

## Writing Guideline For The Zierath Alliance:

### The Castle Zierath World

The Castle Zierath world is a rich fantasy world with immense amounts of time and space for things to happen.

Table of contents:

1. The World
2. Rules and Limitations
3. Races of the Achar
4. The Gnarrhys
5. Animals and Creatures of the Achar
6. The History of the Achar
7. The Countries of the Achar
8. Pitching Creative Projects

1. The world itself is called the Achar. It is a huge rotating mobious strip.
  - a. The Achar has four moons
    - i. Wotan: the winter moon. Very white - possibly ice covered.
    - ii. Ceres: the spring moon: yellowish.
    - iii. Tudora, the summer moon. Has blue tints.
    - iv. Ferinus: the autumn moon. Has reddish tints. The Harvest Moon.
  - b. Each day is twenty-five hours long, each year is 55 weeks long (385 day).
  - c. There are sixteen months
    - i. A Day Between Years: 3 days (-1,0,1. The day -1 is a day to wrap up the previous year, day 0 is a day of celebration, and Day 1 is a day of celebration. It starts when the winter moon Wotan is directly overhead)
    - ii. Bruil (33 Days)
    - iii. Gothober (30 Days)
    - iv. Holidayze (7 days. It is a week-long celebration of life. Spring break, sort of) It starts when Cesara is overhead.
    - v. Ipsenne (33 Days)
    - vi. Jazzuary (31 Days)
    - vii. Juni (29 days)
    - viii. Noon Year (3 Days. Days of summer. It starts when the summer moon Tudora is directly overhead.)
    - ix. Quetz (31 days)

- x. Ronolom (30 days)
  - xi. Santil (29 Days)
  - xii. Scotbode (7 days. Week-long celebration of harvest. Fall Break) Starts when Ferinus is overhead.
  - xiii. Toberary (33 days)
  - xiv. Wontober (31 Days)
  - xv. Yakuter (31 Days)
- d. The stories can take place at any time during the extremely long history of the Achar.

2. It is an essentially medieval time setting with magical technology to make the societies able to advance into more enlightened civilizations. The goal is to create enlightened civilizations and banish the different '-isms' that plague sentient races.
  - a. A number of things are stressed when dealing with civilizations.
  - b. No religion. There may be different beings of immense power - the Turhys, the Imrhys, the Dragons, the Dathrys, the Gnarrhys Lords, but there is no organized religion worshipping these beings. Swearing by their names is okay, but no religion.
  - c. There are no other dimensions to go to. No heaven or hell. No Valhalla or Olympus or Hades or Earth or Earth-2 parallel dimensions or dimension shifting.
  - d. For more information on the society, go to Section
    - i. Wormholes may take you to a different part of the Achar, but they are very rare, very dangerous, unstable, and your story had better have a reeeel good reason for needing one.
    - ii. Teleportation is possible depending on the type of magic used.
  - e. No Time Travel. No going back in time. Time only moves forward. I'm having enough trouble keeping dates and such happenings
  - f. Gunpowder does not work on the Achar. Something with magic interferes with the ignition process or with the chemical reactions that causes the explosion.
  - g. Magic is common. Everyone has a little ability with it, just as in the real world (luck, green thumb, connected-to-the-earth, empathic, etc, etc, etc.
    - i. Some few - one out 50 sentients, can use magic in a more focused way.

- ii. Even fewer - one out of 300 sentients, can do moderate magic -
- iii. A very few can make a living as a mage.
- iv. Then there are the Imrhys. Read about them in the Section 3.a.v.
- v. There are several different types of magic.
  - 1. Red Magic: Relating to Fire and Heat.
  - 2. Orange Magic: Relating to Earth and Rock.
  - 3. Yellow Magic: Relating to Light and Energy.
  - 4. Green Magic: Relating to Life.
  - 5. Blue Magic: Relating to Water and Ice.
  - 6. Indigo Magic: Relating to Emotions.
  - 7. Violet Magic: Relating to Air, Wind, and Weather.
  - 8. White Magic: Relating to Energy, Time, Cosmic Power.
  - 9. Black Magic: Relating to Darkness, Shadow, and Change.
  - 10. All these magics are closely related to each other.
- vi. Every creature has a certain color that they are closer to. Each Imrhys has a particular color 'aura' that is their natural color. They find it easier to use magic of that particular color, but they are able to use any of the types of magic.

