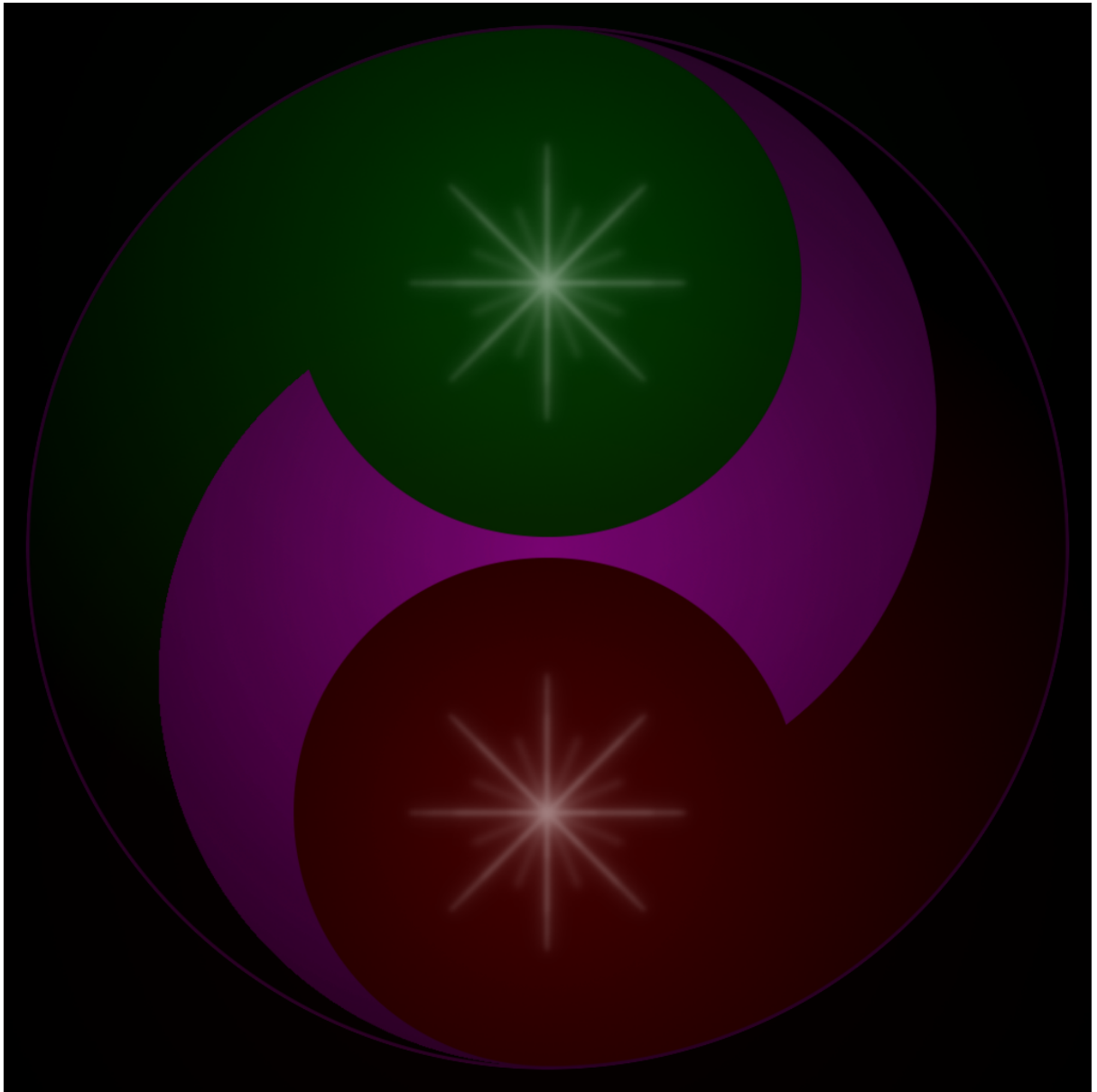




Awakening

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Foreword

The world of *Awakening* is meant to take place in a parallel universe of that of *Wurm Online*, thousands of years into the future. Much of the *Wurm Online* universe has been re-interpreted and often re-written to fit in with the narrative of the history of *Awakening*. As such, it is my hope that it should not hurt the feelings of anyone dedicated to the world of *Wurm Online*, or step on anyone's toes, but instead only be seen as an alternative story line.

