

Railog Quick Information

Railog ⚙️⌚⌚⌚

This refers to the mother earth goddess who *is* the world. She is often anthropomorphized as a female, whether larin or omyr.

Omyr 🐨🐱 (fK-Γ-)

Also known as genin, this is the most prevalent sentient species on Railog. Roughly, they resemble a cross between a possum and a cat that walks on its hind legs.

Larin 🐸👤

This is the second most prevalent sentient species on Railog. Roughly, they resemble a cross between a frog and a human. They are amphibian and use lotions or frequent baths to prevent dryness of the skin.

Misty Sea 🌫️🌊

Also known as the Sea of Mists, this area has dense mists year round and is the focal point of omyr civilization. Visibility typically varies from fifty to a hundred feet, though it can be substantially less.

Paryst 🗨️

This is the language spoken throughout the Misty Sea. It started as a trader's pidgin of the various omyr and larin languages.

Terminology

The character ‘/’ represents an inflection in Paryst that means “superior” or “great”. The character ‘\’ represents an inflection in Paryst that means “lesser” or “low.”

A Brief History

Time Before Time

This refers to everything that happened before the creation of time. This covers all of the mythological events from the creation of the gods to the creation of the world and everything in it. Events were not ordered chronologically because there was no time, but that does not mean that there was no order. Especially for someone accustomed to the flow of time, this is a confusing era.

Golden Time

Also known as the “Age of Heroes,” this era begins with the existence of Luer and his first act: the creation of time which binds gods and mortals alike. During this period people, places and events are larger-than-life. There are no minor battles, only epic ones. Magic is commonplace, the gods walk among mortals and danger is everywhere.

The Sun is born in the east each morning, rises in the sky and increases in power through the day only to decline, fall and, ultimately, die in the west. From the death of the Sun is born the Dark Sun and it rises in the west, crossing the sky to die in the east from which the Sun is born once again. The world (Railog) is a disk, the “moon” (Raimon) is a disk in the sky turning between here and Ylansi.

Mortal Age

There is no singularity dividing this from the previous age, it is more of a gradual decline. However, most historians will point to the Markta-o-Larat war of 584 (⚔️⚔️⚔️ in genolar reckoning) in which Mynnin Myst led the omyr to victory over the /Lar as being the turning point. Still, holdovers remained throughout the rest of the age, they just became scarcer. The peak of the mortal age is around 1000 (👑👑👑 in genolar reckoning). The basics of cosmology remain unchanged. The Sun is still born in the east and dies in the west with a Dark Sun being born of this death and rising in the west only to die in the east. Raimon still spins between here and Ylansi.

Five Years of Darkness

There is no special year for when the next age occurs, but it is presaged by an unraveling of the fabric of reality and tumultuous wars mirroring the struggle between Arlios, Yll, Thrim and Railog against the corruption of Kron and Nyktar. As guidance, the Five Years of Darkness should probably not occur before around 1280 (🌑🌑🌑 in genolar reckoning) and is unlikely to be later than around 2020 (🌑🌑🌑🌑 in genolar reckoning).

In the end Nyktar replaces Yll and through this deception leads those faithful followers in a war against Arlios and Thrim. In the meantime magic has become trivial and commonplace once more until the final cataclysmic climax in which the Sun

fails to rise. That event marks the beginning of the new era, the Five Years of Darkness, which as its name suggests, lasts for five years during which time periods of darkness alternate with those of light, but there is neither a light nor a dark sun. It is during this time period that magic wanes, the eight worlds become difficult to travel between, and wonders gradually vanish from Railog.

New Sun

On the first day of the sixth year a new sun rises marking the beginning of a new age as the last m'thin dies. But only a light sun is born and it is no god, only a fiery ball of gas. Raimon and Railog are planets, though closely bound and sharing the same atmosphere. There are omyr and larin, but no /lar, no \lar, no arlioin, no m'thin. The arlas no longer see and manipulate the very fabric of reality, though they are able to do things not possible for others.

Civilization

Genolar

The main civilization is that of the omyr and larin, collectively referred to as genolar. Although there are significant regional variations there are certain elements that are largely the same for all of the Misty Sea and Partonen.

In many respects there is a superficial resemblance to Terran medieval societies so it serves good purpose to describe some of the ways in which it differs.

Shoso

The basic social unit is a shoso. This is usually translated as family. An omyr is raised communally by the shoso into which he is born. Upon reaching adulthood he is expected to join a shoso, not necessarily that of birth, a process which can be translated as adoption. In keeping with family terms members of a shoso are siblings and the head of the shoso is a father (the position and omyr title is actually gender neutral, though nearly always an arl).

A shoso's father has a spirit connection which allows him to permanently alter reality in particular ways and to a lesser extent this ability is granted to his children. The practical effect of this alteration is

the ability to raise certain skills to higher levels. In some cases an omyr may be thrown out of a shoso in which case he loses his shoso related abilities. Omyr fathers mark their children with their scent which provides a means of recognition. Although the shoso is of omyr origin the system has come to dominate larin society in Partonen as well.

Gender

The omyr are entirely and completely egalitarian (at least from a gender perspective). They have no feminine or masculine pronouns, nor do they properly have different words for "sister" or "brother." While they do have a word for "mother" (meaning a female omyr who gives birth) they do not apply it individually—that is, an individual is unconcerned with his birth-mother though his birth-shoso is important to him. Further, the word translated as "father" would be more accurately rendered as "head of household" and has no gender qualification whatsoever.

Consequently the gender identifications of various omyr heroes are uncertain. Thoromyr might refer to a male founder of the race, but could just as well (and perhaps more probably) refer to the female founder. The gender identification of the gods is on more certain ground, though it is not rock solid here either. Arlios is definitely a "father" only in the sense of being the "head of household" while Heimur is very clearly female. Eskwis is also very clearly female and her counterpart, Eblos, is clearly male. The remaining gender identifications among the gods are very much due to translator bias.