#### h. The Zierath Alliance

- i. The Zierath Alliance is made up of real people who have given permission for their likenesses to be used in these stories. To use a person's likeness, the writer/artist must

receive permission to use the member's likeness. This is done through a series of forms.

1. The signer will receive a copy of any creative endeavor which features the signer's character. He/she will have a full month (30 days) to review the creative endeavor and to request changes on how the character is portrayed. The requests will be recorded.
2. Any revisions will be made. The second review will be for 15 days. Any further requests will be recorded.
3. If by the third exchange, the signer is not satisfied with the way his/her character is portrayed, the Editor-in-Chief, the creative artist and the signer will meet and discuss the artistic endeavor.
4. If the signer has not responded in a full month (30 days), the publishing process will continue.

3. There are many different races co-existing on the Achar.

a. The Homids

- i. Humans. Most adults range in height from 5'0' to 6'5. Eye color ranges from light blue and gray to green to brown to almost black. Maximum age is 125 years. There are four sub-races.
  1. Peach skin. Hair color ranges from white-blond to brown to red to black.
  2. Brown skin. Hair color range from brown to red to black. Blond extremely rare.
  3. Copper skin. Hair color range from brown to black. Red and blond rare.
  4. Golden skin. Hair color range red to black. Blond very rare.
- ii. Hafolk. Most adults range in height from 2'6" to 4'6". Hair color ranges from blond to brown to red to black. Eye color range from light blue and gray to green to brown to almost black. Skin color ranges from peach to brown to copper to golden skin. Maximum Age is 150 years.
- iii. Ogres. Most adults range in height from 5'0" to 7'. Hair color ranges from brown to black. Eye color brown or black. Skin color typically peach to tan. Maximum Age is 75 years.
- iv. Geeants. Of the homids, the Geeants show the most diversity in height and skin tone.
  1. Hill Geeant. Most adults range in height from 8' to 12'. Hair color ranges from brown to red to black. Eye color ranges from blue to brown to black. Green is rare. Skin color ranges from peach to brown. Maximum age is 125 years.

2. *Fog Geeant*. Most adults range in height from 10'-14'. Hair color is ranges from white to gray. Eye color ranges from blue-gray to dark gray to violet. Skin color is peach. Maximum age is 140 years.
3. *Ice Geeant*. Most adults range in height from 11' to 16'. Hair color ranges from white to blue. Eye color ranges from blue to gray to black. Skin color ranges from light blue to dark blue. Maximum age is 200 years.
4. *Fire Geeant*. Most adults range in height from 11' to 16'. Hair color ranges from red to black. Eye color ranges from gold to red to black. Skin color ranges from golden to copper to brown to black. Maximum age is 185 years.
5. *Cloud Geeant*. Most adults range in height from 13'-19'. Hair color ranges from blond to brown to black. Eye color ranges from blue to violet to black. Skin color ranges from peach to copper to brown to black. Maximum age is 225 years.
6. *Mountain Geeant*. Most adults range in height from 15'-23' Hair color ranges from red to brown to black. Eye color ranges from gray to brown to black. Skin color ranges from peach to copper to gold to brown to black. Maximum Age is 250 years.

v. *Imrhys*

1. *Imrhys* are a race of humans that is extremely long-lived and extremely powerful in the manipulation of magic and power. There are several Ages of *Imrhys*. They are extremely hard to kill.
2. The First Nine *Imrhys* were created by the *Turhys* - the last nine High Elves. Each was given one of the Items of Light (covered in a later section). The first nine were: *Sefell* (b. -36,d.2345), *Silophaea*

(b. -30,d.2345), Hovde (b. -25,d.2345), Emefell (b.-24,d.4834), Iwa (b.-23,d.257), Dekra (b.-22, d.8971), Larsen(b.-22, d.10086), Winneshiek (b.-20,d.2345), and *Bilbur* (b.-19). They became Imrhys in on Noon Year 2, the Year 0.