When creating the world, a lot of inspiration has been borrowed from fantasy literature, mainly the works of *Robert Jordan*, and *Brandon Sanderson*. The theme of the *Wheel of Time* series should be apparent for anyone who has read the books, but the world of *Awakening* is only inspired by these books. Also the works of *Terry Goodkind* have been a source of inspiration, and the books of *Patrick Rothfuss*, and *Ursula K Leguin*, to name but a few.

The server of *Awakening* is first and foremost a project for the players who join the server, and anyone who joins the server as a player should know that they become a part of the world, and co-create the development of the world and its history. The world has been designed for roleplay, and to be an environment where roleplaying can take place. For this reason, a special "Roleplay" channel has been added, where players can speak as their characters, and be heard by other players in the near surroundings, just like how the "Local" channel works, but it should only be used for roleplay purposes. Roleplaying isn't mandatory though, and players who don't feel comfortable with it may simply ignore the "Roleplay" channel and act as mute and introverted characters.

This document will never be completely finished, it should be continuously updated with new history as the world develops. It will make use of a versioning and a version history, which permits going back and looking at earlier versions of the document, to see how it has developed.

It is my sincere hope that we together will create a really inspiring and epic game play experience for many years to come.

Kind regards,
Per Löwgren

Part I

The History of Awakening

Origins

A plague was haunting the world, it was a curse cast by the old gods, when the people turned to other faiths. Three towers had been built, and those who took refuge in the towers were protected by the magic forces inside. None outside were known to have survived. The old gods ravaged the world and planted their seeds, creating new monsters walking the land.

Inside the towers, the people practiced their arcane crafts, and over the years, a number of schools emerged, each with a particular focus, and each dedicated to a deity. Nine schools there were, three in each tower, and since all towers had been isolated they had no knowledge of each other.

Hierarchies had developed inside the towers, and as part of the heritage of the old world: there was a class of masters, who had attained the highest degree of magical awakening; there was a class of adepts, who had attained the magical knowledge; there was the soldiers; and there was the servants, who did all the menial labour. Inside the towers, there was no death, and all lived without dying, but also without really living.

Before the curse, the world had been populated by many peoples, cities and kingdoms. The towers were built by the masters of their age, as focus points of their power and wisdom. A wisdom that crystallized into new principles of understanding, which took the form of new gods that unleashed a divine war upon the old gods. It ended in the defeat and imprisonment of the old gods, but before they had been completely defeated a weave of taint was cast, a curse which drove humans insane, killing each other mindlessly, some turning into monsters or the undead. Being named after the old gods, the curse in time became known as the *Fogs of Maglivyn*.

The towers were completely isolated for almost a thousand years, each having their own magical systems, and each focusing on a particular idea or mentality. One tower focused on the principles of understanding the living force and life, to cleanse the curse by pure life force. Another tower focused on deeper understanding, and magical knowledge, learning how to banish the curse by the focus of will. The third tower absorbed the curse, becoming part of it, and they learned to control it by being in it, though at a terrible cost.

After the towers started awakening again to the world, and opening to embrace it, two of them formed an alliance of peace and prosperity; but they saw that the third tower had been lost to their eyes, it had become the manifestation point of the curse, whether in control of it or being controlled by it unknown.

Life inside the towers was no real life, it was a prison of time, and it was sustained by pure magical force. No need to eat, no need to sleep, just a state of endless awareness. Outside was like a thick grey fog, through which the sun would barely penetrate.

Once the heavy mists of the curse had started to disperse, a raven landed on the window sill one morning, high up in one of the towers, the *Tower of Tirvalon*, where the masters had been calling out for signs of life. Being masters they could talk to the raven, and send it off with a message. When the raven arrived at the first tower it found, the *Tower of Cellimdar*, it was greeted with much joy, and soon it returned with a reply, a message of friendship.

