name of god. They might be the religion-free libertarian utopia that teenagers who just read Atlas Shrugged think of, but*



*this is Fall From Heaven and I like to imagine a more evil Grigori. The state is a personality cult focused on Cassiel. Immigrants come in to escape their own gods or empire, but once you arrive there you're only guaranteed the right to not believe in any god- or else. You might get lucky and happen to live in one of the potemkin villages along the borders where everyone frolics around all day to convince more people to immigrate. Heros, dragonslayers, and lunnotar get massively more rations or pay than anyone else and they could probably go on a rampage in the slums and get off with a slap on the wrist. Slavery is the punishment for going to church or owning religious icons, death for preaching. This is the country that would attack the Elohim while their army is on the other side of the continent helping the Bannor attack the Ashen Veil holy city.*

That isn't true at all. Cassiel easily could act a a god, but he refuses to. He is ideologically opposed to being worshiped and would attempt to crush any cult built up around him if anyone tried to force others to follow it. Normally though, he'd discourage such actions though his own embarrassing behavior/public drunkenness. He set up a government in such a way that he would not have the power to control it. The Grigori military consists of voluntary, part time, poorly organized militias, who aren't well payed. Cassiel idealizes the yeoman farmer, and expects most the militiamen to be self sufficient. What payment they get comes from their local governments (the government is a rather feudal system where "feudal lords" are typically average farmers with no extra personal income, and the position is not hereditary), which I suppose could favor heroes and dragonslayers, but I don't think it has to, as they would be able to keep the fortunes they find in the dragons' lairs or win their money through gambling. Luonnatar are not supported by the government at all. Cassiel does not like the Luonnatar (much less pay them anything), even though he agrees with them on a lot of things, because he thinks they are fundamentally wrong in their notion that The One would want to be worshiped. The Grigori have freedom of religion and freedom to express your religious views, so long as no one ever uses force to impose these views on others. The Luonnatar are treated no differently than the followers of any other religion. Going to church, owning icons, and preaching are mocked, but never punished (although I imagine that church leaders teaching a prosperity gospel where those who give them their tithes are supposed to get some miracles in return would be prosecuted for fraud). The Grigori don't do anything to encourage immigration, they just don't prevent anyone who wants to live under their libertarian laws to come and join. They are not an especially greedy Randian society, as Cassiel recognized that that is the worship of the evil god Mammon. I've always considered the Grigori and the Elohim to be close allies. It seems to be that Immanuel Logos must be one of Cassiel's heroes, for abandoning his goddess and devoting his life to caring for the orphans of the godswar, regardless of what religion these orphans follow. The Grigori do not go out of their way to attack anyone, but would defend

themselves against any invaders. While they would be quite likely to fight defensive wars against the Bannor, the Elohim just wouldn't act in a way that would give them any reason to fight them.

The biggest failing of the Grigori is that they really aren't practical or strong enough to survive a full scale attack from almost any other civ if they get caught up in an actual war. The problem with living in Grigori lands is that they probably won't stay Grigori all that long.

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The Aegean Sea is the home to the Ovelords. The Islands in that sea are known for their beauty. I'd bet that the Lanun have lots of ports there.

The Momus is the clown who's carnie stumbled within range of Perpentach's mind control. At some point Perpentach transferred his consciousness to Momus. The Perpentach of the Age of Rebirth is called Momus, as that is his host and probably one of his stronger personalities.

Letum Frigus means Cold *Ruin*, not Cold Winter. The use of this term in AoI was probably an anachronism. Letum Frigus is the Ruined Palace from which Mulcarn ruled in the Age of Ice.

---

Well, the problem with that is that Perpentach was imprisoned in the Tower of Eyes specifically so that there would be no possible hosts within the range of his mental powers. Thus, the body he was in at the end of the Age of Magic would have had to have lasted that long. Men from earlier ages did have much longer lifespans, but he was still probably very close to death when The Momus stumbled within his range.


He did have access to lots of magic that could help sustain him though. His mind probably contains a copy of every great sorcerer from the age of magic. Hmm...you don't suppose he used knowledge from his copy of Laroth to trade a portion of his soul for long live (like the Sidar did), do you?

---

Thinking about it a little more, I believe that the Age of Rebirth is reckoned as having officially started not on the day when Mulcarn was vanquished but when Sucellus was resurrected as the new God of Life. The events are described as happening very close to one another, but Sucellus's rebirth was a little bit latter. I had assumed it was separated only by a few days, but I suppose it could have taken a few years to convince Arawn to give up this precept or for the pieces of the god's body to be reassembled in order for his spirit to return to it.

---

Quote:

Originally Posted by **Fenboy** 

*They cannot train assassins, but why? Is Varn disdainful of that method of waging war, or something different? And why can they train shadows?*

Basically. As worshipers of Lugus, they value truth and openness, deceit is probably considered to be one of their greatest sins. Formerly they were also unable to train assassins, but no unit could be invisible in their lands. This is probably a hold over from before the Empyrean and the Council of Esus were added. I don't think any civ lacks the ability to build any religious unit, and Shadows are now Esus UUs. Of course, I'd probably make them unable to adopt Esus (by setting Varns weighting to -100) if it were up to me, or else allow them to train assassins again.

Quote:

Unusually for a good-aligned civ, they do not seem to have a specific enemy in mind in their lore. Possibly the Illians might fill that role, being similar yet opposite to the Malakim (who were once tribesmen and are now forming a powerful empire vs. the Illians, who were once a powerful empire and have been broken down into tiny tribes) both are religious devotees, both are aligned with a very different terrain type.

I don't think these civs are enemies. Actually, Varn and Auric Ulvin are good friends. They have been since Varn saved Auric's life and helped him escape from the Shadowed Vale. The different terrains probably just means that their empires won't cross paths very often, and won't have any lands to fight over.

Their greatest enemy would probably be the Calabim. The Calabim are hated by the Sun god, since Alexis's first victim was an Acolyte of Lugus. All the weaknesses of vampirism (like being hurt and weakened, but not killed, by direct sunlight) are a curse from Lugus. Of course, because of this curse I don't see the Vampires invading the Malakim's desert home anytime soon.

They might also not get along very well with the Dark Elves, but Varn's ancestors have been isolated from their fellow elves since before the summer and winter courts split, so he might not know about them. (I don't think they are from the same plane in Kael's D&D campaigns.)

---

Wait, I just realized that the Age of Rebirth technically started when Sucellus was resurrected, not when Mulcarn was slain.

---

Agares was already losing the war when the compact was proposed, so he benefited from the Compact. He and his angels tended to be better at using humans as pawns than the good gods were, so he figured that a false peace would help their side more. He made sure there were enough loopholes for him to keep fighting.

---

Just to be clear, it has never been explicitly stated that creating angels, dragons, etc., actually weaken a god. It seems reasonable, and believe I was the first to propose it, but it hasn't officially been confirmed.

Since the angels and archangels were created after The One took away the power of creation and since they seem to have intelligence, free will, and the ability to use magic, which require a Divine Spark, it seems like they would have to have been formed from a portion of the god's soul. The Divine spark is something that only The One could create out of nothing, with all later divine sparks being descendants from the original 21. (I also tend to think that the God Nemed had his soul split in to to create the human Nemed and Gabella, as Gabella's mastery of Dimensional magic shows she definitely has a Divine Spark. It also makes me think that the Dwarven creation story is really just a myth.) The fact that Sucellus was seen as a weak god whose archangel was the strongest of them all and the fact that Amathon seems to be a fairly weak god too but his Dragon is described as the strongest being ever created (presumably meaning the strongest the angels created, not as strong as The One's creations) seem to support it.

Agares did create many inhabitants for Nyx before his rebellion was revealed, but this was before the power of Creation was taken away so presumably this creation would not diminish his power at all. He destroyed all of these to spite The One.

All the gods/angels possess different types of power, so a straight comparison of who is stronger doesn't often make much sense.

It is known that Cernunnos is the weakest god, and will probably never be able to really compete with gods actually created by The One.

---

Not many details have really been revealed. It is known that Varn Gossam's father stole the Books of Laroth along with the Heartstone from Laroth's palace in the underworld as the Once-Elven began their rebellion and escaped to the Shadowed Vale. When Haerlond Gossam accused the young Auric Ulvin and the children that traveled with him of stealing the Heartstone and was going to have them executed, Varn believed his pleas of innocence and tried to sneak him out. His brother's army found him before they escaped, but when they began their attack Auric reached for the only faint mana source he could find--which turned out to be the sun, so when he channelized it in it broke through the barrier of mist that set the Shadowed Vale apart from Creation and had stopped sunlight from ever reaching there. Most of the Once-Elves were blinded, but Varn saw a vision of Lugus in the light and was rewarded for his devoting to truth in trying to save the innocent children by become Lugus's first priest. Varn, his wife, and others who had helped Auric escape fled the Vale and were eventually found by the Malakim. The Books of Laroth were among the items they took with them.

Varn's wife Talia, who was a witch, recognized Auric's latent power and may have taught him some magic while he was in prison. I suspect that she may have been the one in possession of the Books (Varn doesn't seem like the kind to study the arcane knowledge of an evil sorcerer), and even wonder whether she actually stole the heartstone to precipitate the whole affair. (Speaking of affairs, she had one with Baron Duin von Halfmorn, and gave him many of the "good guys" secrets which the werewolf funneled to the enemy, in Kael's D&D campaign at least.) Sometimes I suspect that Talia isn't one of the good guys, and

might even be working for Laroth. She may have done all of this to get the Books out into the Creation where they could be used. I typically assumed that the books were left in some Empyrean monastery library for centuries, but since the time scale seems to be getting shorter than I'd like (what we know about the scenarios seems to imply that the Sidar exist when Auric is approaching ascension, and that Auric is still a fairly young man, but Auric was 15 years old when he and the books that would found the Sidar came into creation) I'm thinking it may have to be something more active than that. That's why I'm thinking Talia may be involved.

When a shade trades his soul for immortality he doesn't just consume it himself, he gives it to Laroth who uses it to help him conquer the Netherworld and try to become the new God of Death. The Sidar revere Arawn and try to follow him, but he isn't interested. Laroth, however, is. They don't know it, but they have been a great service to the dark sorcerer.

All that Kael has revealed about Basium's attempt to destroy the Sidar that Basium has a very "you're either for us or against us" attitude, implying they simply refused to aid him in his crusade against demons. Of course, the fact that they were (unknowingly) helping Laroth overthrow his old master Arawn could have been a part of it.

Basium is the Archangel of Life (or was, as he defied his god and chose mortality, and hates the new god of life), created while Arawn had mastery over both the spheres of life and death. He was created at the same time as his twin sister Gyra, the Archangel of Death. They have rather different personalities. Gyra did not fall. While I believe that she too (like most of Arawn angels) want her god to be more active, she did not rebel to serve herself or Laroth. She only very rarely gets involved in creation, to lash out against the undead or to protect the Sidar. It is she who stopped her brother from destroying them.

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I'd guess that it started pretty quickly, but progressed with time. It is also worth noting that young orks don't look all that different from humans. The protruding bone spikes come with age. Young orks are smooth skinned as humans, just greener.

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On Dwarves telling humans that dragon bones were made of mithril: It was just a joke. They didn't think anyone would believe it, but were even more amused when they saw humans taking it seriously and head out to kill dragons for their bones. They probably didn't mind the dragon's being killed either, as they had stolen a lot of their wealth.

---

Odio didn't break the compact, he broke the truce that was called in order for the gods to meet to negotiate the peace treaty. The Compact hadn't been written, much less signed, yet. Kilmorph demanded that Aeron withdraw his army from him, which would presumably be a restriction that the Compact would later place on those who broke the actual compact.

Cassiel, Basium, and Sphenor are mortal now. They are however mortal in the way that Kyorlin is mortal, not vulnerable to old age.



Hmm...I just started thinking that it would be pretty cool and appropriate for the Hyborem unit itself to be much stronger, but not able to enter any terrain but hell terrain. He would of course be free to move in his territory, and in any lands corrupted by his evil. It would probably be a good idea to let hel spread to good terrain at high AC, or to let evil spells/units with pyPerTurn effects be able to raise their plots plot counter.

---

I'm not sure about the exact reason f0ro the bad blood, but Rantine views Orthus as a monster. He wants to civilize his people, while Orthus wants to lead them much deeper into barbarism. Rantine tried to make peace with the Bannor (I'm not sure if this peace involved an alliance against Orthus or just a ceasefire), but the Bannor betrayed his trusts and slaughtered all their emissaries and a orkish village too I think. I believe that Jonas then banished Rantine, who was not accepted among his brethren again until he returned with their Queen.

We shouldn't think that Rantine is exactly a good guy though, as he is a loyal servant of the evil goddess Bhall, who spoke to him in dreams to lead him to Sheelba.

We really don't know much about Orthus. We don't know who he is, or how he got the staff. I like to think that he is a relative of Capria, maybe a cousin thrice removed, but there is no proof that his ancestors were Bannor at all, as men of nations worshiped Bhall and were corrupted by her fall.

I have no real basis for this, but I'm starting to suspect that Rantine might be a descendant of the old priesthood whose family continued to guard such relics as her holy staff until Orthus, an impious descendant of the old monarchy or nobility, randomly decided to murder Rantine's entire family and to steal the relics.

---

I think I left of that Valledia is blackmailing practically everyone with any influence both in her empire and her rivals'.

I also should have mentioned that it is the duty of the Cassawallen to have a lot of children. Dain thus has dozens or even hundreds of concubines, chosen from the most talented female adepts and mages. (I imagine that men might seek the position more for the women than the power. I wonder if Dain might have been so awkward around the opposite sex or considered himself so ugly due to battle wounds that he found life threatening trials to attain the position less frightening than just asking women out on dates.) After getting them pregnant, he is unlikely to see these concubines again. Children born to such powerful parents tend to have more talent too, so most if not all of a Cassawallen's children would be raised by the mage guilds instead of by either parent.

There have been female Cassawallens too (albeit fewer), who are required to have sex with talented young men in order to get pregnant. A Cassawallen is required to accept any challenge or forfeit the position, even when 9 months pregnant. A female Cassawallen once gave birth at the very moment that she defeated her would be successor.

---

It isn't explicitly stated in the pedia, as Valledia is careful not to get caught. Her tracing the bloodlines is mostly speculation, but Kael seems to buy the rumors so it must be true. Kael likes his entries to allude to the story rather than tell it in full. You have to read a lot of entries and be good at reading between the lines to put everything together.

The part about Samael being responsible for the fate of Einion's wife is from the Trivia Game Thread. Kael asked who killed Einion's wife. I said Einion did, as he is the one who dispelled the rune keeping her alive. Kael said I was technically right, but that it wasn't the answer he was looking for. What Einion did was essentially take her off of life support so her suffering soul could find rest, so while he technically ended her life he is not the one responsible for her murder. (Technically, she gave the fatal wounds to herself, but she wouldn't have attempted suicide without the curse.) When someone guessed Valledia was involved, he revealed that Samael had done it on Valledia's orders. She never told anyone why she pardoned Samael, and few bothered to ask. Dain was outraged enough at the pardon as it was, and would never have let her get away with it if he had known. He is probably the only person in Amurite society safe enough from her machinations to dare try to overthrow her, but if he lead the charge her many political enemies would probably jump on the opportunity to get rid of her.

Kael has stated that he's scared of Valledia.

---

I believe it has been stated that after Kyorlin slayed Mulcarn he emerged triumphant from the caves of what would letter be called Letum Frigus and saw the sun rise and begin the thaw. This is what is depicted on the Amurite Flag. Kael however refuses to spill any information about where he went after that. It has been implied that it will be revealed in one of the scenarios of *Ice*.

---

It is not Mulcarn that was stopping Bhall from burning the world, it is The Compact. (That, and the fact that Bhall fell into a coma when she landed in Nyx, and wouldn't awaken until near the end of the Age of Ice.) If anything, Mulcarn's death demonstrates the consequences she would face if she violates the Compact.

---

Kilmorph is the goddess of the earth, autumn, and the harvest. She represents tradition, practicality, honesty, hard work, and the honest profits from these. She is almost as opposed to change as Mulcarn, but their differing alignments does make some differences. Politically, she would be a Classical Conservative, whereas Mulcarn would be Reactionary. She doesn't think that people should break with the tradition of their ancestors, but would allow the gradual development of new traditions within the existing system, once the new ideas have been proven to be practical.

Kilmorph's main enemy is Tali, God of Air. He is fun-loving, freedom-loving, adventurous, anti-establishment, non-traditional, often irrational, impulsive impractical, irresponsible, mischievous, and good natured. People think of him and his followers as chaotic, but he actually isn't that hard to predict that he will behave irresponsible. He'll pretty much do whatever people don't want him to. On account of this Kilmorph probably views him as evil,

but he did not side against The One and his general rebelliousness is actually staying true to his purpose: to make life interesting.

I'm not really sure about the broader meaning of Danalin's precept, only that he was very close friends with Tali. I guess it could have to do with emotion, but certainly not the sort of passionate emotion that Bhall represents. Passion/Bhall is closely tied to Hatred/Camulos and is very extroverted. Passion isn't really as emotional, as it acts immediately of any fleeting feeling and doesn't really let them condense and take on the depth that Danalin should have. If Danalin is an emotional sort, he is probably closer to Sirona. Both of these two deities are associated with tears, and both preferred not to get very involved in the Godswar. He may be a rather calm, sensitive, introverted, individualistic, "Emo" god.

If we want to tie the spheres to classical humorism:

Tali - Air - Spring - Sanguine - light hearted/funloving/spontaneous/confidant  
Bhall - Fire - Summer - Choleric - ambitious/passionate/energetic/charismatic/angry  
Kilmorph - Earth - Autumn - Melancholic - thoughtful/considerate/prone to depression (she was depressed when she agreed to enchant the minthril golem)/perfectionistic/  
Danalin - Water - Winter - Phlegmatic -  
consistent/relaxed/observant/relaxed/rational/unemotional/reliable/compassionate

The first 3 fit very well, but I'm not sure how well Danalin does; in FfH, Winter and a calm/cold/calculating personality fit the Ice sphere better than Water.

If we want to deal with astronomy:

Tali - Air Sign - Intellect/idealism/haste/perspective  
Bhall - Fire Sign - action/passion/heat/energy  
Kilmorph - Earth Sign - practicality/stability/dependability/caution/overprotection  
Danalin - Water Sign -  
emotion/growth/imagination/intuition/insight/sensitivity/loving/moody

This is fitting for Bhall and Kilmorph, and with our conjecture on Danalin (and many aspects of what we know from the overlords), except that water and air aren't supposed to get along very well at all and we know that Danalin and Tali were best friends. Of course, Tali doesn't fit this description as well as the others, and perhaps opposites attract.