3. The First Age Imrhys were born between the Year 0 and 2499 AI (After Imrhys). They include Paul (called St. Paul)(b.10), Wescon(b.112), Lilyjean (b.356), Luther (b.457,d.4833), Chat (b.457), Uni (b.543,d.4834) Larenphel (b.746), Olaf (b.786), Elgin (b.872,d.2345), Uniwa (b.965,d.1993), E'Crohf (b.1045,d.4997), Cago (b.1257), Cresco (b.1387), *Colletta* (b.1486), Coe (b.1654,d.4849), Youvi (b.2167), Clermont (b.2315,d.2345), Isu (b.2454)
4. The Second Age Imrhys were born between 2500 AI to 4999 AI. They include Blackhawk (b.2598), Lanesbro (b.2689), Ylvisaker (b.2690, d. 10047), *Davez* (b.2698), Macalaster (b.2743), Terloo (b.2743), *Deenev* (b.2876), Westmark (b.2903), Lawler (b.2904), Warez (b.2957), Froyana (b. 3011), Atkinson (b.3012), Valdars (b.3029, d.8766), Emjay (b.3333), Ozzbourne (b.3355, d.13023), Daveed (b.3487), Augibur (b.3565), Calmar (b.3565), Allamakee (b.3672), Totiana (b.3712,d.4867), *Phyllis* (b.4032), Remsen (b.4219), Hampton (b.4329), *Constanza* (4850)
5. The Third Age were born between 5000 and 7499 AI. They include *Thomoff* (b.5000), Sharel (b.5012, d. 10065), Norby (b.5075, d.10070), Jensen (b.5117), Quaylon (b.5119), Brandt (b.5298), Miller (b.5344 d. 10047), Dieseth (b.5344, d. 10047), Doudna (b.5556, d.10086), Olson (b.5722, d.10086), *Lisawit* (b.5786), Dante (b.5904), Floyd (b.6004), Xhiong (b.6127, d.13708), Olin (b.6375, d.10047), Storre (b.6333), Gjerset (b.6873),

Sunnyside (b.7112), Ossian (b.7219), *Melanie* (b.7231), *Julieklein* (b.7333), Osage (b.7355)

6. The Fourth Age Imrhys were born between 7500 AI to 9999 AI. They include *Beck* (b.7500), *Hagen* (b.7636), *the Sailor* (b.7777), *Mik'l* (b.8034), *Cind'ee* (b.8277), *Kath* (b.8465), *Jystad* (b.8481), *Faux* (b.8485), *Annie* (b.8503), *Bresky* (b.8565), *Ambrosius* (b.8566), *Zierath* (b.8766), *Paul Black* (b. 8776), *The Karland* (b. 8784), *Bravebill* (b.8796), *Dykstra* (b.8824), *Dan'l* (b.8867), *Melissa* (b.8881), *Jen'l* (b.8890), *The Rickster* (b.8904), *Caroleiza* (b.8910), *Alamap* (b.8923), *Tamara* (b.8934), *DeeDee* (b.8967), *Maz* (b.8969), *Kunce* (b.8997), *Smehren* (b.8998), *Dougiano* (b.9000), *Pet'r* (b.9045), *Debgivern* (b.9173), *Jordan* (b.9187)
  
7. The Fifth Age Imrhys were born between 10,000 AI to 12,499 AI. They include *Bruno* (b.10000), *Laurstra* (b.10032), *Jaxpril* (b.10044) *Metcalf* (b.10076), *Aeole* (b.10099), *Dore* (b.10099), *Brooke* (b.10120), *Andr'u* (b.10125), *Kerkove* (b.10514), *Kumahr* (b.10606) *Salina* (b.10785), *Kuker* (b.10800), *Tèdè* (b.10836), *Todweb* (b.10849), *Jongivern* (b.10853), *Carlin* (b.10871), *Tanyadee* (b.10903), *Visintainer* (b.10955), *Braithe* (b.10967), *the Manicotti* (b.10978), *Xiola* (b.10982), *Mar'ee* (b.10983), *the Stone Rook* (b.10985), *Chrissal* (b.10999), *Sanjon* (b.11001), *Jarred* (b.11001), *Darynbruch* (b.11045), *Jerefield* (b.11070), *Ryan the All-Bright* (b.11456), *the Mad Hatter of Abatwar* (b.11504), *Lindsay* (b.11566), *Stevess* (b.11636), *Syreeta* (b.11666), *Clint the Black Paladin* (b.11901), *Rosonka* (b.11873), *Aerock* (b.11986), *The Hoeman* (b.12003), *the Andyman* (b.12012), *Shakoxinta/Druachit Modia* (b.12022), *Lissaford* (b.12038), *Subtle* (b.12111), *Emlou* (b.12177), *Paco* (b.12185), *Strolling* (b.12212), *Timzick* (b.12257), *Morgayn* (b.12266), *Mattesch*