The raven was again sent off to find the last tower, but this time it did not return...

Thus it was that two of the towers joined in an alliance, while the third remained in obscurity - for the time being.

The Fogs of Maglivyn

The war between the gods that ended in the cursing of the world and the imprisonment of the old gods, lasted for many years. In the end a prison was made in a cave in the mountain north of what is now Shodroq.

When the old gods realized they would lose the war, and just before the prison had been locked and sealed; they joined all of their powers and cast a curse that had the essence of each deity. Fo made it into a fog, heavy and thick, hard to breathe, and with life-like character, showing twisted faces or animal shapes at times. Magranon gave the curse a violent and dominating nature, turning anyone who would breathe the fog violent and aggressive. Libila added all her sinister nature, making the fog itself twist and corrupt all life it came in touch with. Vynora gave the curse a mind of its own, making it aware and with a memory, so it could whisper maddening voices, turning people insane.

After almost a thousand years the *Fogs of Maglivyn* started to weaken, slowly. People in the towers could see at first a thinning of the mists surrounding the towers, which year by year became thinner and thinner.

Thirty years passed and the mists could no longer be seen, but the curse remained as a taint in the land, having infested it for so long. Some distance around the towers of *Tirvalon* and *Cellimdar* was cleansed from the taint however, by the strong and pure forces within the towers, radiating out.

The History According to Cellimdar and Tirvalon

The archives of the tower of Cellimdar contains books and scrolls with knowledge and history, as ancient as the written language, more than ten thousand years. The library in the bottom floor is vast, there are thousands upon thousands of volumes, and they cover any lore known to man - nature, philosophy, history, poetry, medicine, magic and alchemy.

It could be said that the people of Cellimdar value knowledge, but what they actually strive for above all, is a deep understanding of reality - and not only physical reality but all of reality, everything in existence and beyond. Magic of course is part of this, but it's a tool, a means and not an end, it's the method and not the goal. Understanding comes from a wide and deep knowledge of reality, but it also requires an active part: life itself. Through life we experience reality and may with the help of knowledge achieve understanding.

The oldest histories known to the people of Cellimdar tells of a society that lived in balance and peace. Two races existed, humans and dragons. Both had the power to perform magic that altered reality as they wished. The humans were social and built cities. The dragons were solitary and possessed the knowledge of the spiritual dimensions. During this golden age no wars were waged, and humans and dragons spoke to each other with love in their hearts, and magic was a natural part of all members of both races. Death and disease was unknown to them. Everyone was able to transform at will, no particular shape was attributed to either human nor dragon.

Over time, four humans came to research a line of thought previously unknown and unexplored, it was the thought that they could steal the magical power of other beings for themselves, in order to gain more power. At first this was merely experimental, but with the action also came such a rush, that eventually they became too addicted to stop, and with it came a greed and hunger for even more power. Those humans who lost their power became empty husks of their former selves without memory or will, they turned into slaves doing the bidding of their new masters. The more power the "*soul stealers*" absorbed, the more they could consume, and the more they needed; they all became vortexes of hunger and need for magical power.

It had all happened very fast, and for a time few would even believe anyone was capable of committing such a crime. So when humanity finally put up a resistance, it was too late, their defense wasn't enough against the immense powers of the *soul stealers*. In the end, no humans existed any longer with magic. Humanity lost their natural connection to magic.

The dragons however, living solitary lives, were able to unite and found that they could defend their magic by transforming themselves into the shape we know dragons to have today. By doing so, they also lost their ability to transform at will, but with this shape their magical powers could not be stolen, it was, so to speak, solidified into their bodies. Dragonkind then attacked the *soul stealers* with all of their might and managed to banish them to the moon of *Valrei*.

The *soul stealers* were now unable to gain more power by stealing the souls of humans, there were no more to steal from; so the three weakest of them joined their forces and betrayed the fourth and most powerful of them, and intended to steal all of her power. They succeeded in stripping her of all her magic, but unbeknownst to them she had in secret spilt her soul and stored a vast amount of her power on the distant moon of *Seris*. The betrayal destroyed her, but she was immediately resurrected on the moon of *Seris* by her second soul shard. This however made her into a twisted and tormented goddess of the dead.

