

The World of Aebrynis

Geography

The world of Aebrynis has at least four known continents, the frozen continent of Thaele, the continent of Djapar to the southeast, the great southern continent of Aduria, and Cerilia, the location of the actual campaign. Cerilia itself is divided into five regions: Anuire, Rjurik, Brechtür, Khinasi, and Vosgaard, each named after the primary human group that first settled there.

Anuire is in the southwest portion of Cerilia. To its south are the Straits of Aerele, which separate Cerilia from Aduria. To the west lies the Sea of Storms (Miere Rhuann) and to the east the Gulf of Coerany. The river Maesil forms a great highway through the heartlands of Anuire. Generally a temperate climate similar to Western Europe. Conceptually similar to Britain.

Rjurik is in the northwest of Cerilia. Large expanses of sparsely settled pine forests dominate this region. The climate and culture are modeled on Scandinavia, with the north much colder.

Brechtür is in the central north of Cerilia. The Great Bay almost separates Cerilia in half. The nations of Brechtür lie on the shores of the Great Bay. These realms are very mountainous and travel by ship is almost always preferred to overland routes. Conceptually similar to the Hanseatic League.

Khinasi is in the southeast of Cerilia, has arid plains, rugged mountains, many islands, and desert. Conceptually similar to Arabia and Persia.

Vosgaard is located in the northeast of Cerilia and is also known as the Heartless Wastes. The land is frigid and unforgiving. Conceptually similar to medieval Russia.

History

Cerilia was originally inhabited by the elves, dwarves, and goblins. Fleeing the corruption of Aduria by the dark god Azrai, human tribes settled Cerilia. At first contact between the elves and humans was peaceful, but conflict soon arose as the human population expanded into elven lands.

After years of manipulation and machination Azrai's armies marched on Cerilia. Accompanying Azrai was his Adurian minions, the Vos (a human tribe he had corrupted), and the elves, bitter from their wars with humanity. The human tribes and their patron gods met him in battle at Mount Deismaar, located on the landbridge between Aduria and Cerilia. The elves realized they had been tricked by Azrai and most switched sides. As their armies fought on the slopes of the mountain, the gods themselves met in battle. The gods were only able to defeat Azrai by sacrificing themselves. In a colossal explosion, they destroyed themselves and the dark god. Mount Deismaar and the land bridge were destroyed.

The power of the gods was not wasted, however. It shot out and entered those present at the battle. The champions of the gods, those closest in ideal and virtue to their patron as well as physical proximity at the time of the cataclysm, received the most power. They became gods themselves that would replace the old pantheon.

Other combatants also received some of the divine power of the gods. On the battlefield it did not take them long to realize that this power was in their blood, and could be stolen. A scion, as one of the divine blood is called, could have his blood strength stolen if killed by a blow piercing his heart.

The divine gifts of the scions make them able leaders. They form a connection to their people and land, drawing strength from them. And in times of need returning that strength and perform great deeds. They are also blessed with long lifespans.

Those who find themselves with the blood of Azrai often become powerful abominations, or awnsheghlien. Corrupted by their dark blood, their bodies twist to reflect their inner corruption. Many of the major villains and monsters are awnsheghlien. Examples include the Gorgon (stone-skinned with a petrifying gaze, perhaps the strongest creature in Cerilia), the Sphinx (an insane half-cat lover of riddles), the Spider (once a goblin-king who fought at Deismaar), and the Vampire (once a young hero who killed a blood abomination named the Sinister and thus became corrupted himself).

Races

Humans

Humans are split into five distinct subraces, each representing a different culture:

Anuirean

The human descendants of the Andu tribe. After fleeing the corruption of ancient Adurian civilization by the god Azrai, the Andu were brought to Cerilia by their patron god Anduiras. When the old gods died at the battle of Mount Deismaar, the newly risen god Haelyn became their patron god. Haelyn's brother Roele founded the Aniurean Empire, which at one time encompassed major portions of Rjurik, Brechtür, Khinasi, and all of Anuire. That empire lasted some thousand years until Michael Roele, the last Emperor of Anuire, died at the hands of the Gorgon, heralding its decline. The subject realms subsequently won their independence and the twelve Duchies of Anuire fractured politically. Currently some thirty separate realms exist in Anuire. Most are human dominated, but a few goblin, elven, and dwarven realms exist as well. Anuireans are culturally similar to medieval western Europe. Feudal lords hold dominion, armored knights fill the military, and a small middle class of merchants chafes under the rigid social structure.