(b.12275), *Angeno* (b. 12310), *Shappell* (b.12310), *Sarens* (b.12355), *Jos'f* (b.12444)

8. The Six Age Imrhys were born between 12500 and 14999 AI. They include *Cass-idy* (b.12500), *Katie Crooks* (b.12753), *Andreea* (b.12830), *Emory/Magma Rose* (b.12998), *Nicholas the Axemage* (b.13000), *Anchat* (b.13020), *Stumme* (b.13120), *Landa* (b.13133), *Stavius* (b.13145), *Drāgon* (b.13217), *Lady Lark* (b.13217), *Abbischo* (b.13333), *Marea* (b.13453), *Khuin Khan* (b.13555), *Khuillian Khan* (b.13557), *Starr* (b.13575), *Amila* (b.13688), *Treaminta* (b.14335)
9. The Seventh Age Imrhys were born between 15000 and 17500 AI. Possible Imrhys born during this age may include *Brettan*, *Kofoot*, *Marvets*.
10. Each Imrhys has an "Awakening" around the age of 20. It is a massive use of magical power. Many are connected to life threatening events, although some are produced by intense emotion or concentration.
  - a. The Wangese have an "Rite of Passage" where every twenty year old goes through a series of trials to try to get an neo-Imrhys to Awaken.
11. Imrhys have a particular color that they are most connected to. Their 'aura' when they glow is this color. It is also the color of their lightning. They are able to use effects of any of the magical types, but they may find it easier to work with the magic of their color.
12. Imrhys who are extremely close can have a 'Commune'. There are several forms of 'Commune'.

- a. The most common is if the two Imrhys have had sex. Each Imrhys is able to sense what the other is feeling. In addition, each is able to send images and sensations across great distances to the other's mind.
- b. Immediate family members are able to have a more limited commune: parents, siblings, and children.

13. A majority of the Imrhys are based on real people. Imrhys can be used in stories and/or artwork, but before any of the work can be published, the person who the Imrhys is based on must give permission for their likeness to be used in that piece. The process is outlined in section 2h.

- a. Many of the Imrhys have long histories set up all ready. For more information on any of the individual Imrhys, contact the Editor-in-Chief.

b. The Rhys: The Elves.

- i. They have long, tapered ears, three fingers and a thumb on each hand, large, angular eyes and very long life spans.
- ii. The Turhys. These are the Immortal Elves, the most Ancient of the Sentient Races. They are now an extinct race.

- 1. Oldest remains of the Turhys Civilization were found on Seefell, dating back to about 300,000 BI. Most of this history has been lost or long forgotten. Over time, their purpose was to thrive in the Light, always fighting off the Darkness of Chaos, which almost eventually destroyed them in one of the wars.
- 2. In 1000 BI, convinced by Lord Fier (a powerful elven mage), 100,000 Turhys, led by the Ancient,

gather in Seefell to force their own evolution. The Dark Chaos - the Gnarrhys - is created. Out of the 100,00, the Ancient and nine of his children survive the onslaught of change. Rhys across the Achar are affected, turning the turhys into mortals.