With the loss of magic, humans started aging and dying, and being so diminished and having lost the memory of ever having had their magical powers, they started worshipping the *soul stealers*, begging for them to fill the gaps in their souls. Thus it was that the *soul stealers* became the gods of *Valrei*, and humanity their worshippers. With humanity praying to them, the gods found a new source of power, and the most dedicated humans they made their priests, returning some of their magic as payment for recruiting devotees.

Having a large part of humanity in control, the gods unleashed their wrath on the race of dragons, and a war between mentally enslaved humans and dragons went on for many years, and in the end the dragons lost the war. The remaining dragons fled into the wild, abiding their time. No dragon would speak to humans again, mourning what had become of humanity.

From *Seris* the betrayed goddess had been rebuilding her strength, and had her priests recruiting more followers. She sent her armies of followers against the followers of the other gods, while at the same time launching an attack herself on *Valrei*, starting what would become an ongoing war that would last for millennia.

Thousands of years passed, kingdoms and civilizations of men came and went, a few humans managed to regain their divine nature, although still being the disciples of the *soul stealers*; and thus gathering their own followers.

Among the dragons, who had kept themselves out of the conflicts of men, a queen emerged; one of the oldest and most powerful of all the dragons. She had lived since before the *soul stealers* and survived all the wars, while biding her time, and she remembered everything. For a very long time, she had been searching for the spark of magic to re-emerge within humanity, not as magic given by the soul stealers to their priests, but the magic that once was naturally a part of humanity.

It so happened that a small number of humans re-connected with their inner source and began the journey of finding the true divine potential of their heritage. While the *soul stealers* were too occupied with their wars on *Valrei*, these humans formed secret societies where they could research magic without risking the attention of priests or followers of the *soul stealers*. The *Dragon Queen*, with all of her wisdom, sensed that change was starting to happen, and opened a telepathic connection with these first *adepts* of the new era of magic. She began instructing these *adepts* in the true nature of humanity, and the true history, not as told by the priests of the *soul stealers* - but her memories projected into the minds of the

adepts as visions. She also taught them how to channel their magic and how to make spells, even create new spells.

The *adepts* of the new era started awakening humanity, individual by individual, through a series of complicated initiations. Unfortunately it was discovered by an overly zealous priest, who infiltrated one secret society and learned only a small part of what the *adepts* were doing, but enough to realize the situation. It came to the attention of the *soul stealers* this way, but their power struggles on *Valrei* had rendered them weary and they did not have the joined power they once had. In addition, the tutelage of the *Dragon Queen* had prepared the new *adepts* on how to shield their magic against the *soul stealers*, with the ancient knowledge of the dragons.

The *soul stealers* made an attempt to steal the powers of the new *adepts*, but it was futile. A war again was fought where the followers of the old gods, the *soul stealers*, attacked the new *adepts*, and they almost won, having such overwhelming numbers, but when it looked like the *adepts* were going to be vanquished, the dragons launched a joined attack from the sky, raining down such devastating amounts of fire that every follower and priest of the *soul stealers* were burned to ashes. This was a blow to the *soul stealers* they had not expected, and in an instant their source of power had been destroyed.

The *adepts* created a prison for the *soul stealers*; because they did not have the power or knowledge how to kill or destroy them. They forced the *soul stealers* down from *Valrei* enveloped in an orb of magic. But the *soul stealers*, when realizing they were going to lose, managed to open a small crack in the orb just before it went into the prison, and was shut in for all time. Through this small crack they sent a dust of magic particles, too small to be discovered, like a virus. This dust contained a curse that was the combined remaining power of all of the *soul stealers*, and when it hit the atmosphere it infected everything around it, tainting everything it touched. This was the curse that was to become known as the *Fogs of Maglivyn*. At first it only infected a bird here, a plant there, and nobody knew of its existence.