Larin, perhaps because they lack anthyr and there is a clearly visible gender distinction, do have strong gender identification and bias.

Anthyr

While omyr are unconcerned about gender such issues are largely replaced by anthyr. An omyr is born as one of the four anthyr: amri, alak, arl or arlas. While the "father" of a shoso may be male or female, it is nearly always an arl.

The anthyr affect an omyr's abilities and appearance: an alak is large and strong with a mane, an arl is charismatic and has control over the scents he emits, and an arlas is able to manipulate the very fabric of reality to perform magical feats.

Numbers

The genolar reckon eight as being a magic number and it appears frequently, although it is sometimes disguised as a half-eight or in duality. The Yllin army is organized around a basic unit of a *paw* consisting of four soldiers. All reality is composed of eight elements. There are four anthyr. Counting is in octal. There are four weeks to a month, four months to a season and four seasons to a year (1 1 1 1 days). The geometric figure for summoning is an octogon or an eight-pointed star.

The number system is octal with eight digits, but instead of having zero to seven they use one to eight. A point ‘.’ is used to represent a value of zero, but there is no place holder symbol. Thus the octal number 10 is written 1 1 and octal 100 is 1 1 1. There is no “1 .”. The highest number having a given number of digits will have each digit as an eight. The next higher number has one more digit and all digits are ones. For example, 1 1 1 (72 in decimal) is followed by 1 1 1 (73 in decimal). Not using a place holder complicates the math: in octal $10 + 10 = 20$ but the equivalent in genolar math is $1 1 + 1 1 = 1 1 1$. The omyr don’t even say “twenty,” but “eighteen.”

Omyr and larin both have ten digits, but their method of counting with their fingers is to extend the index finger for one, the index and middle finger for two, add the ring finger for three and the pinkie for four. Five to eight is counted in the same way, but with the opposite hand open and held flat beneath the counting hand.

Language

Each region has its own language with each town or city having its own dialect of the regional language. The dialects are mutually comprehensible, but allow ready identification of the speaker’s town of origin. Commerce is accomplished through Paryst, a trade amalgamation of the omyr and larin languages.

Broadly speaking there are two language groups: those of the omyr and those of the larin. However, all spoken languages use the same phonetic script. Consequently someone who is literate can sound out anything that is written, though if it is not in a language known to them they won’t know its meaning.

The pronunciation of sounds in Paryst is largely consistent. That is, an ‘a’ sounds the same in all words. In particular, an ‘a’ is pronounced as ‘ah’, an ‘e’ is pronounced as ‘ay’ as in ‘day’, an ‘o’ is pronounced as ‘oh’ and a ‘u’ is pronounced as ‘oo’. An ‘i’ is generally pronounced as ‘ee’ as in ‘peek’, but is sometimes pronounced as ‘ih’.

For example, ‘larin’ is pronounced ‘lah-rihn’ but ‘amri’ is pronounced ‘ahm-ree’. Perhaps the most inconsistent usage is with the suffix ‘in’ which is ‘ih’ for ‘gayn-ihn’ and ‘ee’ for ‘ahrl-een’. In ‘kronin’ it can be pronounced either way.

A ‘y’ is pronounced as ‘yih’ or ‘ih’. For example, ‘yll’ is pronounced ‘yihl’ and ‘omyr’ is pronounced ‘oh-mihr’. An ‘e’ is sometimes pronounced as ‘eh’ as in ‘hyihs-tehn’.

Consonants are pronounced as they are in English, although certain combinations are special. A ‘th’ is pronounced as in ‘thin’, a ‘ch’ as in ‘chin’, an ‘sh’ as in ‘shin’, and ‘ng’ as in ‘ring’. The ‘h’ can be a little awkward, as in ‘hysten’ which is pronounced ‘hyihs-tehn’ (not ‘yihs-tehn’) or ‘nahrek’ which is pronounced ‘nah-hrayk’. To make this clear the words may be written as *hysten* or *nahrek*.

Construction

Typical omyr construction uses a wooden frame of poles or timbers with the walls of woven reed or straw mats. Each structure is usually a single room with other rooms added as extensions either to the side or above. Ladders are frequently built into interior and exterior walls to facilitate multilevel access. Roofs are normally flat with poles run across to support reed or straw mat thatching.

Religion

There are numerous deities revered by omyr, each of whom has a festival day which includes religious services. Although there are numerous other religious services, they are primarily of interest to those initiates or priests who have devoted themselves to the deity. Others are satisfied by visits and gifts to relevant shrines when appropriate.

In some ways the most pervasive sect is that of Hystos, the god of wealth, worshipped by merchants and thieves alike. His temples are found throughout Railog, but they are places of money

Earth	Birth	Slon	Sky	Bird
Fire	Sun	Dragon	Ylin	Luer
Storm	Thunder	M'thin	Gwan	Kron
Death	Raimon	Werer	Night	Death

changing, not worship. Virtually all money is minted by the temple and has a special property such that the coins have a “warm” feeling. This effectively prevents counterfeiting and, due to their mystical ability to identify all customers on sight and using a central magically available vault they have a complete lock on legitimate banking. The temple charges 10% of a deposit amount, but guarantees its safety and availability.

Reckoning Time

The Railog day is a mere sixteen hours divided somewhat evenly between day and night. The length of the day varies but little between seasons in the Misty Sea and few take note of it.

The month is the time it takes for Raimon to fully rotate to Ylansi and back, or 28 days. A month is divided into four weeks of seven days. There are four months to a season and four seasons to a year. The learned few who reckon time do so by tracking cycle counts: day, week, month and season.

The majority of the population use month names to identify when something is and day counts for how long a span of time is. The month cycle starts with Birth month in Earth season and ends with Death month in Death season.

In all a Railog year is 7,168 hours long, or about 82% the length of a Terran year. While omyr have proportionate human life spans, larin life spans are actually comparable to human. Which is to say that omyr superficially have the same maturity year-for-year as humans but because of the shorter year only have 82% the life span while larin superficially appear to mature more slowly, but have the same life span as humans.