3. The Last Nine included Zorn the Ancient, Shandra the Mother of the Light Elves, Cohl the Father of the Light Elves, Dharrius the Father of the Dark Elves, Vagna the Mother of the Dark Elves, Fedra the Mother of the Wood Elves, Androse the Father of the Wood Elves, Vahn the Father of the Sea Elves and Sessa the Mother of the Sea Elves.
  - a. Zorn the Ancient disappeared into a very mountainous area on Seefell. The unapproachable country of Scheffert is built around that area.
  - b. Shandra
  - c. Cohl, the Father of the Light Elves, dies in South Loyalund, just a little north of Iano. Extreme old age. He passes on the secrets of Items of Power to Sherrismith. She builds a mausoleum for him there.
  - d. Dharrius
  - e. Vagna
  - f. Fedra
  - g. Androse
  - h. Vahn
  - i. Sessa

### iii. The Shandrhys: the Light Elves

1. a matriarchal society begun by Shandra, who was a matron of wisdom and finery, especially with detailed sculpturing of nature (to extremes) and art. Her mate, Cohl, was a logician who was as cold and hard as the architecture of their society's chiseled marble. They taught their line the lessons of survival. These are the most educated of the Rhys. They receive training in the hard sciences and in the fine arts. These elves are very private. Even when they live in a large city, they separate themselves with physical and emotional barriers. Hair ranges from white to black with almost no red highlights or red hair, straight. Eye color ranges from gray to black. Skin color ranges from alabaster to olive. Average height for adults ranges from 5'9" to 6'6". Their build is slender, thin, almost bird-like. Maximum age is 5000 years.

- a. Shandra

- b. Cohl teaches Sherismith how to create Items of Power in South Loyalund. He dies of extreme old age and exhaustion.

#### iv. The Darhys: the Dark Elves

1. a patriarchal society begun by Dharrius and his wife, Vagna. They were both strong-willed and steadfast, but she always bowed to his word. They taught their line the lessons of survival through stealth and shadowy magic. They were eventually able to manipulate and somewhat control darkness - which gave way to some falling under the evil shadow of the Gnarrhys, never to return to the light. Their vast knowledge was eventually abolished so only a few were privy to some of the more dark secrets. This knowledge remains under close scrutiny to this day. This loss of culture is a source of resentment among this race, although

some are grateful that the knowledge is kept safely hidden. Hair ranges from white to black, straight to wavy. Eye color ranges from violet to black. Skin color ranges from olive to black. Height ranges from 5'4" to 6'. Their build is slender, somewhat muscular.

a. Dharrius

b. Vagna dies in the first attack of the First Gnarrhys War.

v. The Ferhys: the Wood Elves.

1. The most social and accepting of the Rhys. Their mother, Fedra, and their father, Androse, were the most social and emotional of the Turhys. The Ferhys see the importance in gathering as much knowledge as they can- which includes the other non-Rhys races. The Ferhys are the most common of the Rhys. They are able to adapt to almost any environment. There are Ferhys settlements in forests, jungles, deserts, mountains, tundra, and the arctic. They also adapt easily to city life, becoming important citizens of a city. They are loyal friends and comrades, but if you cross one, you have an enemy for life. They hold grudges. Hair ranges from gold to auburn, a lot of red overtones. Eye color ranges from gold to green to brown. Skin color: alabaster to black - the broadest range of the Rhys. Height ranges from 5'0" to 5'6". Their build is the broadest and most muscular of the Rhys (a slender human).

vi. The Vahnrhys: the Sea Elves

1. the rarest of the Rhys. These nomadic elves very rarely create permanent dwellings. They sail from place to place, following the schools of fish. They are able to breathe both above the ocean and

underwater. They mostly stay in family groups, but the occasional wanderer can find work aboard almost any sea vessel; Sailors consider the Vahnrhys's presence on the ship the ultimate guarantee of a safe voyage. Hair ranges from silver to green. Their eye color ranges from gray to black. Skin color ranges from pale pink to golden. Height: 5'6" to 6'0". Their build is aquadynamic and sleek.

a. Vahn

b. Sessa

c. The Dratchma: the Dwarves

- i. Physical features: The adult males' average height -- 3.5 - 5 feet tall; females -- 3.5 - 4.5 feet. Despite their short stature, they are extremely broad; the density of their bones and tissue is half again that of humans. Their average weight, for both male and female, is between 150 - 250 pounds. Their skin color ranges from chestnut brown to coal black. Hair color - ranges from chestnut to black, straight and wiry, although the Mittril's hair turns silver within the first 60 years of their life. Lifespan average - approximately 500 years. The Dwarves are divided up into four castes.
- ii. Bazzalt. Traditionally, these are the miners, tunnelers, creators of the vast underground passages or living areas. In more recent times, they began producing underground mushroom farms - revered throughout the realms. They are the "darkest" of the Dratchman - with almost coal-black skin tone and hair color. Their eyes are extremely light-sensitive and appear almost silver in any light. One of the most prominent Bazzalt clans is the Niregolt - a long family line renowned for its mining capabilities.