---

Well, I don't buy the water = persistence thing. Water can have a great deal of instant power (including the ability to drastically change landscape in a short time), given high enough speed and volume. Etymologically, Persistent means "standing completely still." Being steadfast if wrong for the water god. As a fluid, water yields under any stress and stays together only because of external pressure. It consistently runs downhill because it completely yields to the weak force of gravity, not because it has a goal to go downhill. It is fairly easy to divert, pump, capture, or evaporate. The sphere seems inherently passive and flexible. He would be more likely to just "go with the flow" and usually let troubles go by "like water off a duck's back." Everyday occurrences would barely disturb him all, as he has such great emotional depth. "Still waters run deep."

I don't know if there is any particular way of freeing Odio or if he has followers. All we know about him is that he is the archangel of Aeron and that, at Kilmorph's behest, he had his Ara withdrawn from him so that Kilmorph could reach out with the earth and pulled him in, turning him to stone. I personally like to think he is merely encased in a thick layer of stone, so could be released if only people were to dig enough. Unless his Aura was returned to him though (which would probably strengthen him enough to break out on his own), he would probably be weaker than any other archangel.

(Or, maybe his ara could be returned to him in some other way, though the sheer strength of the hatred of those around him.)

I'm thinking we need to get Kael to tell us more about what exactly an Angel's Ara is.

---

The gems of Air, Water, and Death were taken by The Three brothers (aka The Three Kings). I *think* this is cannon. Few details have been released though. I'm thinking that it probably happened in the Age of Magic (perhaps very early in the age, before Kyorlin conquered and united their three kingdoms to create Patria), so they are probably dead now. They are one of the greatest legends that all the civs of Erebus tell versions of while gazing at the 3 stars that make up their constellation.

The only name that was released is Tuoni, in whose right hand the Opalus Mortis (the gem of death) is lodged. All the death magic on Erebus draws power from this gem, as Arawn has withdrawn from Creation fully to prevent his precept from being channeled through him.

In Kael's D&D game, the brothers used their power to try to become a new generation of gods. (I believe that each gem's powers were greater than that of a god, so these mortals had a real shot.) The brother with the Air gem used it to send hue whirlwinds to destroy enemy armies. Kael's group never faced them directly. They did face Tuoni, who had captured the souls of all their vanquished enemies and unleashed them all on the group at once.

---

I don't think we know where the gems are. I'm guessing that their power was probably very hard to control, and so those using them may have accidentally killed themselves. The gods may have intervened to punish the brothers and take the gems back, but I think that death magic is evidence that the Opalus Mortis at least remains here.

It is a little unclear how they came to be. It is usually thought that Agares made them and the Infinite Planes of Raw Elements before he (openly) fell, but there are some references that make me wonder if perhaps they were created by The One and merely stolen by Agares. Namely, Sheut Stones are thought to be Agares failed attempts to create gems of creations, and in his conversation with Sucellus said that he stole them from the True Heaven and hid them from The One.

Magic is chaos, the power to bend the world around you to take on the shape of your will. It came not from Ceridwen (the evil Goddess of the Stars/Dimensional magic/sorcery/pain and suffering), but from the Divine Spark--the soul that mortals possess because they are descendants of the god Nemed. Ceridwen merely taught Kyorlin how to use this innate power, knowing he would use it to destroy himself and Creation. This is something that The One gave to the Gods/Angels, which also grants intelligence and free will. The Gods/Angels can mimic some of these abilities in their creations, but not create the divine spark. In the case of the gods/angels, their own spheres are so dominant that the free will their divine spark allows is overpowered, but humanity was created with every element in perfect balance so our free will is greater than the gods'.

I believe that magic must have actual mana or "physical" elements to channel in order to do any good. There is only a certain amount of mana on each plane. Erebus was created with a balanced, finite amount of mana from all types. This can be used up, or at least drawn in by so many scattered sources that it becomes impossible to harness. Humans lack the ability to draw mana from outside of the plane they are on, but this is not true of the Gods. The only infinite supplies of elements/mana are found in the infinite planes that can be accessed only through the gems of creation, but the gods have a massive amount held in reserve in their own vaults, and/or their own beings. Much of this was created before the power of creation was taken away, but more was probably taken from the infinite planes. I think Agares made the power of these gems available to all the gods, even the Good ones. Even though good gods using this power against him in the war, I expect that he thinks it will also spread the taint of rebellion to them.

I don't know how the Three Brothers managed to get the gems. Agares himself was insulted with the idea that he was involved in any way, and in this case I'm somewhat inclined to agree. I suspect that Ceridwen may have been involved. Giving extreme power to a small number of men to corrupt them and watch them destroy the world and themselves just seems like her.

I'm thinking the story should be that soon after the signing of the compact that the Three Brothers somehow got her help attaining the gems, and used this power to become the first real conquerors of their fellow man. Naturally, the power corrupted them and they soon turned against each other in wars almost as bad as the Godswar. I suspect that they had trouble controlling their own powers though, so they may have killed themselves as opposed to each other. They may have also regretted this and tried to destroy or hide the gems from everyone. It seems reasonable that the power of the gems would have an influence similar to a god's precept on him, which could overcome a mere mortal and give him completely insane, leading to the inability to resist suicide (influence of death), jumping of cliffs (influence of Air), and withdrawing entirely into oneself (water). Finner (the man to whom the Godslayer was given, who was considered the greatest hero of the age) may have helped defeat them too, possibly using the Godslayer (maybe he decided they must all be taken out at once so as not to give one an advantage, and that part not all of the power of the Godslayer was needed against each god-like mortal, so he broke it into 3 pieces, which later had to be reassembled to defeat a real god? I'm totally making this up as I go along, but why else would the Godslayer have been broken in 3? Well? don't have an answer do you? I didn't think so.). Regardless, Kyorlin (maybe a son of Finner?) stepped into the power vacuum left from the fall of these great empires and managed to unite their remnant into one to form Patria. He was a very good ruler (at first) at first, but almost anyone would have seemed infinitely better than the Three Kings. Naturally, Ceridwen wouldn't like this so she would do all she could to cause Eve's infidelity and then corrupt Kyorlin with power just as she had his predecessors.

Of course, this is almost certainly wrong; we know that Arawn withdrew entirely from creation to prevent the wicked Patrian Mages from using his Life and [I]especially[/I] Death magic, and that death magic *returned* when Tuoni introduced the Opalus Mortis to Creation. Thus, my timeline cannot be right. Come to think of it, I think the History used to mention the gems of life being stolen in the Age of Rebirth, but that is gone now. Maybe Kael just couldn't think of where to put it, so took it out of the cannon.

---

I'd probably agree with thomas.berubeg, but I don't think there is technically anything saying "intelligent nukes" couldn't reproduce.

The Dragons were all locked away in some sort of storage dimension for at the end of the Godswar. I had assumed that this was a provision in the Compact, but Kael has stated that gods were not forbidden from "waking up their pets" (Mulcarn was not breaking the compact by waking Drifa or Fiacra, but of course he did break it by entering and conquering Erebus). It is most likely that they were simply not suited for the subtler types of conflict that the Compact still allowed, and so were no longer considered useful. From time to time a dragon escaped back into creation (perhaps released, perhaps escaped...or maybe not all the god had bothered to lock them up in the first place), but most of these were slain by heroes of the Age of Magic.

It is known that Acheron was able to use the passion and hatred of a group of barbarian orks to create for himself a passage back to Erebus. It is also known that Acheron had always been a rebellious beast, who bit the hand of his maker (Bhall) as soon as he was created. I believe this means he was made to be a weapon of good against the evils of Mulcarn, but that he chose to fall long before his mistress did. Since Bhall was one of the most active goddesses, I expect she may have made many other red dragons too.

Abashi was Ceridwen's dragon, who was awakened in the Age of rebirth though Sheaim Rituals. Tebyrn released her, and inscribed a rune on her head that would resurrect him whenever he was killed, until the rune was dispelled--which would require slaying the great dragon.

Eurabatres was Amathaon's Dragon (I'd guess his only one, as his creator was the gentlest of the gods), who is the strongest being ever created (except by The One). That means he is greater even than any archangel, even Cernunnos, and he possessed the immense genius of his maker. His consciousness found an escape from the storage dimension, and wandered creation looking for a perfect host, free of the taint of Agares. Once it finally found a pure and ingenious host, it merged with the orphan Cardith, and began a long sequence of events and rituals that would culminate with the recreation of its physical form.

My personal opinion is that Dragons are really a type of angel, just in a monstrous rather than humanoid form. Some gods made several, some made none, but only the strongest have survived. Since the retconning of FfH history a couple of versions ago, *all angels* (excluding the 21 gods who were made by The One) were created as weapons in the Godswar. I also like to think that Angels and Dragons are not made of crude matter/mana

like Creation itself, but are the children of the gods, made of their own soul and thus possessing the Divine Spark just like the Children of Nemed.

**It is not uncommon in Erebus for an angel/demon to mate with a mortal and produce offspring** (although I don't think there are any examples of them mating with each other), so it is possible that a dragon could as well. Of course, the sheer size difference could make mating technically difficult.

I think it is safe to say that no unit in FfH is the descendant of a dragon. Originally, Lizardmen, Orks, Goblins, Ogres, etc., were all supposed to be descendant of the same green-skinned race, who were by nature very chaotic and prone to change. This was however changed, after I pointed out that some entries implied that the Orks were actually the Bannor who were corrupted and mutilated by the Fall of their goddess. After this retcon, the various Clan/barbarian races were separate races who had all been close to Bhall. Who knows, Lizardmen might be all that is left of the Aifons.

(As a side note, I'll say that in my version Dragons *are Nukes*. They don't self destruct, but they can attack at range and when they do so the whole world shakes under their might. The side effects of this is that they cause other nations to hate you for unleashing such a force upon creation, and they cannot be built until the proper ritual (the equivalent of the Manhattan Project project) is completed by someone. I actually find the need for a ritual (requiring Cult of the Dragon in the city) to be particularly appropriate. The Kuriotates and Sheaim may really want to wipe the other out early though, since the ritual letting their Dragon back into creation will allow the other in as well. The Dragons themselves will be much stronger, and very cheap.

Unfortunately, I didn't get that much done over the break, and am back in school now. If 0.33 hadn't come out I probably would have forced myself to work on it more, but I started playing Somnium instead. I'm not sure when my modmod will get released. If I don't have too much work this first week I'll try to get a 0.32 version out soon, but otherwise it may be a while and would be based on a future 0.33(+?) xienwolf modcomp release.)

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Ok, maybe saying they were created just to be weapons isn't accurate. The gods began making angels to serve them after Agares' rebellion was uncovered and The One had tasked those still loyal to him with protecting Creation and guiding it towards enlightenment. Good and neutral angels were probably created with this intent, while the demons were created to prevent this. Protecting Creation would involve fighting against Agares' followers, but would not be limited to being weapons of war. Still, it makes sense for Sucellus to have created defensive weapons to deter enemies from invading his lands, in the hope that they would never have to be used.

---

The Bannor were the largest and strongest empire formed from the factions of the Patrian civil war. They were somewhat law-oriented, but their sphere was Fire. They were loyal followers of the holy goddess Bhall, and they passionately spread her purifying flames to cleanse the land of evil. At the time fire was a holy weapon, and it was by (mostly Bannor) fire that nearly every evil sorcerer was slain. Before her fall, Bhall and Junil were extremely close, and there were many worshippers of Junil in the Bannor capital.

Two civilizations of the Age of Rebirth are descendants of the Bannor of the Age of Magic: The Bannor (obviously) and the Clan of Embers. While the Clan is made of corrupted men, elves, dwarves, and maybe even aifons of nearly all nations (all devoted to Bhall, who was the most revered in all empires), their core population and their leaders are all of Bannor descent. The Orks didn't invade the land around Braduk (the Burning), they have dwelt there sine time immemorial.

When Bhall fell she literally fell through creation, at the point of her holy city, the Bannor Capitol of Braduk. Many were killed in the process, but a fraction of the population were dragged alive into Agares' hell along with her. These few remained holy and continued to embody her original sphere, but also increasingly relied on the teachings of Junil (Junils priests were among them) and impressed Junil so much that he sent his Archangel, Sabathiel, to guide them out of hell. Under his leadership they grew even tougher and wrote strict, unbreakable laws because of necessity. I hell, your physical form is a reflection of the spirit. Children who maintain their innocence never grow up, and no one grows old or decrepit so long as he/she remains pure. Discipline was essential to survival, as those who allowed any moral failings were quickly overcome by these, deteriorated, and became easy prey for hordes of demons. The Bannor who escaped centuries in Hell (passing from hell back into creation through a passage in the Eternal Flame which still burns in the heart of the crater formed by Bhall's fall) were tougher than the Bannor of the earlier age, but were the same in essence. Most of the Bannor of the latter Age of Rebirth (when it had again become an empire instead of a dedicated band of heroes struggling to rebuild civilization) were lesser men, who had been conquered and civilized by the Bannor Crusades. They increasingly lacked the passion and direction of their ancestors, and their unquestioning obedience led to the rise of a corrupt fascist state when evil priests took control and chose to ignore Sabathiel and hunt down all true followers of Junil.

The Bannor who did not physically fall with their mistress fell spiritually, mentally, and physiologically. Bhall realigned herself with Camulos instead of Junil, so her followers of Erebus maintained their violent passion but lost direction, becoming the most chaotic of barbarians. The holy scepter of the high priestess of Bhall was made into an axe that would later be used by Orthus.

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After creation, there was a long time and peaceful time before the rebellion of Agares was discovered, when The One visited earth and the true heaven was not closed. This isn't usually counted as an age though. When Agares rebellion was discovered, everyone fell from Heaven and heaven was closed off until one day in the future when creation could be cleansed enough of the corruption for the One to return without destroying everything with his holyness (or, as Agares hopes, for the One to give up on this and return destroying everything, and proving himself to be no better than agares.) He tasked the good gods to



protect humanity and help lead creation towards this enlightenment. Soon open war broke out, The Godswar.

The Godswar raged throughout what came to be known as the *Age of Dragons*, which is usually counted as the first age. The name of course comes from the dragons that were the strongest weapons the gods created to fight amongst themselves. These were far from the only weapons they created though. All true angels and demons (excluding the gods themselves, and those humans who would later become minor angels/demons) were also created for the godswar.

The second Age was the *Age of Magic*, which began with the signing of the compact and the ending of the Godswar. For the first time humanity was free from the hardships of the direct conflicts between the gods, so this is when the intelligent races (humans and the Elves and Aifons, who were descended from humans (who in turn as the children of Nemed, the god of life who gave up his godhood to create us) who spent their lives in the presence of the pacifistic gods Succellus and Danalin and had their natures changed by this presence) were able to become civilized. Minor Kingdoms arose in this time of relative peace. (I'm not sure if it was one of these kings or maybe Kyorlin himself who commissioned the statue by Keldon Ki, and imprisoned him because it captured the very essence of his arrogance for all to see. Keldon lived out the rest of his life in prison, creating little statues to keep him comfort. When granted one wish by Kilmorph, he asked to have them given life. This is how Dwarves are said to have been created, although I personally prefer to think it is just a myth as it would seem to indicate that Dwarves don't have souls/divine sparkss like the descendants of Nemed do.) Eventually, one king managed to unite all of these kingdoms into one empire: Patria. This man was Kyorlin. He ruled wisely at first, but after he caught his wife in bed with another man, he attempted to kill himself by jumping off the highest tower in his palace, but was stopped by Ceridwen. She convinced him that there was a better way--to bind Eve's soul to this world so she would forever return in a new, equally beautiful, untainted body every generation, and give him eternal youth so he could enjoy her every time. He agreed, in exchange for worshiping Ceridwen and ruling as she would like. She taught Kyorlin magic, making him the first archmage. (Some men had used magic before, unknowingly, but this was only minor shamanism, not nearly on the level of Kyorlin's power.) He went on to teach 21 students to be masters of each of the 21 spheres of magic, and they went on to teach their own students too. Sorcerers took all the positions of power in the empire, and became extremely corrupted by this power. They performed the most horrible experiments in history, rivaling even the godswar. Pit beasts, Manticores, Griffons, Centaurs, Lamia, etc., were all created in such experiments, some of which were on humans and so some of these creatures have souls/divine sparks. Kyorlin was the worst among them. After many failed relationships with his reincarnated wife (I think it is implied that some of these were rape than relationships), he began to see the monster that he had become. He led a rebellion against his own rule, and his empire descended into chaos. Eventually, it split into 9 (? this number has changed occasionally) factions, some good, some evil. These kingdoms eternally warred against each other for the rest of the age. Late in the Age of Magic, The Bannor had emerged as nearly a superpower, and it seemed that good was about to triumph. Then Agares' began to play off of Bhall's pride, and convinced her to fall.

Before Bhall had fallen, Mulcarn and Agares were already plotting. Without his old enemy Bhall to stop him, Mulcarn would be unopposed. Soon after the fire-rain, The Illians completed a ritual found long ago by the Aifon Trento Majosi and Mulcarn was able to raise his palace on Mount Mulyr into creation. The Luchuirp almost stopped the ritual, but were too late. Succellus was chosen to intervene, but while trying to defeat the Taranis the

Unchanging (whose unchanging nature made him immune to injury), Sucellus was taken by surprise and split into pieces. Thus began the *Age of Ice*.

As you know, the Age of Ice ended when Kyorlin and the Amurites (whom he joined only because his wife Eve, now called Epona, was among them) found the pieces of the Godslayer (the symbol of the compact) and killed Mulcarn (although his spirit escaped and would eventually be reincarnated as the human boy Auric Ulvin).

*The Age of Rebirth* did not properly begin until the resurrection of Sucellus. It is the current age.