Money

Thanks to the temples of Hystos there is a single currency in use throughout genolar civilization. The basic unit is the “hysten” which is enough to feed and house a person for one day, though temporary

lodging and prepared food cost more. Coins of various denominations are minted ranging from a ¼ hysten copper coin to a 50 hysten gold coin.

Despite the widespread use of coinage transactions are still conducted on a barter basis with an implicit assumption that one party supplies money while the other supplies goods or services. In consequence there is no notion of fixed pricing or of change. Not even the sophisticated merchants of Latoni would think to offer change to facilitate a transaction.

Metal

In general, metal is scarce so items are usually made with either a substitute material or minimizing the amount of metal employed. For example, bowls, plates and utensils are made of wood or fired clay. Metal weapons use wooden hafts.

The most common metal is bronze, so-called because of its color, normally being cast, and the fact that it can be made as an alloy of copper and tin. However, it is also mined directly and is referred to as god-bones. Whether mined or manufactured, this bronze cannot be separated into component metals. In practice this bronze is rather like untempered iron.

A grayish metal referred to as iron is much less common and also much more durable. It is forged, not cast, and has properties more like steel. It is not found at all around the Misty Sea and even on Partonen the only significant deposits are in Chingofa. However it is so common in Jamu and Larat that it is often used instead of bronze.

Sailing

Due to the dense fog always present on the Misty Sea few brave sailing it without the Eyes of Meth painted on the vessel’s prow. These eyes permit a father of a shoso dedicated to Meth to see through the fog to a much greater distance by meditating on them, though his vision is still hampered.

For all others it is an eerie experience with shoals, rocks and islands looming without warning from the mist. Sounds are distorted and hollow without true direction. The Metharark pirates are an ever present threat and no vessel who can help it leaves port without a complement of marines.

once proud and tall, became bent with his pain and the bark wrinkled with his anguish. The ki-gen is rarely over six feet in height, though it is often over eight feet in length (up to twenty feet for a large one). Its long, thin branches are twisted around its convoluted form, usually obscuring it with a thick layer of blue leaves that are generally two inches by four inches. The tree bears small fruit that, if a sufficient amount is eaten, will cause depression or mania, in some cases for up to five hours. A good dose is usually ten of the four ounce “apples” per fifty pounds of weight. These “apples” are purple, small and wizened.

Krek 𐌀𐌆𐌆𐌆𐌆

This is about the only major species of coniferous tree, most others being deciduous. This tree, however, is not an evergreen. Rather, its pines are an odd dark red-green and the cones are a dull red. The cones produce a fluid that becomes an unstable explosive when dried. When the cones finish growth and production, sometime in the late summer to late fall, they become easy to detach. Indeed, even brushing a krek may dislodge a few. When the cones are jarred the dry explosive detonates with a mild concussion. High winds in krek forests are very spectacular. The cones’ main purpose is to ward off any animals who would eat the krek’s bark.

Methrek 𐌆𐌆𐌆𐌆𐌆

These low, spreading trees are a light brown with small, roundish, off-white leaves. They bear many of these leaves. The methrek is normally thirty feet in height with multiple trunks (three or four). They have numerous branches, many of which are nearly as big as a trunk. These trees are found exclusively by large quantities of water as they are very thirsty. They look like a cone with inward curving sides and a wide base. The branches are so dense and intertwined that they provide a fairly surface for walking on (at least for non-hooved creatures) one to three feet off of the ground. The real ground is invisible beneath the layers of branches and leaves. The thick, lower layer may extend out twenty feet, sometimes allowing crossing over the river they grow next to. Though omyr may cross methrek

freely, hooved animals or large creatures (like a gener) are incapable of the crossing and likely to get a foot (or hoof) stuck for the trouble.

Thursh 𐌆𐌆𐌆𐌆

The thursh tree tends to largeness in all dimensions, often reaching a hundred feet in height. The branches are few and large. The leaves are triangular and about two feet across at the base. The tree is black in coloration with dark green leaves. The thursh tree grows one to two feet per day for about fifty to a hundred days. The total life span is a year or two. They then die, but are so sturdy that they may last fifty years or more before beginning to show serious outward signs of decay, finally falling some ninety to a hundred and twenty years after sprouting. By age thirty or so they are hollow enough to permit a larl to live inside as the core rots but not the outer wood.

Yokarek 𐌆𐌆𐌆𐌆𐌆

These trees have few branches and all of the foliage is at the top. These yellow skinned trees have “paper” bark that gradually dies out and peels off. They are common and widespread. They grow in groups of twenty to thirty and to heights of thirty to forty feet. Their height, toughness and straightness makes them ideal for masts with younger yokarek being harvested to make poles.