Brecht

The Brecht humans tend to be individualistic and enterprising. They have a large middle class and merchant-princes hold much power. The Brecht are superb sailors, voyaging far and wide to trade. They depend upon their fleets and rugged mountains to defend their coastal realms. Their patron deity is Sera, goddess of trade and luck. The Brecht draw elements from Renaissance Spain, Italy, the Netherlands and Germany, as well as the Hanseatic League.

Khinasi

Khinasi lands are sometimes called "The Cities of the Sun." The cultured and civilized Khinasi have a distinctly Middle Eastern flavor. They hold wizards in high regard and mages rule several city-states. Magic is much more common and accepted among the Khinasi than elsewhere in Cerilia. Their patron deity is the sun god Avani.

Rjurik

The Rjurik humans live in the harsh climate of the Rjurik Highlands. They have cultural traits taken from the Celts and Scandinavians. Druids watch over the people and forests, jarls build and trek in longships, and semi-nomadic tribes debate whether to join their “civilized” settled brethren. Much of Rjurik life is based on survival in their relatively harsh terrain. Their patron “god” is Altaruhn, god of nature and the druids.

Vos

The Vos were once dedicated to the god Vorynn, the old god of magic, but they were lured by the evil god Azrai and fought at his side in the battle of Mount Deismaar. Their patron gods are now Khorne, lord of strife, and Kriesha, goddess of winter. They have a warrior society based loosely on Slavic culture.

Non-Human Races

Elves

Elves of Cerilia call themselves the Sidhelien and live in the ancient forests. They are generally antagonistic to humans – and most other Cerilian races. Elves are immortal.

Half-Elves

Half-Elves bridge the gap between elves and humans. They are not immortal but are longer-lived than humans. Though elves are generally suspicious of humans they accept their rare offspring with mortals completely into their society, despite their mortality. Among humans, however, half-elves are treated with superstition and suspicion.

Dwarves

Dwarves are a gruff mountain folk, whose bodies are twice as dense as other creatures. They weigh 125-150 kg despite averaging only 120-140 cm tall. Dwarves are often isolationist and reserved.

Goblins

Goblins are less hated and feared than in other fantasy settings. Although seen as crude and barbaric, they have several large realms that trade with human realms.

Orogs

Orogs are fierce, militaristic creatures that live primarily underground. They are in endless war with the dwarves and just about every other race of Cerilia.

Religion

Altaruhn

Force of Nature; Source of Life; Focus of the Old Faith (druids).

Avani

Goddess of the Sun; Lady of Reason.

Cuiráécen

Stormlord; God of Battle; Haelyn's Champion.

Eloéle

Goddess of Night; Sister of Thieves.

Haelyn

Lord of Noble War; Lawmaker; Patron of Anuire.

Khorne

Prince of Terror; Lord of Strife.

Kriesha

The Ice Lady; The Winter Witch.

Laerme

Goddess of Fire, Beauty, and Art.

Moradin

God of the Mountains; Patron of Dwarves.

Nesirie

Goddess of the Sea; Lady of Mourning.

Ruornil

The Moon God; The Silver Prince.

Sera

Lady of Fortune; Goddess of Wealth.

weapons and armor of the cerilian races

Avanian Elite Foot Guard
(Anuire)



This guard is from a lesser Avanian House. He wears *field plate armor (a)*, which allows better agility than full plate for fighting on foot. His sworn lord is identified by his *tabard (b)*; in this case, one of Prince Avan's vassals. He wears no helm, but his *chain coif (c)*

protects his head until he dons his helmet. Once the helmet is added, the coif not only provides extra protection, but also ensures that the helmet fits snugly on his head.

The guard's *partisan (d)* allows him to unseat mounted opponents as well as inflict grievous damage to enemies on foot while keeping them at a safe distance. He also carries a heavy *long sword (e)* for hand-to-hand combat. Note that this guard is left-handed, as his sword is worn on his right side.

Guards of this sort are favored by Anuirean regents. They are excellent foot infantry, and the mere sight of them sometimes intimidates enemies from taking the field.



Berhagen Merchant
(Brecht)



The Brecht are skilled seafarers, and have refined their arms and armor to serve them well while away from land.

The *rapier (a)* and *dagger (b)* are light weapons preferred for their ability to keep enemies at bay, trap the enemy's weapons, and pierce the leather armor

preferred by ocean travelers.