---

Quote:

Originally Posted by **civilopedia**

*The war splinters the empire with Kylorin leading good religious forces against the creations and unholy magic of the sorcerers. By the end 9 human nations have been formed;*

*the Elohim keepers of memories and guardians of the sacred parts of the world;*

*the Bannor, keepers of the sacred fire and the greatest enemies of the sorcerers;*

*the Malakim, desert nomads and men of faith;*

*the Lanun, traders and seamen;*

*the Hippius; horse lords and mercenary's;*

*the Grigori, followers of Cassiel;*

*the Balsraphs, lead by the sorcerer Perpentach;*

*the Illians, who dwelt in the tundra and ravaged lands;*

*and the Calabim, who became ruled by Alexis and Flauros.*

The Kuriotates were removed from the list after I pointed out how inappropriate it was for the civ that represents fresh new birth to be one of the oldest civs. It never was supposed to be around before Cardith Lorda, but since Cardith stopped aging when he merged with Eurabatres he was supposed to have been around for a long time.

I've been trying to convince him to remove other civs from this list too, because I really don't think most of them fit very well and because some seem to conflict somewhat with other entries. While a few of them definitely should be the same, I think most of the civilizations should have disappeared completely. I think these should include the Thraxian civilization, which is referenced in AoI.

The Elohim have been around since Immanuel Logos founded the Order of the Elohim in the Age of Dragons, and it makes sense enough for the nation to have grown around them when Patria fell.

The Bannor were obviously around during the Patrian civil war, as they were the dominant faction. Given their dislike of magic, I don't think that they would have been founded by Kyorlin or be the main heirs of Patria. Well, I guess they could have come from those Kyorlin first led into rebellion against his earlier corrupt regime, but I don't think he could really control their passion and they would probably still oppose him for using magic. They may very well control much Patrian territory, but this is from conquest.

I don't really like to think of the Malakim, Lanun, or Hippus as being major civilizations. I prefer to have them be descended from several unrelated tribes of remnants of other kingdoms, although they may very well like to believe themselves to be the heirs of great empires.

We do know that Cassiel was the greatest and most revered philosopher among the Patrians (who were more philosophical than religious), but I'm not sure I like them being one of the factions. Cassiel is quite unpractical (as the fortuneteller in AoI), so I don't think his followers would fare well. After all, at the time, goodly priests were just about the only ones who could defend people from sorcerers.

Perpentach was the strongest of Kyorlin's students. (He almost defeated his master. I personally like to think that he did defeat Kyorlin but that the copy of Kyorlin inside his mind broke down his mental barriers to drive him insane, and that the real Kyorlin has no idea how he managed to win.) Naturally, he would have been a major character in the Patrian civil war. I'd prefer not to call these the Balseraphs though, as they would have little in common with the Balseraphs in the Age of Rebirth; The carnival theme did not exist until the already mad Perpentach escaped the Tower of Eyes through the aid of a troupe of traveling carnies. Perpentach was not yet insane, or rather the mental barriers Kyorlin had helped him create still held so he was not suffering (or enjoying 😊) multiple personality disorder. He was described as being the most wicked of the sorcerers, so AoM Balseraphs would likely seem more like the Sheaim. I imagine that this is the actual heir of the corrupt patrian empire, and that many of the sorcerers were loyal to *Perpentach the Cassawallen*.

Obviously, the Illians were around in the Age of Magic, and were the weakest, most backward civilization. They are the ones who ended the age by summoning Mulcarn.

We know from other entries that the Calabim were one of many scattered tribes in the Age of Ice, and that Flauros and Alexis found them and adopted the tribe. At first this benefited the humans the most, since vampires are stronger and have superior senses and thus were the best hunters, and they demanded only a little blood every once in a while. Of course, vampires greatest power is their intellect, so this was part of a carefully crafted plan to turn the tribe into chattel. Alexis and Flauros date back to the Age of Dragons, so it would make sense for them to have made themselves despots in the past. Kael has said that he likes to think of them as having led an Egypt-like civ in the past, at which time they would have been in conflict with the Malakim, even though they are in a more Black Forest-type clime now. As such, I'll say that there have been several Calabim civs, which share nothing in common but their brutal rulers. I like to think that in each case the people eventually rebelled and overturned the vampires overlords, and were then completely wiped out so that no one would learn of their cruelty and so they could start all over again.

In general, I'd also prefer that the civilizations have older names even if they are essentially the same. For instance, I much prefer that the Age of Magic Luchuirp be referred to as the Khrad'Ke-zun. The Luchuirp are merely one of several tribes that were united in this empire--the one tribe that survived.

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Nikkis-Knight: Quote:

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I certainly think that would be/is realistically the case, but it would only add confusion to add and use another name for all these people groups.

Quote:

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How I was picturing it was that Kylorin and Perpentach battled very shortly after the Patrian upheaval (some undefined moment of rebellion by K's students after his change of heart). Perp was locked away in the tower, and Kylorin went on with his business of cleaning up his empire (destroying it in the process). Perp was returned to insanity (ie. being unable to discern reality from his mind) in the process of fight, as you said he would likely have been triumphant if not for this 'dirty' tactic of K's. The circus people were the first minds he took over in his escape, and the in the Mommus was the longest his mind had been in anothers. This is where the Carnival comes from. So even in the Age of Magic, the tail end, anyway, they had a circus theme, but muted as Perp was still hiding from Kylorin.

Quote:

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I don't think it's been established that they live in a transylvanian climate, I think that's just an assumption, though an understandable one.

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Quote:

Originally Posted by **Nikis-Knight** 

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Perhaps, but, in that case, how was one of the main 9 factions in the Patrian civil war the Balsegraphs under the leadership of the sorcerer Perpentach? It doesn't seem like they would have become a distinct nation in the Age of Magic if their leader was vanquished so early on.

I prefer to think that Perpentach was (one of) the last sorcerers Kyorlin defeated. We know that Kyorlin and Perpentach's conflict happened after Kyorlin killed Gastrius, and that Perpentach had committed far greater sins. Perpentach probably has at least one copy of all of Kyorlin's students in his mind, so if he wanted to he could probably master all their forms of magic. I can think of no one else who could have risen to be Cassawallen. I see the way that Kyorlin took him in as a child to be essentially adopting him as his own son, and making him the heir apparent to the patrian throne in the eyes of their subjects.

I believe that Kael has stated that it was Kyorlin who rebelled, not his students. Of course, I guess it would be hard to determine who should be called a rebel when a despot rebels against his system of government and is resisted by his deputies.

So, you're saying that the Momus found Perpentach during the Age of Magic? I was under the impression that it was already the age of rebirth before the carnies wandered within the range of his mental powers.

It is pretty clear that the civilizations in FfH did all not start at the beginning of the age. I tend to prefer the depth the story takes on when you spread the empires out over much longer periods, so some have almost fallen by the time others arise. I was thinking that the Balseraphs would be one of the younger civilizations (although the civilization within Perpentach's mind is the oldest), albeit not so young as the Kuriotates or the Sidar.

(I think someone asked about the Sidar earlier and I forgot to say that they were founded by men who came across the books of Laroth that Varn Gosam had taken out of the Shadowed Vale. I like to think that it the books were locked away in some Malakim desert monastery for at least a century before the soon-to-be-Sidar found them and discovered their power. )

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Nikki-sKnight: Quote:

The war splinters the empire with Kylorin leading good religious forces against the creations and unholy magic of the sorcerers. By the end 9 human nations have been formed; the Elohim keepers of memories and guardians of the sacred parts of the world; the Bannor, keepers of the sacred fire and the greatest enemies of the sorcerers; the Malakim, desert nomads and men of faith; the Lanun, traders and seamen; the Hippus; horse lords and mercenary's; the Grigori, followers of Cassiel; the Balseraphs, lead by the sorcerer Perpentach; the Illians, who dwelt in the tundra and ravaged lands; and the Calabim, who became ruled by Alexis and Flauros

As I read that, there weren't nine factions in a civil war, there were two--Kylorin, and the establishment he was trying to reform. However, this struggle brought down the empire entirely, and in the last days of the Age of Magic nine nations were forming from the ruins.

The Balsraph leader was vanquished, I think, before he was a leader of anyone. Once he escaped, he ruled those people who remained after using them to defeat the golems.

Quote:

Perpentach probably has at least one copy of all of Kyorlin's students in his mind,so if he wanted to he could probably master all their forms of magic.

But that assumes magic is entirely mental. It's possible Perp simply doesn't have the talent for other spheres, at least not to the extent that a real master would. (I don't have a firm position on which is so.)

Quote:

I believe that Kael has stated that it was Kyorlin who rebelled, not his students. Of course, I guess it would be hard to determine who should be called a rebel when a despot rebels against his system of government and is resisted by his deputies.

Exactly, it's all perspective. Kylorin was rebeling against the corrupt society he had allowed to come into place, and his students in turned rebeled against their master when he ordered them not to use their powers at the expense of others. They were being true to what they were taught, but not to what their teacher now wanted of them.

Quote:

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True, but to give the agency to the player, I tend to write the Age of Rebirth as the great opportunity of all the civs. For some it has the potential to be a renaissance, for others their creation, but for all of them, save two or three obvious exceptions, it is seen as their great chance.

Earth's history had ages, but those are after the fact classifications by historians, rather than clear cut deliniations that one would have noticed at the time. In Erebus the Age of Ice began, and again late ended, within a noticable span of time. So all the nations have a new beginning when the snow thaws, and they know it. (Except, again, for the Illians and Doviello, who ruled the winter years, and perhaps the Amurites, who may see their greatest days as behind them.)

Quote:

I notice, Nikis, that you didn't answer my SECOND unrelated question...

I like to make maps 😊 And I like talking about the Bannor and such... 😊

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My interpretation is that all humanity (and the races descended from humanity) have an innate ability to use magic, but the level of talent varies greatly from individual to individual and family to family. With enough training, anyone could learn at least the most basic spells, although their chances of using more advanced magic are quite slim. The fact that the Amurites are mostly descended from Kyorlin means that the level of innate talent is higher than average, so the average Amurite has the potential to be a sub-par mage instead of sub-par adept given enough intensive training with a master.

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The Dwarven religion is very misunderstood. It isn't about avarice at all, it is about hard but productive work. They worship Kilmorph, who in addition to being the Goddess of the Earth is also the Goddess of the Harvest, i.e., of reaping the benefits of your own labor and of self sufficiency. The connection between the religion and gold is that following its precepts will likely make you richer, and will increase the wealth of your whole nation while you are at it.

Greed is completely different. That is the domain of Mammon, the God of the Mind. Originally this meant foresight, but since his fall it means schemings to profit where you do not deserve to, by tricking others out of the fruits of their labor. The Dwarven idea of greed is not exactly the same as ours (it is probably a better view in most circumstances, but not all). They see nothing wrong working to make your own life and the life of your family better, but the desire to gain what you don't deserve is abhorred. They tend to consider the poor to be the greediest of people, since they are asking for handouts from those who have worked for a living instead of taking care of themselves. They believe that charity actually harms the recipients. It teaches them they don't have to work for themselves, leaving them more dependent on others and morally inferior. I don't think that a Kilmorph follower would have a problem given a job to a poor man/dwarf, but they would never consider paying them until they have earned their keep. They consider this the only way to encourage virtue (don't think we missed the *arete* pun. You know, that is Ancient Greek for Virtue and English for a Mountain Ridge, although these are pronounced differently), to help the poor in both this life and the next.

The Dwarves pedia entries (with references to "digging to Mammon's hell," etc.) make it clear to me that avarice is the chief vice recognized by Dwarven religion, and that Mammon epitomized their idea of evil. Their religion is most fundamentally opposed to the Stewards of Inequity (The Balseraph "religion." The quotes are because mammon prefers to be worshiped indirectly, through the selfish actions of his followers. This "religion" is focused on keeping the rich rich and the poor poor, despite their virtues. It gets along well with the Council of Esus).

Of course, I'd probably have to say that their opposition to Greed may stem from a recognition that it is one of their main vices. They protect their egos by tying it to sloth,



even in the circumstances where it shouldn't be. Like many rich conservatives, they tend to assume that poverty is the result of sloth (as it often may be) until someone can prove that a particular case had extreme extenuating circumstances. It is important however to realize that this is not because of their religion. As in so many real societies, religions attempt to correct social problems, but fall short. The people are not perfect, nor are their clergy. This has probably led to some hypocrisy which has fueled the negative stereotypes of the dwarves, but I don't think it is any more severe than in any other society.

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On Barnaxus meeting Mulcarn: Not necessarily. You should realize that he isn't really speaking English. In many languages (like Latin and presumably Patrian, at it basically is Latin) nouns are almost always omitted when they don't add important information (since adjectives are declined to agree with the nouns, gender and number are not extra info), but have to be added in the English translations to make them less awkward. I prefer to think that the word "man" is merely interpolated, incorrectly. He was being purposefully vague, but not lying. Mulcarn's personality is always described as being like that of a grumpy *old man* who wishes things would go back to how they were in "the good old days."

I imagine that when he first gained sentience he had not yet come to grasp the concept of free will. He could have refused, but *didn't know* he could refuse, as he had always been unable to before.

It is also possible that he is filled with a sort of spirit of "ice" (more like whatever gives frostlings life and intelligence than a true divine spark), making him naturally suited to obey Mulcarn. Of course, the "Ice" is a *reactionary* sphere, extremely unwilling to break with tradition and always looking back at the past as the way things should be. When Mulcarn looked to the past nostalgically, he saw the Age of Dragons when men were little more than animals, and sought to return the world to that state and keep it there. Barnaxus was not around then, so the oldest memories he looked back to and idealized was serving the Open-Skiers, so he wants to return the Luchuirp to their former glory. Of course, if this is the case, he might still rejoin Mulcarn/Auric Ulvin if they cross paths again. Apart from their differing alignments, Mulcarn and Kilmorph are rather similar, so an Ice-spirit-filled golem would not really have a problem with the Dwarves religion.

---

Kyorlin's wife cheated on him, and he tried to kill himself. Then Ceridwen convinced him to change his mind by offering him a chance to live forever, and to make his wife live again and again. He wouldn't have her with her body tainted and her heart belonging to another, so he had her bound eternally to this world, unable to ever move on. In exchange for this he became a follower of Ceridwen and used his new arcane power to corrupt his empire and rip apart creation in ways as bad as the Godswar. He made the world a horrible place in which his reincarnated wife did not want to live, and many times hes tried to force himself on her. It is also implied that he personally killed her at least once. She grows tired of this world, but because of him can never move on.

**Spoiler:**

At my hand the first empire of man was won

For me long faithful men bled and died

Yet I was the one to which this treachery was done

This truth I knew but my timid lips denied

That a disloyal heart each night beside me lied

My queen who spent her love upon another man

That heart, which I desired most, I could not command

To flee that gilded hell I sacrificed my life

From the tower into empty night I'd fly

What pain is death compared to a faithless wife?

What hope exists to one who'd rather die?

So I stood upon the parapet and cried

"Come death, rend my flesh, gather my soul

Tear from me, this tragedy, this gaping hole"

No answer came from the chill November night

Only wind and echoes from a city far below

Until from deep within the pale moonlight

Came a goddess wreathed in a pallid glow

"Answer me, most mortal king, for I would know

If I returned your love and you weren't dead

Would you forget your oaths and follow me instead?"

I'm not mad enough to think that burning spirits can

Remake this loss, restore my past undone

And you cannot make us understand

That with even the most silvered tongue

Loves remains can never love become

Or heart won through cheat is ever truly got

Or that this pain would cease if mind forgot

If you've no hope left then leap to death

Else hear my words and enter this shadowed door

But I promise even if you don't draw breath

This pain will follow you to Arawn's shores

And in death you will possess hatred even more

For I know the dead; they are wounds unhealed

And if you leap now, to this your fate is sealed

So came I to learn from the goddess of pain

Ceridwen, breaker of men, maiden of the mask

Many aspects she has and more vile names

She taught me how to avenge my past

And have my wife reborn so that our love might last

Sorcery, her gift to me, would sustain my life

And instead of death would reincarnate my wife

Born anew I could find and woo my wife again  
Her mistake erased I'd have my perfect queen  
With her death and newfound life she'd make amends  
And I would remain forever as a king  
In time the happiness she'd bring  
Would make worthwhile this twisted sacrifice  
For Ceridwen's gift had come at a price

Two hundred years I stayed as undying king  
My lands, once fair, ruled now by arcane might  
Through generations of my people and my queen  
I alone remained and changed to Ceridwen's delight  
A cruel terror who commanded flame, death and night  
I demanded that every man should come to obey  
The least of my desires, which grew each passing day

*Another Eve had passed, this time by my hand*  
After a break of years I went to seek her out  
I found a young woman working on my lands  
I approached and told her all about  
The bond between us but she had only fear and doubt  
Those eyes, once trusting, were now full of tears  
Seeing the monster I'd become in all these years

She destroyed me in the centuries before  
And now thought for this I was the one to blame  
I returned to the life she now claimed to abhor  
And left her in the fields her life unchanged  
I approached her reborn forms but it was the same  
Always revulsion at what I had become  
And through any lie her heart remained unwon

My mages maintained Ceridwen's demands  
Most of which had been trained by me  
My kingdom destroyed by my own hands  
The first empire of man a cruel theocracy  
Devoted to Cerdiwen, enforced by sorcery  
And I alone remembered times more fair  
It was far more than my guilty heart could bare

A bloody rebellion started, which I lead  
My empire became an arcane battleground  
As the gods had warred now man did instead  
Landscapes were lost, forests, mountains, towns  
Untold numbers unto Arawn's shores were bound  
In the end the great empire of man was gone  
From it only shattered countries would go on

As ages pass these countries war against  
Each other, forgetting once they were as one  
Or how their bitter squabbling commenced  
With an ancient love betrayed their war begun  
Loves remains can never love become  
The same is true for kingdoms split apart  
Warring nations shattered by my heart

What of my queen across these centuries?  
At times I glance her as our fates entwine  
Sharing a few words or lives married  
Occurs unforced as allowed by time  
Love's strongest bonds are those that loosest bind  
Her life to me, and mine spent trying to repay  
My debt of sin to the men my acts betrayed

---

It has the power to kill a god/angel, which is an ability that no god/angel had on his own.

Actually, I think the precise wording I read somewhere made it sound like it only has the power to kill a god who swore to abide by the compact, placed him symbol on the blade, and then broke his oath. It may be that the godslayer doesn't really have any intrinsic power to kill a god, but collects on their oath to die if they ever break the agreement.

It also seems like this may mean that Cernunnos alone is immune to the godslayer, since he was not a god at the time and did not swear to the compact. He may then be the weakest of the gods, yet also the hardest to destroy.