Avians

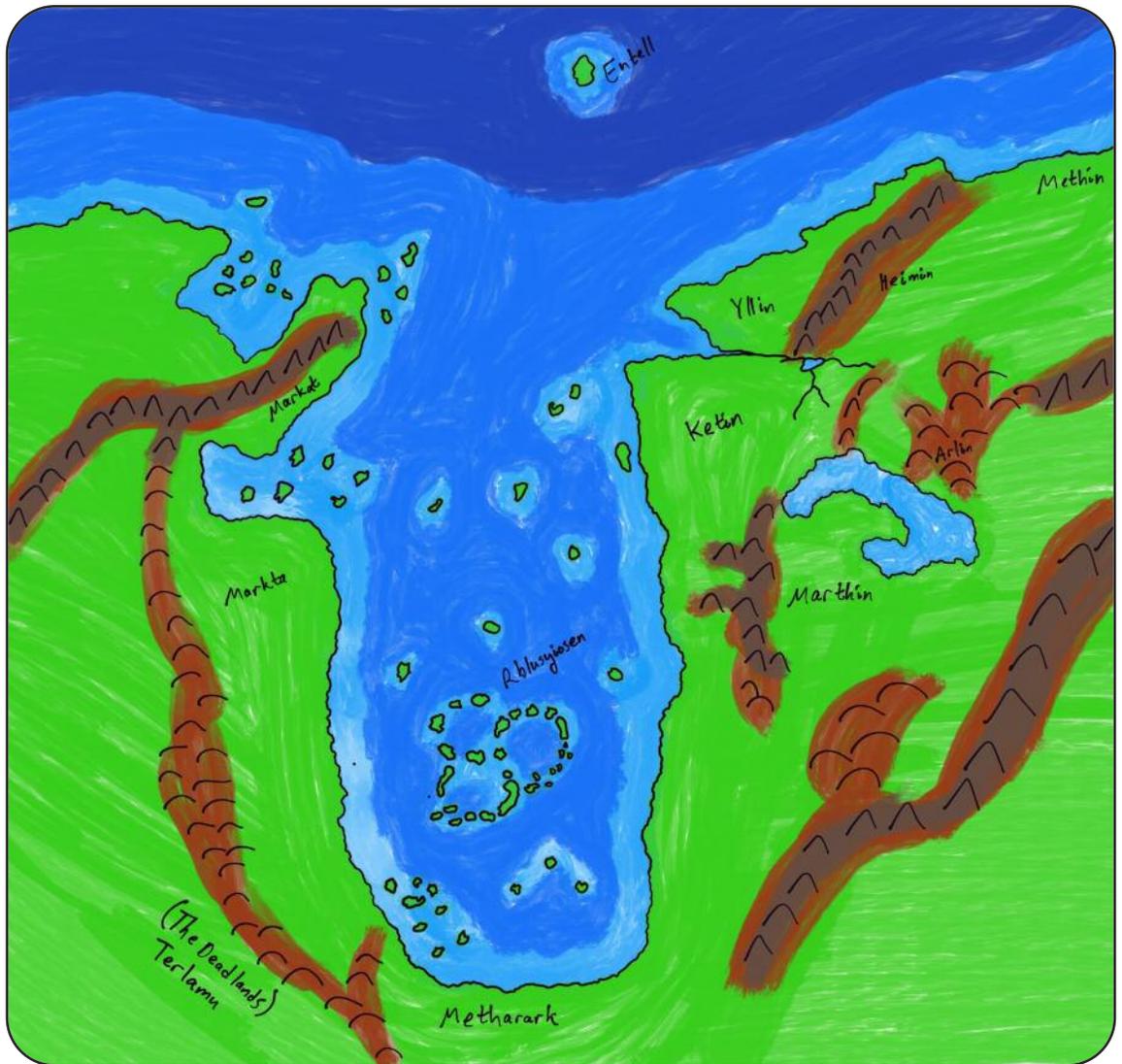
Eskarl 𐌆𐌆𐌆𐌆𐌆

These get their name for living completely off of the esk tree. They eat the berries, make their nests with the leaves and never go more than a hundred yards from their home tree cluster. Eskarl are two to four pounds in weight and have a one-and-a-half to two foot wingspan. Their feathers are multicolored, their eyes are black and beaks are orange. Their talons are a dirt brown.

D'tain 𐌆𐌆𐌆𐌆𐌆

The d'tain are large arl barely capable of flight. They are frequently domesticated for feeding riding animals and to put in the stew pot. Their feathers are a drab brown except for Storm season when they put forth brilliantly colored tail feathers. Most

Romari (Misty Sea)



d'tain weigh ten to fifteen pounds when full grown at six seasons.

Hekna (Ykna) ጠፎዮ-ሊ (ጠዮ-ሊ)

These are large sea-going arl with considerable stamina. Hekna routinely travel from island to island, pausing only to fish and rest (by floating on their waterproof back feathers with wings spread). Hekna are of blue or green coloration, weigh from eight to twelve pounds and have a ten foot wingspan.

Kilu ዮገህ-ፀ

Found near bodies of water, these arel are very small and light weight. They weigh two to four ounces and are half an inch wide by one-and-a-half inches long with a two-and-a-half inch wingspan. They can hover, but tend to move quickly (up to twenty or so miles per hour). Untameable, they die

soon in captivity. They attack when startled or threatened by ramming their beak into (generally) the neck of the target. They then proceed to suck the victim's blood. They also feed in this manner off of animals that come to the water to drink. Kilu are of red or blue coloration.

Larl ህሊሱ

Found extensively in Larat, these big birds make up a vital part of the food chain. They eat the multitudinous minor animals and in turn are mainly eaten by medium sized predators. The larl weigh thirty to forty pounds and have a wingspan of six to eight feet. They are tubby and capable of short flights only. They nest in hollow thursh trees. The larl tend to brown or blue feathers and hunt at dusk.

opposed to the genin “fleshy” tail) ending in a long, broad tuft. The ears are upright and have a red velvet inner lining. The snout is lined with decidedly carnivorous yellow fangs (though it is an omnivore). Protruding from its bony brow and shading each beady eye are long, white horns. Overall the Eblar has a brownish fur, some dark and some light. The hooves are a deep, purplish red. The Eblar are protectors of the forest.

Eskan 𐌸𐌰𐌹𐌺-

Subspecies include eskan, eskato, eski. This herbivorous animal is commonly hunted due to their large population. Eskan coloration is brown, spotted and shaded for camouflage. Their paw type feet yield good footing on most any surface. An Eskan has two up and backward curved horns. These are used for knocking off tree limbs and scraping off bark. The Eskan has a large head, bull neck and small mouth. The body has considerable mass. When fleeing danger, this woodland animal crashes through bushes and small trees alike, only avoiding the thursh tree. The eskan has no tial and small ears. Its beady black eyes are ever watchful.