Meanwhile, the societies of *adepts*, not having to hide themselves any longer; erected three great towers where schools for aspiring *adepts* and initiates were founded. There they collected all of the knowledge they could find. Around the towers were built great cities and life among humans flourished. Any humans who had the spark of magic awakened, were invited to the towers to study and to become *adepts*. The first of the *adepts* to awaken had now become so powerful as to ascend to the grade of *masters*.

The curse continued spreading slowly, slowly, and now and then it infected a human who ventured out into the forest, perhaps hunting and eating an infected bird or picking and eating berries from an infected plant. Still it remained undetected. Anyone being infected, though behaving only a little differently, could remain undetected too; but once humans became infected by the curse, it started spreading faster and faster.

Soon entire villages were infected, and it could no longer remain undetected. The *adepts* in the towers started to suspect that something was terribly wrong, though they didn't know what. Some were sent to study the ones infected and to possibly find a cure, but they

themselves too became infected. When the towers realized the gravity of the situation and that they could find no cure for the curse, they were able to shut themselves into the towers, and to create magical shields so that the curse could not penetrate into the towers. They could not do anything to save anyone that was not inside the towers however. Finally the curse spread unhindered to the entire world except the magically shielded towers.

The *masters* in the towers had to find a way for them to survive without being able to grow food, because all land was tainted by the curse. The curse had also disrupted the telepathic channel with the *Dragon Queen*; in fact, this was one of the first signals that something wasn't right, they could not sense her presence or receive her visions. What had happened to her they did not know.

The *masters* in the tower of Cellimdar studied old texts in the archives and eventually found out about a spell that somehow changed the flow of time, that stopped people from needing food while at the same time they did not age. It somehow opened a rift in the fabric of time and space. The spell raised a beam of red light.

The *masters* in the tower of Tirvalon noticed the red beam suddenly appearing behind the grey fogs, and they then realized that Cellimdar had found a way to survive. They sought within themselves, and reached into the core of the land itself and discovered a source of magic similar to how the dragons had transformed themselves to be saved from the *soul stealers*, but instead they transformed the entire tower into a vessel of permanence. The spell raised a beam of multi-coloured light.

Here ends the telling of the history according to Cellimdar and Tirvalon, as told by their *masters*.

The History of the Dragons

The *Dragon Queen*, whose name is Qaleshin, was the teacher of the *masters* of the towers for a long time. When she learned that they were planning to imprison the *soul stealers*, she insisted that they must not do so, and that they must be destroyed. She warned them that no prison would stop the old deities from ever doing harm again, and she was right.

A dispute among the *adepts* of the towers caused some of them to leave the towers, to go and join with Qaleshin. These *adepts* with their followers became known as Thekandre, meaning the "people of the dragon" in her language. The remaining adepts went ahead with their plan and succeeded, as far as they knew. It would take many years yet for the curse to be discovered. In the meantime, a city was built which was named Thekandre after the name of its people.

When the curse eventually hit, it did not only hit the humans with devastation, it hit dragons as well. Being creatures of magic, the dragons were inflicted by the curse perhaps even worse. The *Dragon Queen* lived on a small island far to the south of where the old gods had been imprisoned, and not very far from the city of Thekandre. The name of the island was Kendralon, meaning "*Most Holy Place*" in the language of the dragons. There she gathered a

small number of dragons that had not been infected. But not all dragons went there, and many even vowed to kill all humans, including Thekandre, for having been the cause of releasing the curse on the world, in particular the red and black dragons.

On Kendralon, the *Dragon Queen* and her court joined their magical powers in creating a sphere of such purity that the curse could not see it, which even stretched to the city of Thekandre to keep its citizens safe.

When the towers awakened and opened up again for the world, after more than a thousand years, in each of the great towers were discovered strange items, looking like doorways, that suddenly became alive and vibrating with magical energy. These items were actually portals the ancient *masters* had been using in secret for travelling to the *Dragon Queen* and which had been lost and forgotten when the magic in them died, when the link to her was lost during the era of the curse. With these portals now active again, a way to travel directly to the island of Kendralon existed from all of the towers.

Anyone travelling to Kendralon were under the protection of the *Dragon Queen* herself, and within her domain the minds and hearts of all visitors were lifted up and purified to a state of serenity and peace. The island became a sacred location for people of all kingdoms to meet and put all differences and conflicts, the curse and dangers in the outer world aside, for some time.