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Quote:

Originally Posted by **Civilopedia, Angel unit**

*I died as inanimate matter and arose a plant,*

*I died as a plant and rose again an animal.*

*I died as an animal and arose a man.*

*Why then should I fear to become less by dying?*

*I shall die once again as a man*

*To rise an angel perfect from head to foot!*

*Again when I suffer dissolution as an angel,*

*I shall become what passes the conception of man!*

*Let me then become non-existent, for non-existence*

*Sings to me in organ tones, 'To him shall we return.'*

It is rather unclear. It sounds like death as an angel (or demon?) is considered to be a state on non-being similar to Nirvana, but I have my doubts about that. "To him shall we return" could also refer to being reunited with The One, but I'm dubious about that too. That seems to conflict with the notion that The One sundered Creation from the True Heaven, and that

no one shall meet him until he returns to judge the world. It is possible that no one really knows what happens to a vanquished angel. Or it could be that the speaker in this entry doesn't know what he is talking about. Perhaps angels cannot truly die, only be vanquished to --somewhere else, be it their god's vault or a storage place like where the Dragons rest. It could also be that no being with a Divine Spark (which includes humans and the gods, but likely not the other true angels) can truly perish, but that other intelligent beings like animals, the mother of humanity, and true angels are just made of "matter" and can be destroyed without a trace (although the material that made them up could continue to exist in different forms, their minds and souls would be forever gone). I'd probably guess that there is some sort of Purgatory in which all souls are stored until judgment day, but I can't say if that is outside of Creation or if vanquished angels and demons must be guarded by Arawn in the underworld. We do know that Sucellus's soul went to the Underworld when his body was torn apart. It seems Mulcarn's soul escaped and reentered the world in a mortal form.

---

The gods cannot enter creation, but lesser angels and demons still do all the time. Sabathiel refuses to enter creation because he is bound by "the strictest interpretation of the compact," but most view it more loosely and feel no need to stay out. I don't think the Compact really forbids them from entering, but it does limit the powers they can use while there. Cernunnos himself lived among the Ljosalfar for the whole duration of the Age of Ice, which was after the compact, and could have kept siring satyrs until he ascended unto godhood at the beginning of the Age of Rebirth.

Mardero and his siblings were definitely born after the compact, in the age of rebirth. Of course, his mother was taken out of Creation into hell for the rapes and births, so such actions in Erebus could still be banned.

---

Hmm...it sounds to me like this means the Aifons did not die, but were somehow changed. If we hadn't established that the Overlords are created by the dreams of Hemah, who was created by the dreams of Danalin, who was not yet asleep, then I'd suggest that they had something to do with it. (If someone, whether a god or the Overlords, had some power over time instead of having this power controlled only by The One/Temperance would help out these wild theories, which are almost certainly false)

I'd probably suggest that Hastur was able to create the appearance of a looming disaster where there was none, and thus to cause the Aifons to manufacture their own disaster. Perhaps Trenton wasn't the only Aifon to seek a solution, but the others sought out evil priests and sorcerers to find out how to gain the power to control the hostile animals and prevent the disaster. This power may have involved sacrificing most of their identity and becoming something else to avoid death. ("That is not Dead which can eternal lie...") Of course, *becoming* the Overlords was the actual catastrophe they has sought to avert.

I hadn't thought much about half-Aifons before either. I suspect the answer to whether there are any part-Aifon survivors depends on what happened to the Aifons.



I too would have guessed that they would appear human but with slightly webbed fingers and toes. I wasn't sure about gills either. I'd guess that they are basically amphibian, which would mean that when they breath underwater they probably do so through their skin. I was also thinking that it might make sense for them to not have body hair.

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In the Trivia Thread Kael confirmed that Danalin is not dreaming about the Overlords, but about a fellow Effective Dreamer by the name of Hemah. It is implied that the Overlords were created from the dreams of Hemah. They are not controlled by any god, but Hastur, the Lord of Nightmare, the Archangel under Mammon, God of the Mind, (Hastur is probably also the father of Mardero) is whispering in Danalin's ear and corrupting his dreams, thus indirectly corrupting Hemah's dreams and creating the Overlords.

---

I don't Bureaucratic is the right way to describe it. I don't think they are obsessed over paperwork, and following specific procedures is really a Law/Order thing. The Emphyrean isn't about bureaucracy, but discussion. They aren't likely to act until discussing the matter with their peers and experts, and they would continue to seek a consensus instead of allowing their actions to proceed when a simple majority is reached. In general, the followers of the Emphyrean tend not to be particularly decisive, and when they do make up their minds they are quite willing to change them when new information is uncovered.

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It has been established that Amathaon is the Kuriotates' patron, and that Eurabatres is his creation.

On the Mana chart, Creation is the opposite of Entropy. Thus, "the Enemy" is probably Agares. "The Taint of the Enemy" would be any form of corruption. It wouldn't just be following the Ashen Veil, which probably hadn't been founded yet. The most common taint is almost certainly Greed, as most mortals who wind up in hell go to Mammon's hell. Keep in mind though that it was Agares who managed to corrupt the other evil gods, so their "taint" would ultimately be his too.

It would seem that a mind free of the taint would mean that Cardith was a sinless being. However, it was also been stated that the Agares taint was so pervasive that it touched all of Creation, and nothing in creation would survive if The One lashed out to destroy the taint. That is why The One has not returned, out of mercy for those who he created. Although suppose it is theoretically possible (in Erebus) for a faultless being to be born in a faulty world, I just got to thinking. Wouldn't Eurabatres, Amathaon, and all the good gods also bear the taint in some degree? Does that mean that if Cardith was faultless, the merger with Euabatres introduced a slight corruption?

I'm pretty sure that Kael has said that "the most powerful creature of the created" actually mean that he is the strongest being created *by anyone except The One*. This would actually

imply that Eurabatres is stronger than any archangel, or even than the current God of Nature.

It does seem odd that the gentle god of butterflies would also create the strongest and most destructive being in creation. Maybe he thought that such a creation would be able to restore peace most quickly?

I'd like to think that Angels and Dragons are more than other soulless creations. The only way I can see to explain them having The Divine Spark though is to say that the god who created them did not merely form them from their aspect, but from their very soul. Every angel and dragon would then have its own divine spark, but not necessarily one of the same nature as a human would. (This would also mean that Dwarves have souls formed from Kilmorph's, but their souls are of the same nature as her angels rather than humanity.)

Since the god's power is not infinite, he loses much of it with ever he makes a creature with a soul. This means that the stronger the creation, the weaker the creator becomes. I think this fits the FfH mythology quite well. Sucellus was generally considered to be weak (especially by Basium), but his archangel was the strongest of them all. This would mean that Sucellus used more of his own divine spark to form Cernunnos than the other gods used to form their archangels. It would also mean that Agare, who never created an angel, is definitely the strongest of the gods. Since Eurabatres is greater than any archangel, Amathaon probably has the least power left with which to fight. He could have created Eurabatres so that he could personally remain gentle and uninvolved, but have his creations defend him. Sucellus was also considered to be uninvolved in the godswar, but his archangel was extremely active, even attacking Agares directly.

I'm also thinking that splitting a soul like that could happen "asymmetrically," causing the god's personality and that of the archangel to become quite different, but still exemplify their aspect. A god could have tried to preserve qualities (like gentleness) that he liked in himself and so kept those qualities while putting the other aspects of himself into his creations, he could have specifically tried to give his creations the qualities most needed to help him fight the godswar (thus leaving himself deficient in those qualities), it could have been completely uncontrolled, or it could have been subconscious. If this is the case, Amathaon could be the gentlest god specifically *because* he created the greatest beast of destruction that Creation has ever seen. The same would be true of Sucellus and Cernunnos, but to a lesser extent. It could also mean that Arawn's unwillingness to get involved in creation is the result of creating Basium (and Gyra, but she isn't nearly as different from Arawn as Basium is). (Despite having two precepts, when Arawn created two archangels from his own soul he may have become one of the weakest gods.)

I am also of the opinion that Os-Gabella must have a soul, since she is so good at magic. I suppose that it is possible that each god gave her a small fragment of his, but I prefer to think that she and Nemed were once one. She would thus essentially be his archangel, but this would be the only case where the split was actually 50-50. It could be that Nemed specifically tried to preserve his identity when this happened, making sure that he held onto the traits that he liked best in himself and for which the other gods respected him. However, non even a god has such a one dimensional personality, at least once his soul is freed to

multiple aspects of creation. Thus, his darker side was all that was left for Gabella. Selflessness was a core part of his personality, but there was still enough of an ego to not want to sacrifice self-sacrifice. He wouldn't recognize himself without goodwill, and so wouldn't sacrifice this part of self sacrifice. Without this, his other half still possessed a willingness to give up her very being (as shown both his willingness to give up godhood and her quest for suicide), but that was twisted into both Sadism and Masochism. Thus, the desire to be Good (and especially to be able to consider oneself good) created Evil, and may have doomed us all. That may be an odd moral to convey, but I think it fits quite well in a dark fantasy like FfH, where Balance is valued over any extreme.

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It hasn't been tested and no one knows for sure, but it is generally believed that it the Godslayer's power to kill a god comes from the god's oath to be killable if he breaks the compact. Thus, it would probably be worthless against the non-signatory Nemed and Os-Gabella. It is less clear as to whether Cernunnos would be vulnerable to it. Of course, since he was no created by The One is is entirely possible that he could be killed even without such a weapon.

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I'm pretty sure that all pre-Ice Age men would be comparable to the Numenorian in lifespan, intelligence, etc. This isn't entirely because of the Ice Age, as Mankind (and Dwarfkind) has been slowly degenerating from its beginning. The original Bannor who escaped from Hell would probably be genetically at about the level they were at when Bhall fell. Thus, they are a few centuries less degenerated than most men in Erebus. That probably wouldn't mean they would live centuries longer, but they might be physically fit for an extra decade or two. I'd probably guess though that they would still be more degenerated than the Amurites, whose recent descent from the ageless Kyorlin places them several generations closer to Nemed than those who lived just before Bhall's fall.

Don't be confused by the references to "truth" in scenario number 2. Lugus is not the type to condone violence to force others to accept the truth. That scenario is much closer to The Order

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When it comes to the elves being "derived from humans," I think there is a very good argument that that is not the case. I doubt that the Elves would consider modern humanity to be the same as its original form. Assuming they know their history, I'd expect them to have one word for the mutual ancestors of the intelligent races and a very different word for all the modern races. I don't think they would believe that Sucellus helped them ascend so much as that the elves just (perhaps with his help) didn't deteriorate (as much) as their distant cousins. It seems quite reasonable to think that the elves are much closer to the original man than is humanity. For one thing, just look at their longevity. The original man was immortal, and his immediate children came close to it too. This and other virtues of early mankind have been lost in modern mankind and even more so in the orks, so clearly the Alfar are the true heirs of the children of Nemed.

I would pretty much agree with the elves on that. In general, the notion that one race evolved from another doesn't make nearly as much sense as merely stating that they diverged from each other. Change from the original form was inevitable, but the nature of the changes could easily be altered by their environment, philosophies, and faith.

I still think that it would probably make more sense for the story of Keldon Ki to be false (although perhaps based in fact) and for the dwarves to be the children of the early men who took refuge in the earth. I don't like the notion of Dwarves not having souls, or of a god being able to create a new Divine spark (except perhaps it had to be formed from a portion of the gods own soul, and if angels have souls of the same nature). Hmm...I just starting thinking that the Dwarves might not believe this at all, but that it was basically a joke that humans took too seriously. There is a precedent for humans taking Dwarven jokes too seriously, as attested by all the humans who tried to slay dragons fro their Mithril bones.

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On Armageddon: Ceridwen definately knows (she seems to actually be taking a much more active role in destroying it than he is. She was the one who let Tebryn live again in order to bring the End.), but I'm less sure about the others.

We don't really know for sure if they will perish with creation, or if they could really destroy creation at all. I think the main point in destroying creation is to force The One to admit he was wrong. The One may very well intervene to stop them, but it has been said that the corruption was too great for him to be able to rid creation of it without destroying everything himself. I think that Agares really wants The One to destroy creation, just as he hmself destroyed Nyx, to prove that The One is no better than he is.

In general, agares and his followers just want to hurt those they hate as much as they possibly can. In this they become very shortsighted (since Mammon isn't doing his original job) and do not act in their own long term best interest. They may know they are helping to destroy creation and thence themselves, but they do not care about that nearly as much as making sure others don't win.


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I tend to think of them as Angels/Elementals of anger/hatred, in the service of Aeron, the god of body/blood/rage. I usually think of Aeron and Camullos as allies, so they may serve him too.

Prior to the introduction of the summon, Ira were mentioned in the Odio's Prison entry. Odio was commanding the Army of Ira when Aeron withdrew his aura and allowed Kilmorph to pull him into the earth. Perhaps the Ira were upset by this, and defected to Camullos or just went off on their own. (There may not be much of a difference between the two options, as most of Camullos's angels are rebelling against and trying to usurp him. The Avatar is Camullos's archangel though, not Aeron's.)

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Quote:

Originally Posted by **Rex rgis of Ter** 

*Yes, he is Aeron's Archangel, the Archangel of Rage. I find it odd that it is Aeron's angel that brings the ARmageddon, seeing as he has an orginazation of assasins and his empire, the Calabim, are quite subtle. Then again, anger is often hidden, until it comes out full force and converts much of your army and kills you for sport.*

The Avatar of Wrath is the archangel of Camulos, God of Chaos (originally Peace), *not of Aeron*, God of Body/Blood/Murder/Rage/Hatred (originally strength). The Aeron's Bounty and the Calabim, who are patronized by Aeron, are quite organized. Camulos's followers, the Doviello, are not. Camulos's angels/demons are also quite chaotic, and his vault is an enormous battlefield where his angels eternally fight each other. The sides keep changing, as new faction rise and fall, each built around a different one of his demon's attempts to usurp Camulos' godhood.

---

I figure they just got tired of being treated like children and left. Most children leave their parents at some point. They also seem to want to live and rule forever, and so wouldn't want to help her destroy Creation.

Os-Gabella is a true Immortal. Kyorlin merely never ages but can be killed. Eve/Epona's soul is reincarnated to begin life an an infant whenever she dies. Os-Gabella cannot die at all. Her body will instantly heal from any injury, even those that would e fatal to anyone else (except Nemed). She could be ripped to shreds, but all the fragments will be drawn back together by an insuperable force and will reassemble themselves perfectly. I don't think this stops it from causing great pain though, so I doubt she does it often. Nemed might be torn to shreds on a regular basis though, as a test to see if various attempts to make him mortal have worked.

---

The only Biblical reference to Lilith is Isaiah 34:14. Jerome translated her name as Lamia to give a similar demonic impression as portrayed in folklore, but most English translations say "night creature" or "owl." The name Lilith literally means "screech owl," and an ordinary animal makes more sense in the context, imho. It is talking about how how Edom will be laid to ruin, and its cities become home only to various wild animals.

The concept of Lilith was derived from the mythologies of surrounding nations. It was never really considered Christian or Jewish canon, but did influence superstition and folklore.

I was just thinking that the (rather heretical) view that Eve being made from Adam's "rib" to make Eve was actually a reference to splitting one hermaphroditic being into two creatures of separate genders might be good to adopt as part of the story of Nemed and Gabella. ("Rib" probably isn't the best translation for "tselah," which can also mean "side," "flank,"

"half," "curve," or "image." I personally prefer to think of it as a reference to taking half of the man's DNA, meaning that Eve was actually a clone of Adam, lacking the Y chromosome.)

I was just thinking that if "Nemed" and Gabella were two halves of the former god Nemed, then we finally have an explanation of how she has the Divine Spark, and immortality. It has been stated that the Divine Spark is necessary in order to channel magic, and that we only have the divine spark because of our descent from a god. She uses magic so she clearly must have the divine spark, but I don't think she is her husband's daughter.

I guess we all have to admit that Nemed's second wife was probably just a human-shaped animal, lacking a soul/divine spark, and maybe even free will. She would have been unable to use magic, and when she died there was nothing left but a rotting corpse. All her children will live on forever in spirit, but she is no more.

---

I suspect that certain traits were more common in the different courts before the civil war, but these were not as pronounced as in the Age of Rebirth. I always assumed there was intermingling before the civil war, and that their appearances still aren't as different as the stereotypes would suggest. After all, the Ljosalfar leader Thessa is fair skinned and dark haired (judging by her leader pic), and Amelanchier doesn't look like he is blond either (although his hair is hidden).

The differences are more political/ideological than genetic. I don't think an elf with an overtly Svartalfar ideologies/philosophy/political leanings would be welcomed in a Ljosalfar village, and a Ljosalfar or an elf sympathetic to Arendel wouldn't live long among their sinister cousins. Traitors from either court might be welcomed among their old enemies though, and the Svartalfar would certainly try to plant spies among Arendel's people.

There are also other groups of elves that aren't really tied to either court. Although not presented in the game, I believe Kael has said that there are many isolated independent groups of elves with no loyalties to either court. Some may have picked a side since then, but other might be open to both groups and interbreeding between the non-aligned elves and those loyal to both queens might still happen.

Other groups of elves were so isolated that they never knew either court ever existed. These include the Once-Elves like Varn and his family, who were enslaved by Laroth in the underworld and then escaped to found their kingdom in the sunless Shadowed Vale. These are specifically stated as being no more closely related to the Svartalfar than the Ljosalfar, but their environment lead them to be dark haired and pale like the Svartalfar. I suspect they probably even more Svartalfar-looking than the Svartalfar, since the Dark Elves were just nocturnal but the Once Elves lived their whole lives without sunlight, moonlight, or starlight.

(Not particularly relevant, but the independent elves that worshipped Bhall changed even more. I believe these are now called Goblins)

Kael: I wouldn't assume their biological differences are very big either. Of course the Svartalfar tend to lighter skin and darker hair. But the biggest difference is in style and dress more than physical traits (we will play that up in the unit models because we want easily recognizable units, but I wouldn't imagine them to be that diverse in practice).

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Quote:

Originally Posted by **DharmaMcLaren** 

*Cassiel is True Neutral in Erebus because good/evil is based on the Compact, with the gods opposing it being evil and the gods supporting it being good, as I understand. The odd thing is that Cassiel himself supports the Compact, but that the Grigori have no god...*

No, Evil are the gods who rebel against the One and seek to harm humanity. Good are the ones who fight Evil and try to protect humanity. Neutral are the ones who stay out of the conflict and stick to their original purpose. Still, the line between good and neutral is mostly man made, and can be unclear at times.