Eskrit 𐌸𐌰𐌹𐌺𐌿𐌸

This is a social (found in groups of twenty plus) forest herbivore found most anywhere. Its light brown fur completely covers its foot long torso. The eskrit is nervous, constantly watching for predators. If one is spotted, it lets out a loud shriek to alert the whole clan to the danger. The eskrit live off and around the esk tree from they derive their name. They weigh two to four pounds upon reaching maturity at twelve months and live for three years. Their tails are commonly ringed by some secondary clan color.

Gener 𐌸𐌸-𐌸𐌸

Subspecies of this large carnivore family include gener, herni, marl, marlum. The gener side of the family has been domesticated, though it is still found extenisvely in the wilds. Its habitat are the wind swept plans of tall grass that predominate in central Larat, though the genin have taken it to every shore they touch. The gener is a preferred war animal as it has a natural blood lust which drives it to kill even without need. This feature makes it less

desirable as a riding mount, the urge is difficult to train out, and animals of this size are difficult to curb. Most gener weigh well over a thousand pounds by the time they mature at age four. Brown is the characteristic fur coloration of the gener.

The Marlum family is perhaps the most popular genin war animal, though it is rare outside of Markat. Its hide is orange and yellow which allows marlum to quickly spot one another even in woods and to know then to avoid the area. The marlum is carnivorous, and therefore has sharp, curved teeth for ripping and tearing their meal. Their large paws house a set of heavy sharp claws to hold their prey and otherwise render him helpless. The marlum selects a companion at a young age and are friendly only to them. Anyone else is considered either hostile or prey. In Markat, the practise is to have them bond with alak, resulting in a very lethal fighting combination. Marlum weigh just under a thousand pounds at full growth (four years) and live for twenty.

Gwan 𐌸𐌸𐌺-

Subspecies of this large herbivore include gwan, thikesti. The Gan (or Ran) stand five foot or more at the shoulder, has a short stubby tail and a head slung low o the shoulders. From its jaw protrude a pari of long, curved tusds to harvest grain. The gan is an herbivore that lives on the plains. The gan’s hide is brown grey in color to match its environment. The thick hide protects frommost predators, but if cornered it will face its assailants and swing it head back and forth to mow them down with its blade-like tusks.

Hakete 𐌸𐌸𐌸𐌸𐌸

Subspecies of this large carnivore include hachek, hakete, hathrita. A hakete is w to 2½ feet at the shoulder with large hakete reaching 3 foot. They have a tail at birth, but this is bitten off in the youngs second spring by the pack leader. Hakete have long brsily hair and large heads to make them appear double their eighty pounds. As a result a full grown hakete may appear e to 3½ feet wide and be only 3 ot 4 feet in length. Their fur is brown or reddish brown to blend in with the thirn grass on the plains or with the low bushes and scrub in hyektu. A hakete pack may number from 5 to 12 with about

safety. The termil is built sleek and sturdy, their dusty brown fur adapted for concealment, their glimmering black eyes sensitive to movement. The herds frequently travel with the wind so as to be able to smell encroaching predators from the rear and see them to the front.

Metkernin 𐌛𐌿𐌺𐌹𐌸𐌰-𐌿-
(Swamp Creatures)

Comprised of mud and branches with glowing red eyes and numerous taloned limbs these are evil creatures that Ning shaman are practiced in the summoning and control of. They also occur naturally in swamps, though they are rare.

Testnatwhi 𐌺𐌴𐌺-𐌸𐌹𐌶𐌰𐌿
(creatures from the Sideways World)

Though found mainly in Jamu, clans may be found anywhere on the continent and on some nearby isles. They flick sand or brush at opponents to distract. Adults are typically 25 feet long, though some few reach up to 40 feet. The young range from eight to twelve feet in length, and are only half that at birth. They reach full size and maturity in five years, averaging four feet of growth each year. After seven, they continue growing at about a foot per year. Limbs are approximately a quarter of the length so a 25 foot adult would have approximately six foot limbs.

Kremptani 𐌶𐌸𐌿𐌲𐌴𐌸-𐌿
(Terlamu devils)

These are found only in the Terlamu dustbowl. They are to dust storms as M'thin are to thunderstorms. A kremptani takes the form of a roiling dust cloud. Most span about five feet, but large ones reach fifty feet or more. Small ones stand six to ten feet in height while a fifty foot kremptani would be forty to sixty feet in height. They cannot be killed, but if sufficiently disrupted they disperse and reform some hours later in the vicinity of their disruption.

Myakar 𐌹𐌺𐌰𐌸𐌰
(Sea Devil)

These are fresh water sea monsters found especially near Masha and occasionally upriver in Ning lake, though their home is Kilian methrat. The myakar are the -in of Kilian.

A myakar is quite adept at dealing with galleys and similar ships. It clutches the oars with its many tentacles, then rams its hard beak against the ship's hull, weeking to peenetrate and sink the ship.

When it has accomplished this it stands off and uses its three feeding tubes to suck in the drowning crew. To prevent internal damage it has a bone gridework to filter out larger objects. Asdie from which its innards quite tough.

It propels itself by riggling its tentacles and by also using a form of jet propulsion, sucking water in through the feeding tubes and blowing it out behind (effectively flushing its digestive system). This laso lceans out its insides.

Myakar often float close to the surface, resting in the clear water. The stroke of oars or a patch of darkness overhead (a large ship maybe?) awakens it to feed, attack or flee. It is not malicious by nature and doesn't always feed on sailors. They frequently feed on lichen and moss or, especially, fish. There is even a tale of a sailor captain (Aiman Rig) who gave them fish from the ocean in return for protecting and cleaning barnacles from his ships. The validity of this story is greatly questioned as there is even confusion as to whether Aiman Rig was genin or larin.