About Dragonets

While all infected dragons died from the curse, they laid eggs of which some hatched into a smaller species of dragons, which the humans named “dragonets”. The dragonets were immune to the effects of the curse, but they did not have the sharp intellect or great mind of the dragons, nor did they have the magical ability. Having minds of animals, the dragonets spread where they would find food, eating anything in their way. Some dragonets were even so small that they weren’t even a danger to humans.

The History of the New Deities

One of the greatest problems the first *masters* were encountering, was to transfer their understanding to their students. Some kind of proxy consciousness was needed to transfer the most difficult magical wisdom to the new initiates. Speech alone wouldn’t make them understand. The *masters* themselves had been taught by the *Dragon Queen* through a telepathic link, but they did not have such a formidable ability, to project their thoughts into the minds of others.

For a long time they were failing in initiating new *adepts*, and having lost the connection with the *Dragon Queen* because of the curse - they were on their own. Eventually, the three of the most powerful *masters* in each tower joined in a link, and in that state received a mental transmission from the *Dragon Queen*, telling them what they must do. The message was simple; they had to die and surrender their bodies to ascend to a higher spiritual state, and become *ascended masters*.

To the other *adepts* in the towers, it seemed that the greatest *masters* of them had died for no apparent reason. They did not know anything except that the bodies of the linked *masters* suddenly had stopped breathing and their hearts stopped beating. They mourned their lost *masters*, but shortly started to receive dreams in which the *ascended masters* came to them, and told them what had happened.

The *ascended masters* could now initiate new *adepts*, but for initiates to connect and uphold the link they needed to pray and focus their minds on the archetypical icons each of the *ascended masters* had given, being the magical keys with which to open transmissions of spiritual understanding. The *ascended masters* also now depended on *adepts* praying to them for spiritual sustenance, them no longer having physical bodies. In return, the magical powers of the *adepts* could be unlocked, having been locked away by the *soul stealers* for millennia, incarnation after incarnation.

The History of Shodroq

The tower of *Shodroq* is much different than that of the other towers. Being so near the prison of the old gods, where the strength of the curse was most intense, the masters of the tower decided that to overcome the curse they had to turn themselves even more hateful and evil, for fighting evil with evil. In the end *Maglivyn* became a tool for them to control, and a force they could feed off. Once they started consuming *Maglivyn* for their own power, its strength started to weaken, and it became fearful for its existence. Thus it was that the towers could open again, at about the same time.

At first the *ascended masters* of *Shodroq* were wearing a similar iconography as the *ascended masters* of the other towers. Having the source of *Maglivyn* so near to *Shodroq* however, and as they were forced to turn to darkness, their nature became sinister, as did their magic.

Shodroq started sending out parties of magically transformed humans, called *Shades*, who could somehow move slightly outside of physical reality. The *Shades*, being neither living nor dead, survive by drinking the blood of living creatures, and if they don't find enough sustenance, their foothold in the physical world slowly diminishes until they vanish entirely. Human blood has the most potency for the *Shades*, but the blood of the people of *Shodroq* is too corrupt for them to feed off. Should a *Shade* be killed, the body vanishes to the spiritual realm where it resides, except the heart and the shade's weapon.

The *Shades* have infused wolves with their power turning them into monsters called *Shade Hounds*, that they use as spies and assassins. *Shade Hounds* are enshrouded in a shadow making them hard to see at night or while moving in the shadows. They are immensely fast and difficult to kill. They fear water and will not go into it, and it seems they are vulnerable to water as well, but little else.

Thekandre - The People of the Dragon

The people known as Thekandre were formed by the adepts and their followers, who left the towers in protest against the decision to imprison the old gods instead of destroying them entirely. At first they lived in peace with the dragons, from whom they learned much magic.