All the Evil gods willingly signed the compact. Although Mulcarn broke the compact (as did Basium and Hyborem later), most Evil gods are still supportive of it. They managed to get enough provisions in it that they can violate the spirit of the agreement but not the letter of the law, and so can use it to defend their actions.

Cassiel was opposed to such provisions. Although the compact was his idea, he did not think it went far enough and so chose to fall.

In FfH Good is mostly defined by being opposed to evil, not by the ethics of the leader. While Cassiel is one of the most ethical leaders, he is the least fanatical or partisan one. My good-evil spectrum was really an anti-evil-evil spectrum, in which case Cassiel should be neutral; in his view, either extreme is really evil and balance is good.

---

I'd say that Cassiel ties with the Elohim leaders as the most good (unless we are talking about good as anti-evil, in which case neither is especially good)

Sirona also doesn't really try to dominate. She is the least active of the god(desses), except of course for Arawn who refuses to intervene in Creation at all. The Spirit/Wisdom sphere is all about putting others before oneself, not compelling others to do so. (It is often in conflict with the law sphere (I don't consider Law/Junil to be all that good) and especially unquestioning obedience.)

Sirona was pleased when Immanuel Logos chose to leave her service in order to care for the orphans of the Godswar, regardless of their religious beliefs. Although she continued to fight against Aeron, she recognized that mankind needed this type of help more than gods warring in their name. The Order of the Elohim was founded by those who joined him in helping these orphans, many of whom were among the orphans themselves. I consider Immanuel to be the most good character in FfH. I suspect that Cassiel might agree. I've always considered the Elohim and Grigori to be natural allies.

---

The Priests of Sucellus are the Druids.

Sucellus, Amathaon, and (especially) Cernunnos are revered (but not exactly worshiped) by the Fellowship of the Leaves.

I'm not sure I'd say anyone "make Kyorlin good," but after Kyorlin had a change of heart he received guidance from Nantosuelta. Meanwhile, Cernunnos was living with and guiding the Ljosalfar.

---

On Immortals UU: I think they are supposed to be reborn. It is probably more of Sucellus's sphere than Mulcarn's, although not necessarily either's.

(In my modmod the Illians will have an unchanging "Heir of Taranis" Immortal UU. These will be stronger than most Immortals (or perhaps weaker but with Ice Affinity?), but will lose their unitcombat (and thus ability to get promotions) when they upgrade to this position.)

---

No, Ceridwen's sphere is dimensional magic. Oghma's sphere is metamagic/knowledge. Ceridwen was responsible for binding the worlds together (and, later, also ripping them apart). This ability also probably also allows her channel the magic from the all planes of all the different spheres for sorcerers to use, while most gods can only channel power from the planes of their own element. On the other hand, Kael has stated that mortals can only channel mana from their own plane, so that might not be right.

I personally like to think that she doesn't really have a vault of her own, but instead control all the space linking all other universes (the Nexus, maybe?)

While gods have an extremely strong connection to their spheres (and themselves act as portal though which the power of their sphere can be channeled, with or without their consent), I'm not sure if their power is really exclusive. The divine spark from Nemed, the original god of life, is what lets humans channel every sphere. Also, Auric Ulvin, the reincarnated God of Winter, channeled *Sun*magic to escape from the Shadowed Vale.

---

Nemed was the original God of Life. He gave up his precept to Arawn (who was before then only god of Death, as he would again be after Succelus took the precept of life and was reborn) in order to become the progenitor of the human race. Another immortal creature (Gabella) was created to be the mother of this race, which was to be endowed with equal gifts from all the gods' precepts and was originally intended to be immortal. Gabella refused him, rebelling against the authority of the gods and her husband. She named herself "Gabella the Unbound" (i.e., Os-Gabella), and was hidden by Ceridwen in the Bair of Lacuna. A mortal wife was then made for Nemed. Humanity inherited her physical mortality, but his spiritual immortality. This "divine spark" sets us apart from the animals, and is what allows us the ability to channel the power of the gods themselves.

This has been in the Fall from Heaven History in the Civlopedia since .31 came out.

---

I don't know the exact mechanism, but I assume that Sucellus gifted the Precept of Nature to Cernunnos the same way that Arawn gifted the Precept of Life to Sucellus and that Nemed had gifted it to Arawn.



Cernunnos was the strongest Archangel, but is now the weakest god. I don't know exactly how their powers compare. Of course, Agares was almost certainly the strongest of the gods. The only two times we know that an archangel faced a god directly were Cernunnos vs. Agares and Taranis vs. Sucellus. Tarnis manages to hold Sucellus off, but that is because his unchanging nature didn't allow him to be injured.

Kael has stated that there isn't exactly a strict hierarchy of who is stronger than whom, since the gods all represent/embody abstract concept that cannot really be compared.

I believe that Kael also said that no one knows if Cernunnos can be killed without the Goslayer, or if the Godslayer would have any effect on him. (He didn't personally agree to the compact, so is he bound by it?)

---

The history specifies that Sucellus granted his old precept to Cernunnos when he returned from the dead, now having the precept of Life.

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Every civ in FfH is tied to one of the 21 spheres (well, excluding the Barbarian State)

The Air sphere civ in FfH is Hippus. Vehem is adding one more Air themed civ in Fall Further soon too.

Tali, the God of Air and Storms, is Neutral. Sometimes he seems closer to evil though. He is a trickster god who delights in causing trouble, but doesn't have a truly malevolent intent. He did not side with Agares against The One. He was created to be a bit mischievous, to keep Creation interesting. Although often associated with Chaos, he isn't really chaotic; he is quite predictably irresponsible. He was good friends with Danalin, and is the archenemy of Kilmorph. He is loved by the Balsraphs, and is the Patron god of Adventurers. His followers aren't patient enough to build him any temples. He does however have a few sacred shrines, mostly on the edges of very high cliffs, or somewhere equally remote. His sacred symbol is a flying horse. He isn't a good choice for an organized religion. He and his followers are about as disorganized as any of the gods, albeit not in a violently confrontational way like Camulos's and Agares'.

---

Well, it has been stated that Danalin and Tali were close.

While Danalin and Bhall didn't necessarily get along very well, they are not archenemies. Bhall's opposite was Mulcarn, not Bhall. (It isn't really water that extinguishes fire anyway, but the fact that it blocks access to air and that its evaporation cools the temperature.) It has been stated that Danalin wasn't very involved in the godswar. I think he was the only truly neutral elemental angel (although no elemental angel had an extreme alignment). I might be inclined to make him very slightly good, if only to draw a contrast with his nightmares. (Danalin isn't in a coma, he is just asleep and doesn't want to wake up to face a world without Aifons. Bhall was in a coma, but she is wide awake now.)

I'm pretty sure that Kael had once said that most of the Angels who (like Brigit) refused to fall with Bhall defected to other gods, most of them to Lugus. The current history though seems to say they were all destroyed. I like the old way better. Having surviving fire angels of all alignments helped explain why fire was so easily controlled.

I almost said that Sirona and Agares got along (after all, the spirit 2 spell is really Agares original sphere), but figured that the huge alignment difference (in my mind, Sirona is clearly the most good) might be a problem. It does seem appropriate for her to still be trying to redeem him though.

Why is Pelian called "the Suffering"?

Why is Lugus's Archangel, Baelious, the angel of Fortune? that seems kind of unrelated to the sun sphere.

Quote:

(they all hold Nemed in reverence for his sacrifice and view Sucellus as Nemed reborn)

Why do they view him as Nemed reborn? Just because he now has his sphere. Don't they know the real Nemed is still around, and remember Sucellus from before he died? Also, do all the gods revere Nemed, even the evil ones who want to destroy humanity?

I view Amathaon as basically the ultimate Genius. I mean this mostly in the ancient Roman sense, as a fertility spirit/guardian angel involved in both sexual reproduction and more metaphorical types of fertility, such as art.

Hmm...does the Mind 2 spell (Inspiration) mean that Amathon and Mammon are/were close?

For some reason your description of Tali made me think of Captain Jack Sparrow explaining why you can always trust a dishonest man, since you know he will be dishonest, but never know when an honest man will do something really stupid.

On a side note, when I looked up Shuet I noticed that the Egyptian god of Air (Shu) is about as unlike Tali as possible.

---

Yes there is a sun. I'm not quite sure you'd say it is in Erebus though, any more than you'd say that there was a sun on Earth.

Of course, there sun must be a little different, considering that Erebus is a flat, infinite plane. It is known that in Kael's campaign that the Sun did not rise for months or years, due to Tebryn's Armageddon ritual. There isn't photosynthesis though, or else no one would have survived long enough to defeat Tebyrn and bring the sun back.

---

In Kael's D&D campaign, Erebus was Oghma's vault. It was an ancient world filled with many ancient libraries of lost knowledge. Mammon (the evil God of Mind) wanted this knowledge, and launched a huge assault on this world. He was mostly successful in his conquest, but to protect it Oghma (the neutral Goddess of Knowledge) created a thick mist to cover her world, which had the effect of erasing the memory of anyone but her angels (and maybe even them too, but less readily). This made Mammon's demons forget their purpose there, driving those who stayed here insane. There were pirates (Lanun?) who sailed on the mists instead of seas (or possibly on water hidden by the mists). I believe that the Calabim were also present in this game, and that Prespur of the Storms was located near an eternal Maelstrom that served as a passage into the world. I think that humanity entered this plane after the war (or maybe the inhabitants were just people who died and didn't know it), but some "humans" were actually descended from Oghma's angels. Lita the Witch was one of these people. When she was cast down the Cliffs of Hastur, she was taken by one of Mammon's strongest demons (if it was Hastur himself, then it was his Archangel) and forced to give birth. This was done because with the blood of Oghma's angels flowing through their veins, these demons could travel the mists without forgetting their purpose. Mardero was the last and greatest of these demons.

Of course, this doesn't exactly fit into FfH history. In FfH, Erebus is not Oghma's Vault but a separate plane created by all the Gods acting together. The mist is not there. In this version, Merdero and his brethren were instead bread because their mortal blood allows them to act directly in creation without violating the compact.

---

If I had to guess which was first, I'd probably say Eurabatres, since he is stated as being the strongest being ever created (except by The One). Since Amathaon is the Goddess/Angel of Creation (as in thinks coming to be or being born for the first time), it would make sense for him to be first.

Originally I assumed that all true Angels/demons were creations of The One, but Kael did say that Cernunnos is the weakest God because he was not created by the One, but by Sucellus. If all other angels are creations of the main angels, then that means that Eurabatres is greater than Cernunnos, Basium, Sabathiel, Brigit, etc.

An Angel probably has to use up a lot of his/her power to create such a creature, and so would be weakened by the process and would probably lose the ability to make another one. Assuming they were made after The One took away the power of creation, then this is almost certainly the case. Since they are weapons of war, and wars did not exist originally, they probably are later creations. They are described as fighting alongside their gods (instead of just for them, or in their name), which seems to imply their power was almost at the level of their makers. I believe that each god only made 1 dragon, but there were probably a myriad of lesser beasts in their service.

I don't know why, but I always assumed that the Dragons are of the opposite gender as his/her maker.

I believe has been stated that the reference to the Blue Dragon was supposed to refer to Drifa the *White* Dragon. Nikis-Knight also said that that particular reference was just made up for flavor, so the actual history of them hasn't been decided yet.

I'd probably say that a Dragon's intelligence is a lot like an archangel's, as described in Sabathiel's entry: "His mind appeared to work on an entirely different plane. While humans had to stumble through their choices, hoping the one they made was the best possible, the angel simply knew."

I'd probably say that dragons has personalities similar to their creators, but have minds of their own. Acheron is described as volatile and rebellious, as having bitten the hand of his maker.

---

Amelanchier is a Ljosalfar prince who has sworn fealty to Arandel Phaedra. He does not lead a separate civ. He was put in charge of the nations rangers; essentially he is the nation's greatest military commander. Arendel still leads the civilian government of the elves, but in times of war may leave most of the important decisions to her most trusted generals. It is also quite possible that Arendel's role is mostly as a ceremonial figurehead, while nobles of the Summer court (like Amelanchier) hold most of the real power.

Thessa is unrelated (as far as I know). She too almost certainly has sworn loyalty to the Summer Court. She is the elven nation's highest ranking Archmage. She probably has more true power than her Queen, but she is not a sovereign.

The Paladins were probably either Bannor or from some civ not included in FfH (technically the elves and the Bannor were on different planes in Kael's D&D campaigns, iirc). There's were not the type of tactics I would expect from the Order of the Elohim (an Order of Monks, not related to the Order religion). They would not try to destroy creation in a fight to stop those who are trying to destroy creation. They are all about protecting the weak and probably get along fine with the elves, considering how Sucellus himself tasked them with the care of his holy sites. (The Elohim aren't really an Order oriented civ at all. Their sphere is spirit and their goddess is Sirona. Of the religions in FfH I'd say their favorite should be the Empyrean, followed by FoL, followed by RoK)

There may have been diplomatic repercussions of Amelanchier's actions, but then again I don't think anyone escaped to tell their nation about it. It is probably assumed that they dies in battle with the demons.

---

Ok, then who were the Thraxians? How and when were the Aifons destroyed? Is the Blue Dragon the same as the White Dragon, or another gods beast? And still, who are Gionn and Lucar?

Nikis-Knight: All made up on the fly to give the player a sense of a wider world, before I even knew we were going to have Drifia in, honestly. The Blue dragon bit should probably be erased, as I envisioned it as Mulcarn's Dragon being taken out by a massive army; we could retcon it to be another god's dragon being killed by a General of Mulcarn's, though.

---

I don't think that nature summons are really summons like extra planar units, they are just creatures of the forest that can be convinced to do your bidding. Poisoning blades doesn't seem like true sorcery either (it could be pure chemistry with natural ingredients), and vitalizing doesn't seem like something Sucellus or Cernunnos would mind too much. And Priests of the leaves have sorcery anyway.

Druids are the disciples of Sucellus, while the Fellowship of the Leaves worships (or at least reveres) the new god of nature, Cernunnos. Personally I always considered it odd that Druid don't have Life magic when they are said to be infused with the magic of the god of life. (I changed it so that Druids have both life and nature, and dwarven druids have earth and nature instead.)

I'm considering changing it so that FoL civs can build Druids, but I don't want them to be only FoL state religion units. I may just remove the alignment restriction, or possibly allow good and neutral to build them, or allow neutral and FoL to build them. Of course, this would rely on python and would not show up in the civilopedia, so it could get confusing. I think I'm leaning towards making either druids or groves require FoL in the city, but having no alignment or religion restrictions, and no python blocks.

---

Not really. Angel/God alignment is not determined by the Compact, it predated it significantly. Evil means that the god rebelled against The One and instead of serving his original purpose he works with Agares to corrupt creation and cause harm to its intelligent races (man, mostly). Good means that they took up the role of fighting Evil to protect humanity (etc). Neutral means that they didn't really get involved in such conflict, but continued to serve their original purpose in creation (which usually means that these gods' purpose didn't have a whole lot to do with humanity in the first place). The difference between good and neutral gods is pretty minor.

While it is true that the neutral gods were the one who proposed and enforced the compact (and the ceasefire leading up to it) you cannot say that good and evil are defined by supporting or rebelling against it. Agares himself supported the compact, mostly because Evil was losing the Godswar at the time (or am I getting ahead of myself and thinking of the state of the conflict late in the age of magic instead of the age of dragons?). Of course, he made sure that it had enough loopholes for him to still cause serious harm, and be largely protected from the good gods fighting back.

---

By "unclear," Kael means "flat out wrong." It is probably meant to say age of rebirth.

It has been strongly implied that the Clan of Embers is composed (at least in large part) of the Bannor who were not dragged into hell with their goddess, but instead were warped mentally and physically by her fall. (Orthus could be Capria's cousin)

It has never been stated directly how long people in Erebus live, but it can vary greatly. The early generations of men, like the first generation of dwarves, were essentially immortal. Some, like Os-Gabella, are truly immortal. There are also magical ways of sustaining one's life, often at a cost (lichdom, becoming a shade...) Elves of course are very long lived (several from the age of ice are still around, with little signs of aging), and are still basically considered children at age 40.

People live forever in other planes, like hell. There, aging is based on your state of mind. The first Bannor of the Age of Ice were born in the age of magic, although they did not live through the age of ice.

---

Bhall is now allied and sharing a "heaven"/(hell) with Agares, so she is best represented by the Ashen Veil.

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**Spoiler:**

Following visions and dreams, Auric stumbled across the frozen wastes, his companions left forgotten or dead behind him. He couldn't tell if he was going toward or away from the ivory dragon that haunted him, whose roar echoed in his head, whose wings stretched as far as the horizon. The dragon would kill him, he would be better off to lay down in the snow and die, but he kept going.[PARAGRAPH:1]Would the cold even kill him? He wore prisoner's rags and had been marching for days through a blizzard without any apparent harmful effect. Well, except for the madness. But whether the madness was caused by the cold, shielded him from the cold, or just made him think it shielded him from the cold didn't matter to him. He continued to walk.[PARAGRAPH:1]He would later call the area Letum Frigus, a collapsed mountain surrounded for miles by concentric rings of ice, like frozen waves heading away from a central point. The mountain was once filled with massive caverns, most now destroyed, but deep within the rubble some remained.[PARAGRAPH:1]Auric wandered through what was left of the caverns for days, slowly going deeper into the mountain, turned back over and over by blocked passages as he was pressed on by spirits that didn't see the labyrinth as it was, only as it had been. He knew he was being watched, men from past ages, living ghosts that remained at this sacred place even though their god was gone. The people he would later call Illians. Auric even saw the bodies of others that had walked here before him, killed by the Illians. But they would not attack him. When Auric found the heart of the mountain, he stood outside and looked through the broken archway that led into it. Not even the Illians dared enter the chamber. When Auric reached out to detect anything divine or arcane in the chamber there was nothing. Echoes of past deeds, visions of a great sword with 21 glyphs on its blade, but nothing real. No danger, nothing worth making this trek, nothing worth even stepping over the threshold to enter the room. But he entered anyway.[PARAGRAPH:1]Three days later, Auric Ulvin came out of the chamber, he was no longer the disheveled boy of Auspire, the teenage prisoner of the Shadowed Vale, the son of a widowed farmer's wife. What he was is now is not clear to anyone, and Auric never spoke of what occurred in the chamber, but he commanded the obedience of the Illians when he came out.[PARAGRAPH:1]"Once you had been the greatest of scholars and priests, tributes were paid to you by all nations. You think those days are past, you dream of the return of your lord and I tell you, he will not come. I am your

lord now, forget what you have lost, and think only on what can be gained; follow me and I will return your glory. This world will be yours

again." [PARARAPH:1] They heard Auric's call, and they followed him.