Eskat Thuig 𐌺𐌴𐌹𐌸𐌰 𐌲-𐌴-𐌿𐌶
(Forest Spirits) Rech

The eskat thuig live in forest as that is their nature. They are small and clever creatures who are timid and rarely show their faces. Instead, the eskat thuig will track and trap their enemies. They are not serveants or creatures of Heimur, Railog or any other deity. They do venerate, in their own way, a very obscure forest goddess named Thamfir. Their rituals are simple and mindless leaving considerable doubt as to their intelligence, but none concerning their cleverness.

The eskat thuig are of brown, green or red fur. They are short, standing at 2½ feet, but quick. They weigh forty five pounds or so and are bipedal, but much is hidden under their tangled fur.

They are occassionally found with stone knives, but only some appear to have mastered its shaping. They are quite adept with wood though and have cunningly built homes that are so well concealed you can walk next, over or even through them and

-amu ㄌㄨㄟ is a suffix usually meaning “land of” or “world of.”

-at ㄌㄨㄟ is a suffix usually meaning “country of” or “land of.”

-en ㄌㄨㄟ is a suffix usually meaning “island of” or, less commonly, “belonging to.”

-in ㄌㄨㄟ is a suffix usually meaning “son of” or “descendant of.”

-on ㄌㄨㄟ is a suffix usually meaning “city of” or, less commonly, “belonging to.”

-um ㄌㄨㄟ is a suffix usually meaning “follower of” or “creature of.”

Akron ㄌㄨㄟ is the god of death, incarnated as the death of Larerta and Generata.

Akronamu ㄌㄨㄟ is the Land of the Dead, one of the eight worlds. Although there is disagreement as to its details, this is the afterlife for omyr and larin.

Alak ㄌㄨㄟ is the second most common of the four anthyr. They are generally heavier and stronger than the other anthyr. They are subject to uleran which, arguably, makes them good fighters.

Amri ㄌㄨㄟ is the most common of the four anthyr. They are generally leaner and more agile than the other anthyr with superior night vision.

Anthyr ㄌㄨㄟ refers to the four variations of omyr, amri, alak, arl and arlas. Anthyr is much like gender: the anthyr of offspring cannot be predicted and there are physical differences between the anthyr. An omyr’s “look” is dictated by race and anthyr.

Aras ㄌㄨㄟ is one of the eight elements. Its nature is fire, its form is a ring, its material is ruby.

Arl ㄌㄨㄟ has several meanings which, to an omyr, are related. It is a general term for avians, leaders and refers to the third most common anthyr which is most notable for its ability to control and emit certain scents having effect on alak.

Arlas ㄌㄨㄟ is the least common of the four anthyr. They are generally smaller than other omyr, but are capable of manipulating the basic elements of reality—in other words they can do magic.

Arlin ㄌㄨㄟ is an omyr land north of Getha that is populated by sitar riding nomads who worship Arlios as Wind and Leader of the Migrations.

Arlios ㄌㄨㄟ is the god of Wind and Sky, incarnated as a bird or an omyr with wings. His primary enemy is Umath.

Ashir ㄌㄨㄟ is the town just off of Ymlren famous for its cut-throat population as well as its singular construction, being built as a pole town on top of pilings and connected to Ymlren by an ice bridge.

Chikan ㄌㄨㄟ is the contemporary word for thyka.

Chingofa ㄌㄨㄟ is an omyr land in Partonen founded by the abandoned remnants of Yllin’s army from the Second Invasion who lead a guerrilla existence. Chingofa happens to be the only source of iron in the region.

Deiskatun ㄌㄨㄟ are priests, usually dedicated to a particular deity.

Eblar ㄌㄨㄟ are the holy creature of Eblos, somewhat bull-like animals capable of walking on their hind legs.

Eblos ㄌㄨㄟ is the god of Animals, incarnated as a eblar.

Entelen ㄌㄨㄟ is a trade island near the mouth of the Misty Sea and lying just outside those mists that is a jumping off point for trade to Partonen.

Entell ㄌㄨㄟ is the larin name for Entelen.

Eskwis ㄌㄨㄟ is the goddess of plants.

Genat ㄌㄨㄟ is the omyr homeland and has their oldest cities.

Gener ㄌㄨㄟ is the preferred war riding beast of omyr. It bears a resemblance to a tiger with a bad attitude.

Generta ㄌㄨㄟ is the gen principle, equivalent to yang.

Genin ㄌㄨㄟ is the Paryst word for omyr.

Genolar ㄌㄨㄟ refers to the collective omyr and larin civilization.

Getha ㄌㄨㄟ is an inland sea to the east of Romari and origin of omyr civilization.

Great Lar ㄌㄨㄟ see /Lar.

Great Nahrang ㄌㄨㄟ see /Nahrang.

Heimin ㄌㄨㄟ is an omyr country bordering Yllin and Mythin loosely governed by a theocracy which has Heimur at its head. It is known for its agriculture, peaceful ways and lack of cities.

Heimur 𐌹𐌺𐌰𐌿𐌸 is the goddess of agriculture, incarnated as an omyr. She often travels from her home in Ki-Tol to Railog.

High Walls 𐌹𐌿-𐌺𐌸𐌹 is the literally translated name of Ki-Trak.

Hysten 𐌹𐌺𐌰𐌿𐌸- is the omyr word for ysten.

Hystos 𐌹𐌺𐌰𐌿𐌸 is the omyr name for Ystos.

Hystosiosen 𐌹𐌺𐌰𐌿𐌸𐌰𐌿𐌸𐌰- are a set of islands in the middle of Romari forming three interlocking rings.

Jai 𐌹𐌺𐌰 is the demigod father of Jamu, third son of Arlios by a mortal omyr. He killed his brother Terlta in jealousy of Terlta's domain.

Jamu 𐌹𐌺𐌰 is an omyr land far removed from the others, separated by Terlamu.

Katin 𐌹𐌺𐌰- is an omyr land on the eastern shore of Romari. It is separated from Yllin to the north by the Ylgar river. Translated, its name roughly means "Kingdoms of Color" and its tribal regions are indeed named for colors.

Ketin 𐌹𐌺𐌰- is the Paryst name for Katin.