When the curse hit the world, and Qaleshin moved to the island of Kendralon, most of the dragons disagreed with their queen's faith in humanity, and revolted against her with the intent to kill all humans for having caused such devastation on the world. In their opinion, humanity itself was the cause of all corruption, claiming that any human given the opportunity, would become like the *soul stealers*. They left the queen with a promise to kill any humans they would find, but the people in the city of Thekandre were protected by Qaleshin. The red and black dragons in particular, were the most hateful of them all, and vowed that were the people of Thekandre ever to leave their city, they would be killed on sight.

Although Qaleshin herself, in her wisdom, did not accuse humanity for having been the cause of the curse, amongst the dragons she was alone with this view. The other dragons, those that had not revolted against their queen, talked to the people of Thekandre, and turned them to their side and understanding. The people of Thekandre then declared all other kingdoms their enemies, and by doing so, they kept the peace with the dragons.

Being protected by Qaleshin and the dragons that had not revolted against her, and having such a deep understanding of the dragons, the people of Thekandre learned to tame the mighty dragonets. Queen Qaleshin also taught them magic and trained them into powerful *adepts*, and they became known as *Dragonlords*.

The Island of Kendralon

In ancient times, a great city was built on the island of Kendralon, where the masters of the towers travelled by portal to meet Qaleshin. It stood there for centuries, but when the people of Thekandre built their city on the mainland, the city was abandoned and today only ruins remain. A huge cave below the mountain still has buildings that are in good shape, but almost all outside it is gone.

Among the ruins and rubble, a settlement of pirates and smugglers now resides, people who won't take part in war and kingdom politics. Qaleshin has very little interest herself in human affairs and politics, and isn't concerned with pirates living on her island - but she will not permit any violence among humans, so visitors are bound by her law of peace there. The island has become an outpost of trade and culture for people of all kingdoms. Enemies lay down their weapons and conflicts when they go there, put their differences aside and share a few happy moments together, before going back to once again meet on the battlefield as enemies.

On the island there's a house of trade and commerce, auctions are held there regularly. There's a market where merchants display their wares, you may find any kind of treasures here, and nobody will question in what way they were acquired. A theatre has been built, where actors, acrobats, jugglers, puppeteers and all kinds of performers entertain thier audience through the night. There's an inn where people go to eat and drink, dance, play games, share stories and be merry.

Since the portals to Kendralon were discovered, life on the island is booming, and nowadays it's like an ongoing festival of culture and trade.

Part II

The World of Awakening

Kingdoms

Tirvalon

Located in the north west. It's a green and blue tower. The masters here have the knowledge of life and light. They strive to better understand how to balance the forces of nature.

Cellimdar

Located in the south. It's a red and yellow tower. The masters here have the knowledge of the mind and the will. They strive to bend reality to their will, and to shape it in accordance with their wishes.

Shodroq

Located in the north east. It's a purple and black tower. The masters here have the power to control both life and death, they know how to enforce their will upon others.

Thekandre

Located to the east of the central point of the map, the city of Thekandre has been built near the shore of the eastern sea. South east of the city is the island of Kendralon, home of the *Dragon Queen*. The masters of Thekandre have the power to command the mighty dragonets, and are friendly with those of the dragons that did not revolt against their queen.

Religion

Religion in the three towers is based on an esoteric mystery tradition. All of the deities are portrayed with human features, though some may shapeshift into other forms or have additional attributes such as horns or wings.

There are four degrees of initiation into the mysteries of each deity: *Follower*, *Adept*, *Master* and *Ascended Master*. The first degree of *follower* has no requirements, anyone may become a follower of any of the deities. If it is a deity of another kingdom, you may have to travel to the tower of that kingdom. *Adepts* can also convert new followers. The second degree of *adept*, is the same as priest in traditional Wurm, but is using another model of requirements and restrictions. The third and fourth degrees of *master* and *ascended master* are reserved for the time being.

The huge altars are removed, and instead players need to find the initiating *adept* who will instruct about the gods and how to become a *follower* or *adept*. All initiating *adepts* are stationed inside the great towers.

When becoming an *adept*, the player receives the holy item of the deity, which differs between deities - for casting spells and for channelling. It can be used also in battle, and the QL of the item is raised as the adept gains more faith. A spell, *Consecrate*, is used for aligning the item with the caster's faith. The holy item cannot take damage or be lost, it becomes part of the *adept*.