The Letum Frigus is clearly still in a frozen wasteland when Auric Ulvin finds it, long after Mulcarn was killed.

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Cassiel was the "archangel" (second in command) to Dagda, the God(Angel) of Balance (Force)

Cassiel is actually the one who came up with the idea for the compact, when he saw all the harm that the wars between the gods were causing. He wanted to put an end to it, and so convinced his master Dagda to gather the other neutral gods together to enforce a truce. They forged the Godslayer, and agreed to fight any angel, good or evil, who continued to fight in creation.

I believe it was shortly little after this that all the gods were convened at the Seven Pines to work out the details of the Compact and to sign it. Then they handed the Godslayer to the legendary Finner, and tasked the Order of the Elohim to guard their holy sites. This was the End of the Godswar and of the Age of dragons (dragons were banned by the compact).

However, the compact did not go far enough in the eyes of Cassiel. It didn't allow the gods to fight each other directly in creation, but they could still be involved. Their powers were limited to based on the sun total of the faith that mortals had in them. They were still free to wage war against each other by proxy, having their worshipers destroy each other in their names.

Cassiel could not stand this. He had called for the Compact to protect humanity, but it had reduced to pawns in the Gods petty arguments, which his his eyes had nothing to do with their own interests of well being.

Thus he chose to fall, not for love of power like Agares and those angels he corrupted, but for disdain of it. He firmly believes that the angels should follow the example of The One, and stay completely uninvolved in the affairs of mortals. He himself, however, isn't completely uninvolved, since he feels that mortals need someone to lead them and stop them from falling prey to the petty ambitions of his fellow angels. Staying true to his principles, he refuses to use any abilities that a mere human could not, even when doing so would mean saving the lives of thousands (He wouldn't use his divine power to heal those dieing of the plague, but instead created the Ordine Medicos (the order of grigori medics) to heal diseases without relying on magic or prayer.

He also gave shelter to the Luonnatar, although he doesn't agree with them on everything. The Luonnatar were a group of mortals who figured out the truth about the gods and The One, and began to worship the one in secret. Since they "blasphemed" both good and evil gods, they were persecuted in all societies. However, their faith in The One miraculously saved them from magic both arcane and divine. Once a group of them was captured by Order Priests, who decided to execute them by tying them to a stake and calling down fire from heaven to consume them in the center of a crowded town square. It came, but burned

only the ropes binding them, letting them walk away unharmed to the shock of all the onlookers. They found shelter among the Grigori, although Cassiel himself disapproved of them worshiping the one; he personally believes that The One doesn't *want* to be worshiped, and that men should rely wholly on their own strength. He will not, however, allow a minor religious difference like this to escalate into conflict.

---

I don't think Cassiel would like Lorda very much though, because the boy-king is possessed by/one with a Dragon who is trying to circumvent the rules of the compact. This is the most powerful being ever created by not anyone but The One trying to manipulate a young boy so that he can re-inter creation and would then probably directly use his unmatched power to restart the Godswar, returning the world to the chaos of the age of dragons (unless of course he manages to immediately win against the forces of evil, in which case humanity would likely be subject to the tyranny of the "good" gods). The boy-king already rules a totalitarian (albeit benevolent) theocratic society (he is clearly described as a God-King) and to use his super natural knowledge and power to interfere in human affairs. Kuriotates society may be inclusive and diverse, but it is held together in a way that Cassiel would not approve of.

I usually assumed that Cassiel and the Grigori would get along best with the Elohim. Surly he must have a great deal of respect for Immanuel Logos, and probably his successors. After all, *Immanuel abandoned the service of his goddess (Sirona) to take care of the orphans of those who were slain in the gods' senseless conflicts, regardless of whom they worshiped.* He saw the damage that even Sirona and her angels had personally caused, despite their good intentions, and would not be any less benevolent to those who had fought for her great enemy, Aeron. Of course, the Goddess of Spirit and Wisdom approved of this decision, since it was the wise and kind thing to do, so you could argue that he never really left her service when he abandoned the signs of her divine authority. Still, he took the initiative and *trusted in his own ability* (and the ability of the other mortals he could convince to join him) to make the world a better place, and he *wouldn't let religious differences get in the way.* Assuming that the Elohim continue his legacy (as the civilopedia says they do), I see no reason why Cassiel and Einion shouldn't be great friends and allies.

Obviously, Cassiel's greatest enemies would be Hyborem and Basium. I'm not sure whom he'd hate more; he probably considers them to be equally bad, but would more strongly oppose whichever one is strongest at the time.

---

Well, before the Compact it was stated that Good was winning, albeit a rather Pyrrhic victory in which that which they were protecting was still being destroyed. After Succelus and Danalin got involved it was enough for Agares to think he would be better off ending the war.

---

I would assume that Auric was conceived at the very moment that Mulcarn lost his life, and immediately filled with the god's divine spark. There could have been a small delay, but probably no longer than the delay it would normally take for a soul to be drawn into the Netherworld or the Throne of Hell.



Simply wanting to escape hell would never be enough for one to escape; one must develop and display the virtues counter to the vices that the hells are meant to engender and enhance in order to escape. The selfish motive of simply not wanting to suffer is not a virtue that would help one escape. Well, I can think of one exception, but I don't think Tebryn's escape will last, and few would have the strength to even make such a deal. It would pretty much take valuing something greater than oneself in order to drive someone to improve oneself enough to get out. Esus's hell is designed to make what was driving one to escape seem pointless, so as to remove the drive needed in order to resist the corruption of hell.

I would probably say that Esus's hell can be escaped just like any other hell, by displaying the virtues opposite his sphere (honesty, devotion to truth, discernment, basically the Empyrean values). I imagine a scene like that in the Aeneid (which I believe was borrowed by Dante) with 2 gates in hell, where the larger and more beautiful one leads to tartarus and the small uglier one leading to the Elysian Fields. Of course, in this case it would be a gate leading out of hell instead of into the underworld, where one must take the less hopeful looking path to escape for real. Actually, I'm thinking that having the dead return to Erebus on their own without being called by by powerful life magic like that doesn't seem right, so I'd prefer to think the choice is between Esus's hell and Arawn's netherworld. Then, there is a tiny chance that one with the strength of will to overcome their own subconscious delusions made real could escape into the dark of the shadowed vale or Brandeline's Well and have a small chance of making it back into creation. Basium is no longer guarding the gate from the Netherworld into Creation like he was supposed to, so it might be a little easier than it would have been before the compact, but it would still require the help of a powerful Life archmage or of Sucellus himself to have any real shot at coming back into Erebus.

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Basium's duty used to be to guard the passage that is used for souls to return to Erebus from the Underworld. As such he probably knows how to sneak the renegade souls of angels and dead mortals who become angels to join him in this world.

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Danalin is worshiped indirectly through the cults of the overlords, so I suspect that many overlord worshipers would wind up in Danalin's vault. However, the Overlords themselves are extremely selfish beings, as are the highest ranking cultists. Even if Mammon's archangel was not (indirectly) responsible for the creation of the Overlords, I would be inclined to think that a significant proportion of the higher class overlords' followers go straight to Mammon's hell.

I believe that in any religion only the truly devout wind up in their god's vault (although evil gods have a much looser interpretation of what being devout means). Most souls remain unclaimed and so find their rest in the netherworld, where they spend the rest of eternity dreaming and being punished or rewarded based on what their subconscious believe they deserve..

While some Overlords aren't as malevolent as others and may be willing to do good just to spite their rivals, I would not consider any of them even benevolent or philanthropic. That does not mean individual cultists or dreamers can't be good people though.

I believe that there are still some temples devoted to the old faith of Danalin, but since the god of water's slumber means he no longer answers any prayers these aren't as popular as they once were. I have evidence that at least one Illian village turned to worshipping the sleeping god of water in place of the dead god of ice. However, I don't know exactly when Hastur entered Danalin's vault or when Hemah was born, so it could be that the old faith lasted for the first few years of the age of rebirth but was wiped out when the overlords emerged.

---

It isn't really clear that even the One had time control power. Creating the Orb of Temporance may have involved willingly limiting his own power in that regard.

Different planes have different laws of physics. The gods wrote the laws of physics in their own vault and worked together to write the laws that govern Erebus. There were limitations to what they could write though, such as not being able to control time. When The One removed the power to create ex nihilo, he also removed the ability to rewrite the laws of physics. Such laws can however still be bent somewhat, by anyone with a divine spark. Such rule bending is called magic, but since the rules cannot truly be changed anything magically altered will eventually return to its previous state, even if the one using the magic was a god. Because their divine sparks are closer to the source and so likely stronger, because they have the most experience using magic, and because they know the laws they wrote better than any mortal could hope to learn the gods' magic is far superior to that of men, but their miracles are not eternal.

Ceridwen has access to far more planes of existence than the other gods know exist, and a lot of these were specifically made to have laws radially different from those of Erebus. Connecting planes that operate under different laws of physics allows for the most powerful forms of magic.

Magic also depends upon the raw materials of the 21 precepts. Humans are limited to channeling this from sources in their own plane, or at least planes that are closely connected. Gods do not have this limitation, and neither do Djinni. Each god's own body serves as an immense well of the power of his own precept so they have no need to gather mana together before releasing it. Agares created an infinite plane of each element and created the gems of creation to allow channeling this power out. He made this power available to all the gods, and even the most good gods continue to use his while damning him for the act of making them. Agares hates them mostly for this hypocrisy. The well of power within each god was likely refilled from these gems, although I suspect The One wanted the gods to exhaust their precepts so that they would become balanced and have the true free will that the gods lack. I like to think that The One values freedom as much as Agares, but while Agares thinks he needs power to be free The One knows that no soul can be free unless freed from the burden of power. I think that kind of freedom would be anathema to Ceridwen, who views it as the complete destruction of her precept, so she incited Agares to rebel.

The Gems of Water, Air, and Death have been stolen by mortals, who are now practically as powerful as gods although they remain mortal and don't fully understand how to use the power. In Kael's D&D Campaign, Tuoni, the brother who holds the Gem of Death, was the main enemy behind Tebryn's attempt to destroy the world. He wanted to kill everyone and enslave their souls in order to make a new world of the dead where he would reign supreme. Auric supported the ritual early on but fought to stop it when it came close to

completion. When the players stopped it, they allowed Auric to use the power that the ritual had already gathered in order to ascend to be the new god of ice. The brother who held the Gem of Air was not named or encountered, but used as an excuse for why the party could not find any allies willing to help them. He had set himself up as a godking and was trying to conquer the world, or maybe he just loved the thrill of destroying random stuff. All armies sent against him were destroyed by tornadoes. I tend to think that having access to so much of the precepts deeply effected the psyche. The Gem of Air would make its user an extreme daredevil who never thinks of the consequences of his actions, so he would eventually die in an incredible stupid accident. The brother with the Gem of Water seems to have disappeared and never really caused anyone trouble. I suspect the nature of the water sphere meant he became really a passive "go with the flow" type with no interest in ruling the world or hurting anyone. It would make him really introverted and pensive, and perhaps just too lazy to use the gem enough to make him go crazy like his brothers.

getting back on subject...

In the D&D campaign where the forces of Mammon invaded Oghma's vault, that vault *was* Erebus. I believe that Kael has stated it still happened in FfH canon, although Oghma's vault is not Erebus, the cities of Alexandria and Prespur and the Cliffs of Hastur are in Erebus instead, and Lita the Witch is no longer an angel of Oghma. Mardero was conceived as a half human to get around the Compact, rather than half angel-of-Oghma in order to be immune to the food that wiped the memories of the demons that tried to invade the vault.

It has never been stated that Hastur was involved in the invasion of Oghma's vault, only that armies of Mammon invaded. I conjectured that Hastur is the demon who raped Lita, but that is based mostly on the name of the cliffs from which she was dropped, and in the canon those cliffs are in a part of Erebus now owned by the Balseraphs. As Mammon's archangel he would be the most logical general in that war, but he may not have entered the vault personally. Perhaps he stayed on the outside coordinating strategies, or maybe he foresaw the mist and so just sent demons where they would cause the most damage without any hope that they would remember their orders.

The forces of Mammon invaded Oghma's vault for a specific reason, to find an extremely important secret that could be found only in a library there. The mist means that the demons there don't know what they are seeking though, and wouldn't know if they found it. I have no clue what the secret is, but I tend to think it probably involves The One. Maybe he has secretly returned or found a way to communicate to the Luonnatar. Maybe he left a way to contact him, one secret backdoor into the true heaven. Or it could be something completely different. It is possible that the forces of Mammon recovered some other important secrets before the mist changed the nature of the war. Maybe in Oghma's vault Hastur discovered that he could manipulate the subconscious of a sleeping god to unlock power far greater than that of any waking deity, and could do so without violating the letter of the Compact.

I don't recall Condatis saying how long Hastur has been in her god's vault, but it sounded like it was a relatively recent occurrence. It is possible that she successfully defended the vault of water from the forces of Mammon for several centuries, and has only recently failed to keep Hastur away.

Also of interest, Condatis seems to think that Hastur was coordinating the actions of Tebryn in order to make him destroy the world *just to distract her from keeping him away from*

*Danalin*. Mammon is not a god who wants the world destroyed, so it seems unlikely that his archangel would risk it unless controlling Danalin is *really important*.

What if he found evidence in Oghma's vault that controlling Danalin's dreams was the key to defeating The One? What if Oghma planted false evidence to this effect, just to get him to back off or maybe in an attempt to manipulate the master manipulator into doing something that would eventually lead to the downfall of the evil gods?

---

Mammon was the God of Foresight. When he fell, he lost the ability to see the future. It was replaced with a strong desire to control the future, and everything else for that matter. He seeks to possess everything, and while he is still quite good at plotting he tends to overlook whatever consequences (especially the negative consequences that others will suffer) that his actions will take apart from those on which he focuses his attention.

---

Kael seems to prefer to think that their original aspects are completely lost to the world. I prefer to think they still exist, but are much harder to access and trying to do so will generally lead to following the fallen aspect instead.

---

The Ice sphere didn't change a whole lot. The sphere was always resistance to change, although it become much more reactionary rather than just conservative once he fell. In Mulcarn's musing before his invasion of Erebus he chastised Man for not recognizing that he provides the world a needed period of rest, without which nature would overexert itself and become so overgrow that it was unsustainable and would just decay. He did not really turn on that part of his nature until the Age of Ice. I see Mulcarn, Danalin, and Arawn as all being very important to our ability to sleep, rest, and rejuvenate ourselves for when our strength is needed again.

Although their god was evil, in the Age of Magic the Frost Speakers (Mulcarn's disciples) were not seen as a threat, and were tolerated even my most good nations (every one but the Bannor I'd guess). The White Hand was significantly less evil than the Octopus Overlords or the Council of Esus, probably closer to the Fellowship of the Leaves in alignment (although these faiths probably did no get along very well).

I would agree with Sirona that evil gods can be redeemed, but think it would be very hard and that things could never again be exactly as they used to be. I also tend to think that since the gods originally fell due largely to being too attached to their own power, that willingly surrendering the precept may be necessary in order to truly repent. In doing so the god could give stewardship to someone else, who could be of a different alignment. Bhall could give the precept of fire to Brigit, but the other evil gods' archangels are just as evil as they are so they would have to find someone else, someone might not have the best interests of the precept at heart, maybe even a mortal. Although Cernunnos was a loyal servant of Succelus, the sphere of Nature was significantly changed when it got a new god. It is more violent than it used to be, perhaps because Cernunnos was left rather disillusioned when Agares killed his son, and since he has seen the evils he would be capable of were he to fall (since Hyborem is a duplicate of him). Plus, he never was as patient as his maker.

The Fire sphere used to be very hard to manipulate since Bhall and all angels of fire were supremely good, but since she fell and many of her angels did not the sphere doesn't have much allegiance to an alignment. It is frequently still used for good, although in such cases it can get out of control and lead to evil. Some might argue that Bhall's unwillingness to kill Brigit means that there is still some god in the goddess, which may better explain the ability of fire to still be used for good better than just having some non-evil agels of fire would.

---

I would imaging the the most devout would go straight to their god's hell, but that most would be put though the machine like everyone else. Most worshipers of Esus likely revere Mammon too, and might start in his metropolis.

On the other hand, Esus doesn't care for demons as much as most evil gods, and in fact has mostly living creatures serve him in his hell. He might even claim those most loyal to him before they have a chance to die.

---

Hyborem He is as strong as Cernunnos was *then*, but that my no means means he is equal to the god. The power Sucellus gained in his ascension would greatly dwarf Hyborem, even if Agares has given him more power since then. Also, it is worth noting that Hyborem was created as a dark reflection of Cernunnos at a time when Cernunnos had had his Ara removed from him and his connection to various neutral gods severed. Hyborem was created as his equal when Cernunnos was at his weakest.

Still, Cernunnos was strong enough at the time to dent Agares' breastplate, the greatest injury Agares had ever suffered, even at the hands of a fellow god I believe.

---

I don't think that a Lich could be Good. Neutral is fine though.

The Ljosalfar and Khazad are pretty closely tied to FoL and RoK. I don't think they are bound to these religions, but not everything makes sense for them. The Order actually fits the Dwarves' theme pretty well (at least their hero, Maros, joined the Order), but AV and OO don't really. For some reason I think that the Emyrean fits the Ljosalfar pretty well, although I'm not sure why. Esus is wrong for them though; if they adopt that, then haven't they really just surrendered to the Svartalfar?

---

The real Balsraph religion is the Stewards of Inequity. This Mammon-related religion is, however, very similar to and likely closely aligned with/linked to the Council of Esus, although they care a little more about then ends of money and injustice than the means. Also, most Mammon followers don't know that they are worshipping him, and thats how he likes it.

(Hmm...I guess Perpentach's compulsion to be perfectly honest --in a literal sense, although rarely sticking to what others think he meant to promise--might be at odds with CoE though. Eh, thats ok, after all his form of honestly is pretty deceptive.)

Of all the religions in FfH, Esus clearly fits them best. Still, AV is pretty good under Keelyn. (I tend to assume that *Giggles* is pretty much in charge when she converts.)