Ki-Tol 𐌹𐌿-𐌺𐌸 is one of the eight worlds, home of the gods.

Ki-Trak 𐌹𐌿-𐌺𐌸 is the most famous of the cities of the Hystosiosen, named for its high walls.

Kosy 𐌹𐌺𐌰 is a legendary arlas usually referred to as Arlas Kosy. Many arlas are named for him.

Krener 𐌹𐌺𐌰-𐌹𐌺 are pack hunters that run their prey into the ground.

Kron 𐌹𐌺𐌰- is the god of destruction, chief opponent of Thrim.

Kronin 𐌹𐌺𐌰-𐌹𐌺 are monsters, creatures made by Kron, with the distinction that no two are quite the same.

Kronisi 𐌹𐌺𐌰-𐌹𐌺𐌰 is raw, formless elemental matter which arlas use to create thenadi.

Krynn 𐌹𐌺𐌰- is one of the eight worlds, the Railog equivalent of hell.

Krynyr 𐌹𐌺𐌰-𐌹𐌺 is the omyr word for krener.

/Lar 𐌹𐌺𐌰 are large sentients of strange appearance and culture much feared by omyr and rarely encountered outside of their homeland, Larat.

\Lar 𐌹𐌺𐌰 are intelligent semi-aquatic bipeds usually encountered as servants of /Lar.

Larat 𐌹𐌺𐌰 is the homeland of the /Lar lying to the west of Romari and Markat.

Larath 𐌹𐌺𐌰 is the goddess of darkness, incarnated as night. She is primarily worshipped by larin.

Larerta 𐌹𐌺𐌰 is the lar principle, equivalent to yin.

Latoni 𐌹𐌺𐌰- is a merchant city-state in Partonen in which omyr and larin live in harmony, even practicing interracial marriage.

Lesser Markat 𐌹𐌺𐌰 see \Markat.

Low Lar 𐌹𐌺𐌰 see \Lar.

Luer 𐌹𐌺𐌰 is the god of chaos and creator of Time.

Lyys 𐌹𐌺𐌰 is one of the eight elements. Its color is black, its nature is harm, its material is obsidian.

M'thin 𐌹𐌺𐌰 is a holy bird created by Meth and Thrim whose breath is lightning and wing beat is thunder.

Markat 𐌹𐌺𐌰 is an omyr land on the northwestern shore of Romari known for its pure silver ore.

\Markat 𐌹𐌺𐌰 is a region south of Markat and north of Terlamu along the coast of Romari.

Markta 𐌹𐌺𐌰 is the demigod father of Markat, second son of Arlios by a mortal omyr. Also refers to his lands, particularly Lesser Markat.

Marl 𐌹𐌺𐌰 is an animal roughly analogous to a panther.

\Marl 𐌹𐌺𐌰 is an animal roughly analogous to a semi-domesticated cat.

Marlum 𐌹𐌺𐌰 is a riding beast similar to the gener, but with a much better disposition. Marlum form a special bond with their rider that is a partnership.

Marthin 𐌹𐌺𐌰 is an old omyr region lying to the south of Getha.

Marthon 𐌹𐌺𐌰 is an omyr land to the south of Marthin that is ruled by arlas as an exception to the norm of rulers being arl.

Medra 𐌹𐌺𐌰 is a hafted weapon whose metal head has three curved tines resembling a claw. It is the traditional weapon of alak and is reserved for their exclusive use.

Mentos 𐌹𐌺𐌰 is the god of knowledge. He is peaceful and wise. His primary enemy is Nyktar.

Meth 𐌹𐌺𐌰 is the god of open water who sailors try to appease.

Metharark ዙደሲቆሊቆየ is an omyr land along the southern shores of the Misty Sea peopled by pirates who prey on the commerce and shipping of the Misty Sea, particularly on the Rblusiosen.

Methin ዙደጎ- is the Paryst name for Mythin.

Miye ዙጎጠዙ resemble a staff sling used to throw darts. It is primarily used by the Yllin military.

Mostin ዙጋጅጎ- is the contemporary word for osim.

Mynnin Myst ዙጠ--ጎ- ዙጠጋጃ is the omyr hero who sailed from the west to Markat and led the omyr resistance against the /Lar in the Markta-o-Larat war of 512. Many omyr are named for him, especially in Markat.

Myth ዙጠፊ is a regional omyr name for Meth.

Mythin ዙጠፊጎ- is an omyr land east of Heimin populated by fishermen.

/Nahrang ዙ-ሲጠቆሊቆ is a spear.

Nahrang -ሲጠቆሊቆ is a javelin.

Nahrek -ሲጠቆዩየ is a long-bladed javelin suitable for use in melee as a ra.

Nylamu -ጠሃሲጠ- is a mythical land. The name translates roughly as “the Land of Plenty.”

Nyktar -ጠየጅሊቆ is an evil god of power. His primary enemy is Mentos.

Osim ዙጋጎጎ is one of the eight elements. Its color is white, its meaning is space, its material is silver.

Omyr ዙጠቆ are the most populous sentient species in Railog. Roughly, they resemble a cross between a possum and a bipedal cat. They are differentiated by race, gender and anthyr.

Par-Hyst ጎሊቆ-ጠጠጋጃ omyr form of Paryst.

Par-Yst ጎሊቆ-ጠጋጃ alternate spelling of Paryst.

Parton ጎሊቆጅጎ- is the god and protector of sailors. The rainbow is his dome of protection.

Partonat ጎሊቆጅጎ-ሊጅ is a country in Partonen run by a theocracy headed by Parton. The theocracy has two high priests, one larin and one omyr. Its capital is Partonon.

Partonen ጎሊቆጅጎ-ዙ- is the isle of Parton, a large island to the north of Romari. It is the homeland for most larin, but has numerous countries, the chief of which is Partonat.

Partonon ጎሊቆጅጎ-ጎ- is the capital city of Partonat.