Deities

Sedaes (*Tirvalon*) - Depicted as an ageless woman wearing white robes and with emerald green eyes, carrying a bronze bow, above her head a flame as bright as the sun. Adepts of *Sedaes* are called *Witches*, and have devastating battle powers as well as skill in healing.

Payren (*Tirvalon*) - Depicted as a male youth, with large black horns, one entirely black eye and the other eye white, and dressed in entwining vines and leaves, accompanied by a wolf. Adepts of *Payren* are known as *Druids*, and have a great understanding of animals and plants, and are known to shapeshift into animals or make plants grow, often by singing.

Eilanda (*Tirvalon*) - Depicted as a red haired woman with purple eyes, dressed in furs and leather, and carrying a spear and a round shield, on her head is a circlet with an amethyst at her forehead. Adepts of *Eilanda* are called *Shamans*, and have spiritual vision and power to command spirits.

Shonin (*Cellimdar*) - Depicted as a woman in full armour, wielding a greatsword, and with a hawk spreading its wings on the chest. Adepts of *Shonin* are known as *Paladins*, and are the holy knights of the tower of *Cellimdar*. They are experts in martial arts.

Asman (*Cellimdar*) - Depicted as man wearing red robes, having entirely white hair and shining blue eyes, pointing one hand up and the other down. Adepts of *Asman* are called *Magi*, and have the powers to control and transform reality itself.

Kiane (*Cellimdar*) - Depicted as an old man with long grey hair, wearing black robes, a staff and a lantern, with a raven on one of his shoulders. Adepts of *Kiane* are called *Mystics*, who have oracular sight and great wisdom.

Miridon (*Shodroq*) - Depicted as a muscular man, with glowing red eyes and long black hair. Adepts of *Miridon* are known as *Warlocks*, and they are formidable in battle magic.

Laphaner (*Shodroq*) - Depicted as an ageless woman with too perfect features, she has a beauty that causes despair and pain by looking at her. Adepts of *Laphaner* are known as *Sorcerers* and *Sorceresses*, and they have the power to dominate and manipulate others with their will.

Drakkar (*Shodroq*) - Depicted as an androgynous being with marble white skin, black eyes and long pointed ears and sharp teeth. Adepts of *Drakkar* are called *Necromancers*, and have powers to raise the dead.

Qaleshin (*Thekandre*) - The Dragon Queen is the oldest of all the dragons, she is a golden dragon, living on the island of Kendralon. Adepts of *Qaleshin* are called *Dragonlords*.

Requirements

The requirements to become an *adept* are hard, but not too hard, and players should be able to attain enough skills for passing the test in a couple of weeks of intense playing. Each deity has different requirements, depending on what the initiating adepts consider relevant skills of an adept of their deity. All however requires faith 30, and meditation skill at various degrees or path levels, though not all will require specific paths.

Restrictions

With hard requirements to become *adept*, the restrictions instead have been lowered so that *adepts* are able to practice most crafts. Restrictions are actions that contradicts the nature of a deity, it causes bad feeling and guilt and makes the *adept* lose some faith if broken.

The New Era

When players arrive in the world, they pick one of the kingdoms. They spawn somewhere near one of the towers. The *masters* of each tower are sending out the children of their servants to examine the world, because after the opening of the towers the servants again can have children, and again they start to age and die; so players don't start as young, but have grown to adult age. Outside of the towers, they may die, or become tainted by the curse.

Surrounding the two pure towers are PvE zones representing cleansed land. Around those is PvP representing cursed land, where players can become mad and start killing each other, or lose all sense of ethical values.

A few servants have started building houses right outside the towers, to provide some shelter and trade. Other than that, there is nothing left of the old world, except perhaps a few ruins, some of which are infested by nightmarish monsters.

Inside the towers, players can learn to become adepts of one of the deities, and thus learn magic. Many players will do that, since it is a vital part of the world, but it requires hard work and the acceptance of the adepti. Combining their spell powers will be of importance, because only one god can be followed at one time, and gaining the deity's favor takes a long time and hard work.