His *leather armor (c)* is creased and jointed to allow maximum movement. It is relatively easy to remove should the warrior find himself unexpectedly in the water. It is worn over a *doublet and tunic (d)* in the latest Brecht fashion. His *oiled sealskin cloak (e)* protects him from the biting Krakenauricht winds and winters.

The *belt (f)* slung over his left shoulder hides the scabbard for his rapier. Both of his weapons are slung on the same side of his body for a rapid draw; since he is left handed, the weapons are worn on his right side.

Mesiran Cavalry Officer
(Khinasi)

This cavalry officer wears a *cotton cloak (a)* to keep the dust and sun off his armor and to conserve his body heat on cold Khinasi nights. His *scimitar (b)* is an example of Mesiran steel; the decorations on the blade mark his station in the cavalry (captain). He wears *improved mail (c)* specially fitted for horseback riding. It combines the best features of chain and banded mail without the drawbacks of either. The *nasaled helm (d)* and *chain coif (e)* protect his head from the blows of enemies, as well as the weather. The helm is out of style in Anuire, but is still popular in Khinasi.

The *ritual scarring (f)* on this man's cheeks identifies him as a retainer of the family of el-Mesire, although he is not an actual member of the family.

weapons and armor of the cerilian races

Halskapan Housecarl (Rjurik)



This Rjurik raider is clearly a man of importance, as indicated by his *chain shirt (a)*. Chain is generally reserved for warriors of the rank of Housecarl and up (a rank generally equivalent to the Anuirean knight). Although the Rjurik do not

bestow honors akin to knighthood, Housecarls are trained warriors in the service of a lord, and serve virtually the same purpose.

The *nasaled helm (b)* is out of fashion in Anuire, but it allows good peripheral vision and provides adequate protection. The *heavy wool cloak (c)* keeps Rjurik's chill off the chain mail, and the *padded leather shirt (d)* insulates the wearer from any weather that penetrates the cloak.

The housecarl is armed for battle with another Rjurik clan, as indicated by his *long sword (e)*. It is a fine example of Rjurik steelwork designed to pierce chain mail. If the raider were preparing for battle against an Anuirean knight, he would bear a claymore (a weapon more effective against plate mail). The *seax (f)*, the Rjurik version of the short sword, is designed for close combat, while the *Halskapan long bow (g)* attacks enemies at a distance.

Rovninodensk Boyar (Robber Baron) Vosgaard

The boyar is a man of serious importance in his home province. His *war spear (a)* is made of fine steel, as compared to the iron weapons of Vos commoners. Its barbs are specially hooked to tear an enemy's flesh, causing pain all the while.

The *spikes*

(b) serve two purposes: piercing the enemy and creating a fearsome image. The *chain (c)* at the boyar's waist supports his backup weapon: a shining, spiked flail. He wears *vambraces (d)* on his forearms to deflect blows and, in the case of his left arm, to deliver another brutal attack to an enemy.

The *fur cloak (e)* provides warmth in chilly Vosgaard winters and doubles as a bedroll. The *helmet (f)* is spiked, furred, and semi-nasaled, lending the appearance of glowering hatred. The *leather scarf (g)* protects against the Vosgaard wind and offers some protection against glancing blows. His *armor (h)* is made of chain and overlapping plates, providing excellent protection and mobility. Soft leather sleeves allow his arms a full range of motion.



cerilian languages



The diverse cultures of Cerilia speak dozens of different languages. The oldest languages on the continent are elvish, dwarvish, giant, goblin, and halfling—the languages of the cultures that lived in Cerilia before human settlement. Of these, elvish was particularly influential in the evolution of the human tongues; in fact, the Andu borrowed freely from the elvish alphabet when devising their writing system.

anuirean

Modern Anuirean is descended from Andu, the language spoken by the Andu people—the first of the human tribes to settle in Cerilia. Andu had no writing system prior to the migration to Cerilia. A short time thereafter, Andu came to be written in a variation of elven script, which the Andus learned from their first peaceful contacts with the elves. Modern Anuirean still uses many of the same letters.