Paryst ጎሊቆጠጋጃ is the common genolar language which developed from trader’s pidgen. Its name is contraction of Parton (for the sailors who enable trade) and Ystos (for the god of merchants).

Ra ቆሊ is the most common melee weapon in Railog, it has a two and a half foot haft mounted with a six to twelve inch curved bronze blade. It is also the Paryst word for weapon.

Railog ቆሊጎሃጎፊ is the Mother Earth goddess who is incarnated as the world, the first of the eight worlds.

Raimon ቆሊጎጎ- is sister to Railog, she turns between Railog and Ylansi and is the second of the eight worlds.

Rblus ቆሊሃ-ጋጋ is the god of fire. He is more respected out of fear than love. The word also means “fire” and “ring” as well as being the contemporary word for aras.

Rblusiosen ቆሊሃ-ጋጋጎጎጋጎ- is another name for the Hystosiosen; translated literally it means “the ring islands.”

Rech ቆዙ- is the contemporary word for ryys.

Rek ቆዩየ refers to plants that are generally tall and woody. Although normally translated as “tree” the distinction is more customary than rigorous.

Romari ቆጎሊቆጎጎ means “the Sea of Mist” (sometimes translated as “the Misty Sea”) and is the sea central to omyr civilization.

Rosyr ቆጎጋጠቆ is the omyr word for rosir, a lithe animal about eighteen inches in length that feeds on nuts, berries, and animals much smaller than it.

Ryys ቆጠጠጋጋ is one of the eight elements. Its color is green, its meaning is life, its material is emerald.

Sitar ጋጎጅሊቆ is the preferred omyr riding animal. It resembles an over-sized rabbit which can move at great speed by long bounds.

Styj ጋጅጠፊ is the god of cold, incarnated as the Dark Sun. His primary enemy is Yll. This is also the contemporary word for lyys.

Styjun ጋጅጠፊ-ጋ- are creatures of mist and darkness that roam the night devouring sentient life.

Terlamu ጅዙሲጠ-ጋ- is a terrible land of desolation and monsters.

Terlta 𐌹𐌺𐌳𐌹𐌸 is the demigod father of Terlamu, first son of Arlios by a mortal omyr. He was slain by his youngest brother, Jai, in the Time Before Time but refused to die. Now he, his omyr and all of his land are undead.

Termil 𐌹𐌺𐌸𐌹𐌳 are woodland herd animals somewhat resembling deer.

Thean 𐌹𐌺𐌹 is a common utensil carried by most omyr and larin. It is a heavy bladed knife with a saw edge on the back and an awl point.

Thenadi 𐌹𐌺𐌹𐌸𐌹𐌳 means pattern and usually refers to a pattern woven by an arlas from the elements of reality. In other words, a spell.

Thera 𐌹𐌺𐌸 is a broad-bladed ra.

Therak 𐌹𐌺𐌸𐌹 is the contemporary word for thyra.

Thoing 𐌹𐌺𐌹𐌳 is one of the eight elements. Its color is gray, its nature spirit, its material iron.

Tholrang 𐌹𐌺𐌹𐌸𐌹𐌳 is a kind of spirit able to travel from Thuigamu to Railog and unique in its ability to project a physical presence which can interact with other physical entities in Railog.

Thoromyr 𐌹𐌺𐌸𐌹𐌳 is the name of the legendary first omyr. His name means “First Omyr.”

Thrim 𐌹𐌺𐌹 is the son of Arlios, god of Storm and War. His primary enemy is Kron.

Thrung 𐌹𐌺𐌹𐌳 is a legendary omyr whose most famous exploit was saving Nylamu. Many omyr are named for him.

Thuig 𐌹𐌺𐌹 is the generic term for spirit. It is also the contemporary word for thoing.

Thuigamu 𐌹𐌺𐌹 is one of the eight worlds, the land of spirits.

Thyka 𐌹𐌺𐌹 is one of the eight elements. Its color is yellow, its nature perception, its material gold.

Thyra 𐌹𐌺𐌹 is one of the eight elements. Its color is brown, its nature substance, its material bronze.

Thynadi 𐌹𐌺𐌹 is the omyr word for thenadi.

Uleran 𐌹𐌺𐌹 is a battle-rage into which alak descend when threatened or injured. While in uleran they are largely immune to injuries, but after the battle has ended they become maudlin and depressed, regretful of their violent acts.

Umath 𐌹𐌺𐌹 is the god of closed places, incarnated as the World Below—one of the eight worlds. His primary enemy is Arlios.

Werer 𐌹𐌺𐌹 are large, solitary carnivores with correspondingly large territories. They go into a blood lust in which they feel no injury. Werer kill for sport.

Ylansi 𐌹𐌺𐌹 is the Sideways World (one of the eight worlds), the place visible out of the corner of your eye.

Yll 𐌹𐌺𐌹 is the god of light, incarnated as the Sun. His primary enemy is Styj.

Yllin 𐌹𐌺𐌹 is an omyr land at the mouth of Romari known for its aggressive military, jungles and gold mines. It is separated from Heimín to the east by the Thríman mountain range and from Katin to the south by the river Ylgar.

Ymlr 𐌹𐌺𐌹 is an ice serpent, perhaps the most powerful of the monsters remaining from the age of heroes, who lies in perpetual sleep curled around the site of the last great battle of the age.

Ymlren 𐌹𐌺𐌹 is the ice-covered island around which Ymlr is curled. It is mined for god’s blood and artifacts.

Ysten 𐌹𐌺𐌹 is the basic unit of money in the same way that US currency is valued in dollars. Most ysten are minted in silver, but low value coins are copper and the highest value coins are gold.

Ystos 𐌹𐌺𐌹 is the god of wealth, worshipped by merchants and thieves alike.

Ytheria 𐌹𐌺𐌹 are song healers. That is, they heal by putting the patient into a trance with their singing. They also ease child birth in the same manner.