---

Kael said it before, but I forget where. He also mentioned that when Varn and his people left the Vale they took with them a book of magic left behind by said wizard, which including such things as how he discovered he could live forever by consuming his own soul. This book was later used to create the first Sidar. In addition to this, he said that the blue angel in Rathus Demora's civilopedia entry, while originally a servant of Arawn, the neutral god of death, had left his master's service and was in league with this evil wizard. He wanted Rathus to slay the strongest heroes in Erebus so that their could be used to build him an army.

---

Yeah, you know Blaze's modmod (which was basically a combination of the most popular modmods from Sureshot, Maniac, etc, with only a few changes of his own) gave them that ability. (That was probably easier to do back when the civics were blocked in python instead of directly having an alignment requirement in xml)

You know, the Grigori and Elohim have a lot in common. Even though the Elohim do take sides in the good versus evil battle, they also won't discriminate against other based on their religion. (Well, they might if that religion were the Ashen Veil. They would probably still have compassion on the misguided souls that follow the religion, but they would oppose the demons at all costs.) Immanuel Logos abandoned his goddess in order to care for the orphans of those slain in the Wars between the Gods in the Age of Dragons, regardless of whatever god they may have followed. He clearly agreed with Cassiel about the effects of the god's wars. (actually though, it seems like his goddess may have agreed too; although she kept on fighting Aeron, she didn't try to stop Immanuel because she knew that humanity needed someone actually helping instead of just fighting in its name. Actually, by leaving the service of the goddess of spirit he seems to be serving her element all the more, perhaps even more than she was)

Good in FfH would be better described as "Anti-Evil." Agares lead his angels into evil, and some of the angels chose to devote themselves to fighting evil at all costs. I doing so, their fanaticism may have lead them to abandon their original purposes and act in evil ways to combat the greater evil. That even the good gods have aspects of evil in them is the greatest victory of Agares. It is the neutral gods that are still fulfilling their original purpose, thus are probably closer to being what we would think of as good, but even they have probably been corrupted in some ways.

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Quote:

Originally Posted by **Nikis-Knight** 

*Well, rereading this, I think it is more than likely that you are right, though I don't know where you get the part about the wizard? Anyway, these death elves would be much closer cluturally to Svartalfar than to Ljos., living in perpetual darkness and all, and I think it is possible to suggest that*

*the shadowed vale was absorbed as some sort of border region into the svartalfar kingdom sometime in the AoI.*

*edit: Ah, I don't know if I ever saw that post vorshlumpf quoted. (I miss the dog avatar, by the way). The old FfH1 thread just moved too fast for me to keep up with. Bear in mind it was preliminary info, but I'll change my Malakim info to reflect this if it bears out as the Empyrean is added and all that good stuff. 😊*

I found that Wizard's (well, archmage's) name: Laroeth.

**Spoiler:**

Quote:

Originally Posted by **Kael** 

*The name for the Ljosalfar and Svartalfar are from Norse mythology, though they were more inspired by the Seelie and Unseelie courts of Celtic mythology (Nikis-Knight refers to them a lot in his writing as the summer and winter courts which I always liked).*

*And of course you have some additional FfH schenanigans on top of this. Varn is actually from a line of elves that were taken into the underworld during the Age of Magic (and before the split of the Ljosalfar and the Svartalfar) to serve a powerful archmage who had died and created a new home for himself in the underworld. The archmage (Laroeth) brought the elves through to serve him, but he was not a kind lord.*

*Eventually the elves overthrew and escaped from Laroeth's "dungeon" (this dark corner of the underworld) and used a portal they found to enter the shadowed vale, a valley obscured by mist that sat between creation and the underworld. Varn's father stayed behind to hold Laroeth off as*

*the elves escaped and never ended up coming through the portal.*

*The elves ended up living in the rift, largely separate (and ignorant of) the battle between the ljosalfar and the svartalfar. The rift and the underworld were very dark, making them appear more similar to the svartalfar (pale elves who hate the light) but they only share the common ancestry.*

*Other interesting facts:*

*1. Haerlond is Varn's older brother and leader of the elves in the vale. The two brothers have taken dramatically different paths and the effect of the time in the underworld and the weight of responsibility of protecting his people wears on the very pragmatic (if not cynical) Haerlond.*

*2. The elves brought things with them when they escaped. One of those things were books that Lartoh wrote that contained rituals to prolong life and to become an immortal, soulless living beings. These books were later used to create the first Sidar.*

*3. The portal from the vale to the underworld that the elves escaped through is the same portal that Rathus enters in his pedia entry. In that entry the elves in the rift are called "once-elves" and Haerlond is mentioned. The "angel" Rathus*



*meets isnt a servant of Arawn but a servant of Laroth who wants Rathus to kill the powerful in creation so Laroth can collect their spirits in the underworld to build an army.*

*4. Varn didnt leave the vale on good terms. He was trying to protect a group of kids that found the vale and were being framed for stealing an artifact that the elves had taken from the underworld (the heartstone). One of those kids was the young Auric Ulvin who was just begining to dream of a great white dragon and believe that he was more than just a man. In that escape Auric (who has an incredible but largely uncontrolled affinity for magic) destroyed the mist that seperated the vale from creation, flooding the vale with sunlight that burnt and blinded the elves that had lived for generations without being exposed to it. It was in this light that Varn had his religious ephinany and after leaving the vale (and seeing to the kids safety) he began worshipping Lugas.*

Kael's other mention of Laroth strongly suggests that he was was a student of Kyorlin back when Kyorlin was an evil Archmage who still served Ceridwen.

---

Names may be important, but less so that rank. Kael has stated that for most purposes people are addressed by title rather than name in Order societies. Those without official titles are typically called "Brother," and it is considered highly offensive to refer to one with a title as if he were a Layperson.

---

The one crop of the desert that comes to mind is that rare desert plant which produces a poison that leaves its victims in excruciating pain that continues undiminished for the rest of their lives, and has no known cure. That is highly valued by the Council of Esus, but its trade is probably very much discouraged by the Emyrean-dominated Malakim.

edit: It also would not surprise me if the Malakim held a monopoly on Erebus's supply Myrrh, considering that the name of their home land is *The Dessert of Myrh*. This has many medical applications in addition to its use in religious rituals, and in antiquity rarely sold for less than its weight in gold. That could very well be the same in Erebus.

---

I think that, after her fall, Bhall practically started worshipping Agares. She does share a heaven with him. It would make sense that her devout followers would follow the Veil.

However, many of her lesser angels, including the strongest of them, remained good. Perhaps the good angels remain in what was once her heaven, and if Brigit could be freed then she could ascend there to lead a good fire-based religion. Since fire spells are already available to 2 religions, and would make sense in a Lugus religion too, this would not be one of the better faiths to add to the experience of gameplay.

---

When Bhall fell, many of her angels (including her archangel, Brigit) did not fall. Most of those that stayed holy went on to serve Lugus, but I'm sure some probably defected to Junil instead.

Since there were so many different angels of fire with such differing alignments, Bhall could not keep control of her element; it went from being the hardest to the easiest element to control, even without the aid of magic.

---

I do not believe the Emyrean and Order have a common source. As you can read in the civilopedia,

Quote:

Originally Posted by **Order 'Pedia**

*Junil, the elder of the Gods, had promised to stay apart from the conflict in Creation. No one knows why he decided to change that, some say it was to combat the influence of the Ashen Veil, others that it was jealousy.*

I assume this means he didn't really have much of a religion before the Age of Rebirth, although he may have had some minor shrines and been revered along with other gods. He was very close to Bhall before her fall, so he may have already have had some devouts among the Bannor. I'm pretty sure the Order was founded by the Bannor while Sabathiel was leading them out of hell, although it may have been mostly a code of conduct than an organized religion for a generation or two. It is rather inseparable from the Bannor empire, imho.

On the other hand, the Emyrean was founded by Varn after Lugus revealed himself to him in the first sunlight to burst though the mist separating the shadowed vale from creation when the young Auric Ulvin broke down the barrier.

Quote:

Originally Posted by **Lightbringer 'pedia**

*Well before the founding of any of the great polarizing religions in the Age of Rebirth Varn Gosam of the Malakim had already consolidated the multiplicity of prophets in his land into one faith, though before the Revelation of the Mirror there was no formal creed or name for this nascent religion. It would come to be called the Emyrean, and it would change and*

*grow from the tribal faith it was in those days as it spread across Erebus. The Lightbringer was widely used in Malakim lands due to their divine scrying powers in those early days, and retained a ceremonial position well after the ecclesiastics superseded them in importance.*

---

No, the Khazad are very practical, and would hardly ever even notice the aesthetics. The *Luchuirp*, on the other hand, care a lot about both form and function. You can expect their fortifications to be magnificent works of art, whose function become quite evident *once the Gargoyles awaken*.

---

Haerlond is Varn's brother. Their father Arak the Erkling led the elven slaves in rebellion against Larothe, stole some artifacts from his palace, found the portal through which they could escape from the Netherworld into the Shadowed Vale, and stayed behind guarding the passage while his family escaped. (This reminds me a lot of Donal and the Bannor escaping hell, now that I think of it. ) As a reward for his Father's heroism, Haerlond (presumably the eldest son) was made the king of the Once-Elves of the Shadowed Vale. It isn't quite clear how the timelines lined up, but I believe that he ruled the Vale with an iron fist for almost the entire Age of Ice, and some years after that.

Later, the young (15 year old, iirc) Auric Ulvin and some children he was traveling wandered into the Shadowed Vale. About this time, The Heartstone (one of the artifacts stolen from Larothe) went missing. Haerlond chose to blame the foreigners, he arrested them, found them guilty despite scant or forged evidence, and sentenced them to death. (While in prison, Talia Gossam met with Auric and, sensing his potential, is thought to have taught him magic. I tend to think she may have actually been involved in stealing the heartstone and the books of Larothe too.) Varn thought it was unjust to blame the foreigners so little evidence. He plead for mercy, and when Haerlond showed none he defied him, broke the children out of prison, and lead them to the boarder of the Vale to let them escape his brother's wrath. His brother found out, and in his wrath he dispatched the army to slay the children and his traitorous brother. They had just caught up with them when Auric sensed some faint mana source and channeled against the Haerlond's and his army with all his might. This mana source turned out to be The Sun, which had never shined in the Vale before. It permanently broke down the barrier of mist that separated the Vale from creation and blinded Haerlond and all his forces. Varn saw Lugus in this light, who rewarded him for his commitment to truth and protecting the innocent by making him his first priest. It isn't clear what happened to Haerlond, but Auric, Varn, and Talia did not leave on good terms. Haerlond would probably kill his brother if he ever had the chance.

---

Quote:

Originally Posted by **Dean\_the\_Young** 

*It was in his very being, the basis of his creation: unlike humans, he could not change his nature, except so much in corrupting it and twisting it into another variation of a theme.*

That isn't really true.

A god is completely dominated by his precept, possessing nothing of the other aspects and so being unable to choose to act on any aspect but his own. The One granted them freedom of action, but not freedom of being. If a god tries to defy his nature, then the nature of the precept will become corrupted.

(Actually, I tend to think that the gods do possess some small amounts of the natures of every precept, but that the nearly infinite power of a single precept suppresses all others. I tend to think that The One wanted them to have freedom of being, but knew that this was impossible so long as they presided over their individual precepts. I think that the power of ex nihilo creation was removed so that the gods would drain their precepts, meaning that entropy would lead to balance and true free will. However, by using Agares' Gems of Creation to replenish the power wells from which they can draw, all the gods have defied this wish and denied themselves real freedom. I consider Agares' hope for Freedom of Being to be ordained by The One. Agares' fault was in believing that power was a necessary part of freedom, when in fact it was not The One but his own power that enslaved him. The hope to be free while maintaining his connection to power was in vain, and probably due to Ceridwen's influence.)

Archangels possess free will, and have aspects of all gods within their souls. The precept of their own god is certainly predominate, but the same can be said of highly specialized archmages or of the most devout mortals. Archangels have a very strong tendency to manifest the essence of their sphere, but it is a tendency that they can overcome. As the Archangel of Balance, Cassiel likely possessed all precepts in equal measure. That should mean he had as much free will as the first humans, before the influence of generations of worshipping a particular god drove different nations into different imbalances.

Quote:

Originally Posted by **TXT\_KEY\_UNIT\_SATYR\_PEDIA**

*Cernunnos lost his connection with Sucellus when he left the forest. But he hadn't realized that he could feel the connection with each of the gods until it was taken from him. Passionate Bhall, loving Sirona, vigilant Junil all had some part in his soul and drove him from the forest to save his son. But this world was devoid of their voices. Here only one god remained, the god of despair, Agares.*

(Note: Taranis the Unchanging is likely an exception to this. Mulcarn was the most opposed to the idea of creating from multiple aspects. He opposed the creation of Man, and used

only Ice to make his own vault while other gods would use different admixtures of other aspects to enhance theirs. The archangel who is unable to learn or be altered in any way other than being completely destroyed in a single blow probably does not have free will or elements of other precepts in his soul. )

---

The Sisterhood of Sirona (which in the Age of Magic ran the orphanage where Perpentach/Henri Ghouls lived between his parents' deaths and being adopted by the Emperor) and the Order of the Elohim are two groups known to be dedicated to her (although I think the latter might not exactly worship her but merely revere her teachings). There may however be many others. She does not really care for hierarchy or see a need for an unified organized religion, so many unrelated groups may have sprung up to serve her. She is non-dogmatic, does not insist on proselytizing, and while she wants to help bring the wicked back to righteousness I don't think she would have a problem if they declined to worship her and instead chose to serve another good god (with the possible exception of Junil), The One alone, or just humanity in general without any religious connections.

Blossoms of Mercy sounds more like a syncretic faith blending the teachings of Sirona and Sucellus and likely worshipping or at least revering both deities. Sirona and Sucellus have always been very close friends, so she would not mind sharing worshipers with him. They are likely even closer now that he is God of Life. He offers healing, restoration, and revitalization to those who feel broken. This would include those who feel their sins doom them to remain evil, to whom he offers an opportunity for a new, righteous life. Sirona's sphere emphasizes the importance of forgiveness and working to heal others, the the actual restorative ability needed for her work to be effective is mostly the domain of Sucellus.

---

You mean appropriate? Maybe, it doesn't really seem to conflict with the lore although there isn't really anything to back it up either.

Following Sucellus too instead of just Sirona and Brigit would help explain his Druid-like garb.

It seems a odd for the man so say he knows of Sucellus of the Forests and for the "Blossom" to not make any mention of him if the faith did follow both Sirona and him. Also, Sucellus is all that associated with the forests anymore, and his name was misspelled there. Maybe you should change it s that he knew of only Kilmorph and *Cernunnos*, the new God of Nature. (Iirc Cernunnos was called Lord of the Forests before he became a god, and had a stronger connection specifically to forest while Sucellus represented many biomes equally. I get the impression that Sucellus may have been more associated with Vines than with Trees like Cernunnos.)

A follower of Sirona would probably insist that those who want forgiveness also must forgive all those who wronged them. Also, they would likely emphasize that forgiveness leads to repentance, expressly denying that forgiveness must only be given after repentance like most good gods believe. Of course, forgiving an evil doer should in no way be taken to mean that you should allow their continued bad habit to corrupt you or permit them to use you as a tool to further their evil ends.

I don't really care for the "Yes, forgiveness comes from the self. One must feel remorse, and absolution will come, as long as the feeling of remorse is sincere and selfless" part.

Emphasizing the feeling bad doesn't strike me as quite right. It think it should instead emphasize feeling compassion for the victims, and deciding to help the world not out of duty but love. It is not that one should forget the mistakes of the past, but it is important not to let them define him. (Lugus on the other hand would probably think it is essential to remember our failings to stop us from repeating them, so to him our sins should help define who we are by serving as an example of what not to be.) Working to help those you harmed is laudable, but one should never demand anything from those one forgives.

The Untouched (the followers of Sucellus's post-resurrection religion) are known for a healing ability surpassing even that of the Ordine Medicos. They often study non-supernatural healing techniques developed by the Grigori Medics, but then combine this with the power of prayer. I think they probably dominate the Elohim hospitals, which are the most advanced in Erebus. It is unclear how much of their healing ability is natural and how much is supernatural, as their mundane medical treatments could fully explain most recoveries but they seem really lucky as choosing the right treatments. Their prayers are seen as powerful, and a tiny minority of them can even revive and fully heal the dead by prayer alone. Cassiel does not allow religious discrimination, so I would not be surprised if many Grigori Medics were also among the Untouched despite the general Grigori prejudice against the religious.

Using Medico as the singular form seems really weird to me.

Can Orcs grow facial hair?

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I see you specified forgiving those worthy of forgiveness. That is not what I said at all. Even Junil would agree that those who deserve forgiveness ought to be forgiven, although he teaches that the decision of who deserves forgiveness is not up to mortals.

Sirona would insist that her followers must always forgive those who *do not deserve* forgiveness; those who deserve forgiveness don't really need it like those who don't do. She would see being granting forgiveness as a prerequisite for the character changes required to deserve it, not the other way around. The only think I can think that Sirona could possibly see as a valid justification for not forgiving someone is that person's absolute refusal to forgive those that have wronged them, but even that is not certain. Sirona would teach that forgiveness should be given with hope but without any expectation that it will lead to repentance, and that a failure to repent does not justify rescinding past forgiveness or refusing to forgive future sins.

Even The Order recognizes that forgiving the unworthy can sometimes help them come to repentance, but they see it as crime to refuse to punish them on the slim hope that this will happen. Most of the gods consider Sirona's insistence on unconditional forgiveness to be extremely naive. They tend to view The Goddess of Wisdom as a kind but foolish little sister whose opinion is not really worth noting. Junil especially has trouble fathoming how she could be so stupid, yet the fact it has often been shown that she is actually too wise for them to comprehend. (She is the paragon of the fruits of the spirit, so naturally her wisdom is seen as foolishness to the world.)

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Sure, many religions in Erebus don't accurately understand the will of the gods they claim to serve. His views would be heretical, but such a non-violent faith would probably have trouble rooting out heresies.

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While heresy is generally taken to be a pejorative term for sects that disagree with religious authorities, it doesn't have to be. The Greek word for it (derived from the verb "to choose") can refer to any sect, and in fact is used in the bible to refer to Christians as opposed to other Jews.

They aren't organized, but there can still be some sects with doctrine closer to Sirona's true teachings than others.

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During the Age of Dragons, the gods battled across creation. They fought over land and souls, until Dagda enforced the Compact. The Compact established rules for the relations between the angels, including providence over the souls of the living. When a person dies, regardless of race, his soul is brought to the vault of the deity he served in life, knowingly or not.