English Letter	Pronunciation	Anuirean Letter
a	short a, as in <i>ant</i>	α
e	eh, as in <i>bed</i>	ω
i	ih, as in <i>rill</i>	ι
o	short o, as in <i>top</i>	ο
y	short i, as in <i>pin</i>	ν
ae	ay, as in <i>bay</i>	ω
ie	ee, as in <i>peel</i>	ς
oe	oh, as in <i>ogre</i>	ϔ
ui	oo-ih, as in <i>ruin</i>	ο
uo	oo-oh, as in <i>coordinate</i>	ο
b	b, as in <i>ball</i>	β
c	k, as in <i>cow</i>	κ
d	d, as in <i>dog</i>	δ
dh	soft th, as in <i>thistle</i>	θ
f	f, as in <i>fat</i>	φ
g (gh)	g, as in <i>goat</i>	γ
h	h, as in <i>hat</i>	η
j	j, as in <i>jar</i>	ι
l	l, as in <i>lap</i>	λ
m	m, as in <i>mat</i>	μ
n	n, as in <i>nap</i>	ν
p	p, as in <i>pat</i>	π
r	r, as in <i>rat</i>	ρ
s	s, as in <i>sat</i>	σ
sh	sh, as in <i>ship</i>	σ
t	t, as in <i>tip</i>	τ
th	TH, as in <i>that</i>	θ
v	v, as in <i>vat</i>	φ
w	w, as in <i>work</i>	ς

The Anuirean alphabet thus has 10 vowels and 19 consonants, for a total of 29 letters. A few other vowel sounds exist that aren't true letters, but are noted with symbols to reflect their own unique sounds.

Silent Letters: In a word ending with an *e* after a single consonant, the *e* is not pronounced as a separate syllable, and the previous vowels are treated as a diphthong.

However, a cluster of two or more consonants forces the *e* to be pronounced as a separate syllable. For example:

Silent e

Ghoere is pronounced GOR. *γορε*

Boeruine is pronounced bob-ROOIN. *βοερυν*

Syllabic e

Osoerde is pronounced oh-SORE-day. *οσοερδ*

An *ie* at the end of a word is always pronounced as two vowels, producing an ee-ay ending, as demonstrated below:

Alamie is pronounced ah-LAH-mee-ay. *αλαμει*

Elinie is pronounced eh-LIH-nee-ay. *ελινει*

Accent Marks: In some cases, an accent mark is used to indicate compound vowels that are pronounced separately.

Eloéle is pronounced eh-LOH-eh-lay.

Cuiracén is pronounced koo-ih-RAY-eh-ken.

rjuven

The Rjurik peoples adopted the Anuirean alphabet, although they modified it for their own use. A person literate in Anuirean can pronounce Rjuven written words, although he cannot understand their meaning or syntax.

brecht

The language of the Brechts has a heavy, Germanic ring and follows many typically Germanic rules. The Brechts borrowed dwarven runes as the model for their written language, but Brecht has evolved to the point that a reader of Brecht can no longer read dwarven rune-letters.

basarji

The Basarji brought their own language to Cerilia and developed their alphabet independent of outside influence. The language is Arabic in appearance and sound, with a strong Mediterranean flavor. Little difference exists between the language spoken by the Khinasi today and that spoken by their ancestors.

VOS

The folk of Vosgaard do not have a written language. However, a set of runic symbols is widely used for marking possessions and for counting.

cerilian names



Following are lists of given names typical of the major languages of Cerilia. Every character name need not be chosen from these lists; they are provided merely as examples of names typical to each region.

anuirean

Male: Adaere, Ansen, Aeric, Agelmore, Anuvier, Arlen, Bannier, Blaede, Boeric, Brosen, Caelan, Caern, Colier, Carel, Daene, Dietric, Droene, Duraend, Elamien, Eldried, Foerde, Friemen, Gaelin, Gavin, Hadrien, Halmied, Landen, Liémen, Moerel, Moergan, Mourde, Noelon, Norvien, Oeren, Oervel, Onwen, Parniel, Piérend, Raesene, Raenwe, Riegon, Ruinil, Ruormad, Shaemes, Shaene, Stiele, Tannen, Torele, Trevan, Vaesil, Vordhuine.

Female: Adrien, Arwen, Aubrae, Baelé, Blaese, Briénde, Calindre, Cariene, Cristier, Darnae, Dierdren, Donele, Erin, Etiene, Faelan, Fhiele, Friéde, Gael, Ghesele, Gwenevier, Halie, Idele, Ivinie, Jadrien, Laera, Laile, Lauriel, Loeren, Maesene, Marlae, Mieve, Morwe, Niela, Noeva, Oerwinde, Paeghen, Ranele, Raesa, Renae, Rieva, Ruimiele, Saebra, Savane, Seriena, Shannen, Tieghan.

basarji (khinasi)

Male: Adan, Ahmed, Albin, Alejan, Alvaro, Aram, Arlando, Arturo, Boran, Cidro, Donato, Duarte, Farid, Faran, Gerad, Hakim, Hari, Hassan, Hussein, Ibrahim, Jahan, Jairo, Jakim, Jamal, Khalil, Karim, Kassim, Malik, Namir, Nuri, Omar, Rami, Rashad, Rigel, Salim, Tuarim.