But some people are bound too closely to their earthly life, and when they die they cannot leave this past life behind, lingering in echoes of memories. The loss of this precious life, the frustration of dreams that will never come to be darkens the heart of the spirit. These desires drag the soul into the Infernal Plains. The soul arrives in Hell, where nightmarish shades whisper to the soul, making him relive his darkest memories over and over. After some time, centuries in some cases, the mind and will of many fallen spirits are broken this way, some of these spirits vanish, while others are devoured by the whispering fiends and other animal-shaped Hungry Ghosts, spirits whose reason vanished and who exist only to satisfy their most primal desires. Some spirits survive the mind-shattering whispers and change: they become Specters.

Specters are fallen spirits who recovered clear reason. Their appearance and personality are similar to what they had in life, and these will never change; the falling process galvanizes their soul to this shape. These specters group themselves in hopeless communities to defend themselves from a highly hostile environment, but they keep the dreams and wishes they had in life, dreams and wishes whose realization is almost impossible in that hellish place. Dreams and wishes that don't go away, memories of the lost ones, that will to not disappear, nothing fades from the unchanging soul of the Specter.

During the Age of Magic, a Black Sea appeared by the shores of the razor-glass plain of Naraka. The sky in Hell is starless, but the waveless surface of the Black Sea reflected stars, stars that are not from Creation. Rumor spread that its waters were capable of making specters lose their memories, dreams and wishes, of making one's self disappear. Many specters, bored with their grey afterlife, pilgrimaged to the Black Sea, washing away their heart. But the dark waters don't wash away everything; a husk stays behind, a husk that is animated by ominous will. These beings are called Wraiths, a creature so unnatural that they are hated even by the fiends. After they are born on the shores of the Black Sea they float to a sinister tower in the middle of that sea, a windowless tower of infinite height, and no man knows what exists inside.

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On each of the fallen angel's (Basium) fingers was carved one of the five angelic names for the Most Holy One.

---

Who killed Einion's wife? Einion killed her. She had been possessed and made to torture herself terribly, and a demonic mark was placed on her chest that made it impossible for her to die. Einion removed the mark, thus ending her life

Originally Posted by **Gamestation** 

*I have a creeping feeling that it was Valledia the Even who did that to Einion's wife as an attempt to convince the Elohim to continue warring with the Infernal.*

Kael: Yeap, specifically it was Sammuel who did the task, but yes Valledia was the one who ordered it done.

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#### Charm person

Quote:

The purposeful violation of a person's mind is often considered among the *most serious atrocities imaginable*. One's own mind is the ultimate sanctuary, a place that can't be directly reached by outsiders, a place where one is free to think whatever he desires.[PARAGRAPH:1]Yet many disagree with these notions, or more, dismiss them outright. A man affected by a charm spell is not gently tricked or pleasantly deceived--nay, he knows full well what's happening. He will feel the mage reaching into the depths of his mind, grasping all the feelings he has towards his loved ones, bending them until the treasured, prized emotions become horribly twisted. It is likely that it'll make the man hate the mage even more, a terrible, burning rage that struggles--but cannot defeat--the newborn love and admiration he feels towards the one who just raped his mind. With time, the mind will fight off the foreign influence--but in the meanwhile he'll love the mage so much he'd die for him. And often he does, unable to raise his hand in defense as the mage's comrades cut him down with laughter and merciless mockery.

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Technically, Einion himself killed his wife by dispelling the magical rune that was preventing her from being able to die. This was to relieve her of her suffering, and is probably more comparable to taking someone of of life support than murder.

The rune that made her go crazy, torture herself, and curse her husband was made to look like like the work of demons, in order to convince the Elohim to continue their war against




the Infernals. However, it was really the work of Sammuell, an Amurite Wizard of mediocre skill but very little morality, who cast this horrible spell at the bidding of Valledia the Even. This attempt failed at the time since Einion urged his people to keep their word and not break their peace treaty, but the resentment eventually led the Elohim nation back into war just in time to save the Amurites from annihilation.

---

I don't know if we were really told the time frame of when any archangels were created in relation to when others were created, except that Basium and Gyra (Arawn's twin archangels of Life and Death) are twins, and that Agares never "created" an archangel. Instead his dark vision split Cernunnos in two, and the corrupt one became Hyborem, his "archangel" (although the term might not fit exactly since Agares doesn't really have a hierarchy and encourages all these angels to compete). Sucellus was the god of *Nature* when he made Cernunnos, although he later became the god of *Life*. I do not think we were ever told if Cernunnos picked/created a new archangel when he was promoted. Ceridwen was always the goddess of the Stars/dimensions and Amathoan was always god of Fertility/Creation. All the archangels were created after the one sundered the path between creation and heaven, which was after Agares' open rebellion was discovered, which was after the creation of man. Thus, Nemed was not a god anymore at the time, so he never created an archangel.

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Quote:

Originally Posted by **Mewtarthio** 

*Now, see, I never understood that. How did Mardero's father collect Lita without violating the Compact? And what sort of demon would be so powerful that attacking Erebus outright would be considered a violation?*

Lita's fellow mortals threw her from the Cliffs of Hastur. I believe that at the base of these cliffs there is a portal that leads to either one of the hells or (more likely) a sort of "border dimension," similar to the Shadowed Vale. (Like the shadowed vale, the barrier is made of thick fog.) Lita fell into this area, where The Compact does not apply.

If we can judge by the place's name, the demon may have very well have been Hastur himself. Hastur is the archangel under Mammon, God of Mind and Greed, and is himself called the Lord of Nightmares. It is he who whispers in the ear of the sleeping Danalin, corrupting his dreams. It is he who is responsible for the creation of Hemeh, and of the Overlords. More mortals follow Mammon than any other god, so Hastur is quite possibly now the greatest demon not created by The One. (In the original version, he was almost certainly the commander of the siege on Erebus, to whom all other demons had to answer.)

Of course, plenty of Archangels have entered Creation anyway, and there hasn't been retaliation for this. I'm not sure, but maybe this just wasn't translated into FfH's Erebus all that well.

Or, maybe the Demon was free to enter under the compact (and Lita was still in Erebus when she was taken), but he just couldn't use his power to the extent he wanted. Still, the civlopedia does say that Mardero was "unbound by the Compact because of his human heritage but as destructive and loyal to the forces of Entropy as any demon."

---

The gentle Calculpech built the Standing Stones, though they have long since fled to Kilmorph's vault. The wide eyed Calculpech and troublesome groundhogs once dwelt in the once beautiful valley Gower found ruined by the Godswar.

I'm thinking that Calculpech isn't a who, but rather a what -- some sort of earth elemental, Kilmorph's equivalent to Mulcarn's Frostlings. If I had to guess, I'd say the same is a combination of *calculus* (in the original meaning of little pebble) and the *pech*, a type of gnome-like creatures of Scottish mythology that are thought to have built the country's ancient stone megaliths.

I suppose it could also have been a human society loyal to Kilmorph that were wiped out before the creation of the Dwarves, but I prefer to see them as small earth elementals.

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Perpentach Yeah, but as he was born a magical savant he already had his powers and those powers would have driven him mad anyway. I suspect that his father beat his mother largely because she was unable to keep their son under control, and that when in his mind his mother is defending him from Kylorin he is largely remembering her defending him from his father.

Perpentach actually seems remarkably sane given his circumstances.

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The Amurites are derived from Patria, but the same could be said for every other human civ (although the Lanun were never really more than nominal vassals when they were part of the empire, and the Elohim were already ancient when they joined Patria). The Amurites were formed from scattered tribes of refugees in the Age of Ice, and cannot trace their ancestry back through a Patrian faction any more than the Doviello can. However, the Patrian Emperor Kylorin found his reincarnated wife Eve (Epona in that like) among them, and so joined them and became their leader. They modeled themselves after his old empire, and recently have restarted some Patrian traditions (like the trials in the Caves of the Ancestors) that Kylorin had come to regret and would probably not like them using.

(In an older version of the lore, the Patria was a name later applied to an ancient people who called themselves the Amurites. Of course, they may have called their land Patria too, as that just means "The fatherland" in Latin and probably Patrian. Kylorin reused the name of his Age of Magic kingdom when he formed a new one in the Age of Ice. I still prefer to think of it this way, but Kael decided to change it so as not to confuse people.)

The Patrian empire was quite large, including all parts of Erebus where humans lived. This probably includes all the human lands of the Age of Rebirth too. I assume the answer you are looking for is *The Remnants of Patria* unique feature, but that could indicate the ruins of any patrian city in any land.

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I'm not quite sure what that is about (I only skimmed it and haven't given it that much thought yet), but referencing a certain blue gem makes me think it may have to do with the Gems of Creation.

The Gem of Water was stolen by one of Tuoni's brothers, but after that I don't think it was heard of again. I tend to think that an infinite well of raw elements tends to really throw one's soul out of balance, in a way depending heavily on which element and also on one's ethics to begin with. The Opalus Mortis made Tuoni extremely dour, making him want to end the world. The Gem of Air made his brother extremely reckless, causing him to conquer not out of a desire to rule just for the adventure and to wantonly abuse his power in stupider and stupider ways until he got himself killed. The Gem of Water however would have pacified its wielder, causing him to become extremely serene and introspective, with no desire to go out into the world and use his new power. As such, he probably drew too little power from it to drive him crazy, and instead of getting himself killed violently like his brothers may have died of old age and passed on the gem as a heirloom perhaps not even telling anyone what it was.

For a moment I thought the cards were supposed to represent the 3 gems, but they are of the wrong spheres. Towers represents earth, wands nature, and moons deception.

Is she instead saying that they once had the gem safe in their castle (towers), but it was revealed (suns) and taken by force (swords) as the fortress was destroyed (throwing towers into the fire) and now needs to be returned? I don't feel like analyzing everything else, but is she saying that Tebryn then had Abashi guarding it in the Black Tower, but it was lost when the tower fell?

I suppose the gem could also be supposed to be the Heartstone, but I'd expect that to be grey instead of blue.

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There are other wonders which canonically were built in other ages. The Tower of Eyes was constructed in the Age of Magic. The Tomb of Sucullus was built at the start of Age of Ice, and changed at the end of the age when it became the site of the god's resurrection.

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It is certainly possible to become highly skilled at multiple spheres of magic. Kylorin mastered all 21 spheres. I get the impression that most mages focus on 2, such as entropy & dimensional, death & earth, water & air, spirit & water, or fire & chaos. It may differ from mage guild to mage guild, but I imagine that most mages are required to study at least the basics of all these spheres (except those which might be outlawed or tightly regulated in their nations, like necromancy) and then encouraged to choose one sphere as a major and another as a minor. Some may choose double or triple majors though.

While it may not be especially common, I actually think choosing to specialize in opposing spheres could be a really good choice. One might need to study more Force magic too in order to maintain a healthy emotional balance rather than become bipolar, but the opposing spheres tend to compliment each other very well. They were originally meant to be compliments rather than enemies. Before Erebus was created it was generally agreed that

the best worlds were the worlds of contrast, which each god made in partnership with his direct opposite. Mastering opposite spheres would involve developing a good understanding of where each of the sphere is weakest, and help overcome those weaknesses.

Some opposing pairs would probably cause more trouble than others. Specializing in a good and evil sphere together would likely be harder than specializing in two neutral spheres. I imagine that the least conflicting opposite double major would be Mind and Meta Magic. Many angels of Oghma have fallen into the service of Mammon, and continue to use meta magic abilities in the service of mind. Being able to read a victim's memory could be of great aid in controlling his plans and actions in the future without having this influence detected.

The power of Creation that The One took away from The Twenty One was not the same as the magic of the Creation Sphere. What he removed was the power of Ex Nihilo Creation, and the power to fundamentally create new basic laws of nature. The gods can however still take advantage of many loopholes that they had already created in the laws of nature, particularly my making connections between different planes where those laws are radically different. They can also continue to create things using as building blocks the mana which already exists in the world. That allows a lot, since Agares created 21 infinite plains each composed entirely of one element and stole the Gems of Creation out of the True Heaven in order to bind them to the infinite plains and ensure a way for the gods to channel infinite mana. The good gods hate him for this, but it does not stop them from taking full advantage of the power he thus granted them.

Three of the Gems of Creation were stolen from Agares by three mortal brothers. The gods are still able to draw power from the gems of Air, Water, and Death from a distance, but so can the mortals who wield them. These brothers thus have access to god-like powers. The big bad defeated at the end of Kael's long running D&D campaign was Tuoni, the man who held the Gem of Death. He intended to kill everyone in order to rule supreme over all souls as the new God of Death. His brother who held the Air gem had no such long term goal, but caused great destruction as he recklessly amused himself by hurling hurricanes around. I think he eventually became so reckless that he killed himself accidentally. The brother who held the water gem lived a long and peaceful life, enjoying time with his wife and children without feeling any need to exercise his power. He may even have forgotten that he had the gem.

(The term Creation is also sometimes used to denote that which was created. In this sense it is usually taken as a synonym for the plane of Erebus, the one world which all the 21 gods worked together to create. It seemed like it should be able to apply more broadly to include the vaults and other plains that only one or two gods worked together to create, but I don't recall it being used that way in the 'pedia.)

The Creation sphere presided over by Amathaon is not Ex Nihilo Creation. It is about originality, creativity, fertility, and emergent properties. It combines things that already existed in radically new ways to create recognizably distinct new entities. If Creation was absent from the world then mortal races would have died out, as his sphere is responsible for the conception of new life. (That goes for humans, animals, and flowering plants. Organisms that instead reproduce asexually, like vines that spread by budding, do not depend on Creation. Their growth, like the maturation of those creatures who did require Creation mana to be born initially, depends instead on the Nature sphere. Amathaon continues to look after pregnant women and young children because he is a kindly character, although technically his spheres' involvement should end just after conception

and he should let Sucellus or Cernunnos take over.) His sphere is the opposite of Agares sphere, both in the sense of hope and of despair. It does not fixate on any particular goal, either to pursue it or to be disappointed when it is clearly unattainable, but remains open to taking advantage of any opportunities which may emerge from the creative chaos.

Creation is a very unpredictable sphere. It is more chaotic than the so-called Chaos sphere (which is really about Strife), but it is the sort of chaos that may lead to greater order. It has been called the most powerful of all the spheres, but also the least reliable. Most attempts at using Creation magic fail miserably. It is the hardest sphere to teach or to learn, but it comes naturally to certain talented prodigies. Amathaon is notoriously indiscriminate about those he chooses to bless. He ignores the prayers of his worshipers, and gives his bounties to the good and evil alike. He has no organized religion, but encourages those who honor him to financially support the artists whom he has gifted.

The Force sphere is really not about physical force, moving objects, or directing energy. It is about balance, compromise, and enforcing contracts.

If you could convince an enemy to make you a promise, even if he has no intention of keeping it, then force magic could overcome his free will and make him keep the oath or die trying. The effect would be much stronger if you gave him something he wanted in exchange for his word. There need not be an explicit verbal agreement either. If a force mage tells his enemy "You can have this artifact if you agree not to hurt us," then the act of taking that artifact could seal a spell making the enemy unable to attack your party. The spell would be strongest of all if the Force user sacrificed his own life in a bargain to save his friends. That could even enslave a higher level enemy to .

If you can get enough people to agree that an imaginary line should be an impenetrable defense, then even those who disagree may find themselves crashing against an invisible wall. Kael has said that force magic is very good at producing magical barriers, which are more effective the more people they protect and the fewer they need to keep out.

If an enemy sorcerer is bending the laws of nature too much to his advantage, then a force mage could balance the scales by making the enemies spells backfire upon him. The Force sphere is good at defensive counter-spells.

Force magic can also be used to create a Geis, a combination of a blessing and a curse which could make the target far stronger yet also extremely vulnerable in the event that he violates some taboo.

Although the elemental spells would normally be altering the elements in the physical world, they do have psychological aspects as well. Fire can be used to inflame passions like anger, desire, and courage. Water can be used to calm people down. Air can be used to incite feelings of adventure, energy, and fun. Earth can be keep people focused on the work at hand. You omitted Ice, which of course can be used to summons ice elementals and snow storms. It can also slow people down, in part due to increasing an emotional sense of nostalgia, a desire to go back rather than proceed.

Body magic can also be used to inflame base emotions, especially anger. That can boost the strength of its targets, but also cause them loose control and make mistakes.

The Enchantment sphere in Erebus technically only works to enhance properties an object already has. It can make a sword far better at cutting and can make bandages better at stopping blood loss, but cannot make a sword that heals. This sphere can also increase a person's virtues, but not grant virtues that did not already exist. It can make a brave man braver, but cannot make a hero out of a coward.

Nature is mostly concerned with growth and maturation. I guess all the things you mention are acceptable uses of the magic, but making vines grow is more appropriate than talking with animals.

I guess what you wrote for life is ok, but I'd put a bit more emphasis on the last part of th quote "the pursuit of the greatest good." What is pursued does not have to actually be good in any objective sense, but the life sphere does involve a devotion to pursuing what is believed to be a greater good. It is about struggling and risking everything for a higher goal, which could be world peace or genocide.

Sending the orc into a clumsy rage does not fit with the Spirit sphere. It is quite the opposite actually, The Body sphere is good at causing rage, while the Spirit sphere is good at eliminating it. Spirit is the best for calming spells. It does not have to do with instilling any old emotion so much as with understanding emotions, and increasing empathy so that others understand others' emotions better too. It would fit better if an angry orc attacks, and the mage manages to calm him down so much that he would rather complain about his horrible childhood rather than try to hurt anyone. The mage could take on the role of a therapist, possibly convincing the orc to change sides but more likely just distracting him enough that someone else in the party can finish him off. If it was a group of orcs attacking, they would probably all turn against the one who dropped his weapon to talk about his feelings.

Chaos is largely about strife. I'm not saying that what you put is wrong, but perhaps the most appropriate way to stop an orc attack is to encourage the orcs to fight amongst themselves.

Psychologically, the Death sphere is about surrender and resignation. When there is really nothing worth fighting for anymore, it is the appropriate course of action to get out of the way. Of course, necromancy prevents this.

Entropy is certainly not a perversion of death magic, although it could be argued that necromancy is closer to entropy than to the proper meaning of death. Hope is about having a attainable certain goal to desire and pursue. Entropy is about the despair caused by false hope, where one remains obsessed with a goal despite not believing that there is any way to work towards its accomplishment. That creates a sense of pointlessness and leads to the neglect of other pursuits which may be more worthwhile.

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