Female: Abriana, Adara, Adaliz, Adira, Aisha, Akilah, Alima, Almira, Amara, Azusena, Bahira, Briseida, Carina, Chalina, Corazon, Corina, Drina, Fatima, Jamilah, Jasmina, Kalilah, Kamilah, Karida, Karima, Ketifa, Laila, Medina, Rashida, Sadira, Sami.

brecht

Male: Adler, Alaric, Albrecht, Alden, Alford, Ansell, Bertram, Bram, Brand, Britter, Calder, Darold, Dekker, Dirk, Edsel, Eldred, Everard, Frederick, Garth, Gunther, Harold, Helmut, Hugo, Hubert, Karl, Kiel, Konrad, Kort, Kurt, Luther, Martel, Otto, Pieter, Richard, Siegfried, Tanbert, Victor, Wilhem.

Female: Adele, Alberta, Alfreda, Alisse, Aloise, Averil, Arden, Arlinda, Belinda, Brenda, Delma, Edlin, Elma, Elsa, Emma, Frederica, Gretchen, Griselda, Heidi, Helga, Hilda, Ilse, Irma, Katherine, Matilda, Melisande, Selma, Sirena, Thelma, Wilma.

rjuven

Male: Alvin, Anders, Aric, Audric, Axel, Bard, Bern, Bjorn, Boden, Borg, Brodrick, Dane, Edric, Einar, Eric, Geomar, Gunnar, Holt, Ingram, Jan, Lars, Leif, Olaf, Osmund, Poul, Rainer, Sigmund, Storm, Sven, Thor.

Female: Anneke, Astrid, Birgitta, Brandi, Dagmar, Dana, Edda, Elke, Etta, Freya, Greta, Hedda, Helga, Inga, Ingrid, Jannika, Kallan, Kara, Karena, Kay, Kolina, Linna, Malena, Olga, Rana, Rowena, Sigrid.



VOS

Male: Anatoli, Barak, Baran, Basil, Boris, Dimas, Dmitri, Drago, Fyodr, Garan, Gregor, Karel, Kasimir, Igor, Ilya, Ivan, Josef, Leonid, Markov, Mikhail, Mischa, Nikoli, Orel, Pavel, Pavlov, Pyotr, Rodel, Sergei, Stefan, Victor, Vladimir, Yuri.

Female: Chessa, Danica, Fiala, Galina, Jana, Kalina, Kara, Kira, Krista, Lena, Lenora, Lida, Mara, Marya, Marisha, Nadia, Natasha, Neva, Olga, Pavla, Petra, Pola, Raisa, Sonya, Tamara, Tanya.

elvish

Male: Allanlaigh (al-LAN-lay), Barreight, Bruibevann, Braedonnal, Byrnwbhie (BUR-noo-vee), Connal, Conannelaigh (koh-NAN-ne-lach), Caelcormac, Ceincorinn, Corwyn, Daegandal, Darochinn, Delwynndwn (del-WIN-doon), Derwyndal, Devlyn, Eagandigh, Eamonnal, Finn, Gannelganwn (gan-nel-gah-NOON), Garradh, Glyngrean, Lachlan, Lynn, Merwyndin, Niall, Rhannoch, Rhys, Riordan, Seabharinn (she-VAR-in), Siele, Sliebheinn (slay-VEEN), Talerdigh, Tuall.

Female: Ailein, Alleina, Ardenna, Ashleight, Audreeana, Breeana, Brigyte, Briona, Bronwyn, Caitlannagh (kate-LAN-nay), Camrynnyd, Caileight, Dannagh, Deirdre, Duana, Erinn, Fiona, Finnegwyn, Glynn, Gwentyth, Gwenneigr (gwen-NEER), Leeana, Llewellyn, Mawrmaval (MOOR-maval), Meaghan, Meabhe, Niobhe, Nysneirdre (nis-NEER-drey), Rhannon, Rhondal, Sinead (she-NAYD), Siobhan (sheh-VAWN), Tuanala.