- iii. Ferroult. These are the smiths, the ones who work with the earth's raw materials and create metallurgic works of beauty and practicality. They are closest to the other sentient races. More than half of them work above ground, as farmers, carpenters, and scouts, but are best known for their blacksmithing. The prominent clan, the Marristals, is one of the finest "smithy" or metal-working families, producing exquisite goblets and other finery, as well as the strongest agricultural tools and machinery available.
- iv. Mittril. This line is the nobility. Although they are vastly outnumbered by their other castes, these few clans control much of the political and military factions of the Dratchma, and have done so as far back as anyone can remember (a long time). Their line is unchallenged because they do their job well. The most powerful of this clan line are the Dharlnilt and the Bukite. These two clans are constantly vying for each others' power. The most powerful of the warrior clans are the Tchunak, commonly referred to as the Brandishers, who are reportedly neutral and uncorruptable, keeping the other clans in check.
- v. Ghomeshi While not a "true" caste, they are the most honored and respected among even the most difficult Dratchma. If any of the children show any aptitude for magic use or an aptitude for machinery working, they are sent to the Ghomeshi Academy to begin training and enhancing of their natural abilities. These children may come from any and all castes. It is considered a great honor to be accepted into the Ghomeshi line, reflecting well on their families and clan lines. A Ghomeshi is NOT an inherited rite (genetically speaking) but a prophetic occurrence to the castes.
- vi. The Ghomeshi magical items: the most simple items include weapons, or shields that have no "moving" parts, and are considered the most trustworthy and safe items

made. The more complex the item, the more chance that something may go wrong, due to the mounting instability of the magic and the mechanics of the weapons or items.

d. Dragons

- i. There are many types of dragon.
- ii. Drakos: The drakos are the homid dragons. They have long serpentine neck and tail. They have large bat-like wings. They could be any conceivable color. They range in height from 7' to 13'. They can breath fire if they train for it. Even if they don't train with the fire, they steam a brimstone smell.

e. Greenlak

- i. The Greenlak are the goblin races. There are five different goblin races.
- ii. The Bugbahar is the largest of the races. Most adults range in height from 6' to 9'. Hair color range from brown to black. ` Eye color ranges from gold to brown to black. Skin color ranges from light green to golden green to brown to black. Their frames are heavy-set. Maximum Age is 60 years.
- iii. The Jhogbleen are the most intelligent of the greenlak races, and the most ambitious. They are the empire builders. Most adults range in height from 5' to 7'. Hair color ranges from brown to black. Eye color ranges from gold to brown to black. Skin color ranges from light green to golden green to brown to black. Their frames are the most similar to humans - much more slender and muscular than their greenlak brethren. Maximum age is 75 years.
- iv. The Orks are the next largest, ranging in height from 5-6½ feet. Hair color ranges from brown to black. Eye color ranges from gold to brown to black. Skin color ranges from light green to golden green to brown to black. Their

frames are heavy-set and potbellied. Maximum age is 80 years.

v. The Gobleens are the second smallest. They range in height from 4 to  $5\frac{1}{2}$  feet. Hair color ranges from brown to black. Eye color ranges from gold to brown to black. Skin color ranges from light green to golden green to brown to black. Their frames are heavy-set and potbellied. Maximum age is 80 years.

vi. The Khobalds are the smallest of the gobleen races. The average height of the khobalds range from  $2\frac{1}{2}$  to 4 feet. They are the most inhuman in appearance of the greenlak races. They have long pointed ears and long dog-like snouts. They are covered in soft downy fur that ranges in color from light blond brown to coal black. They are a nearly extinct race. During the Third Gnarrhys War, the Knife Thrower was able to tap into the khobalds' nervous system and drive them berserk. Throughout the known ring, the khobalds hunted down anything that moved. The other races defended themselves and killed every khobald they could find.

1. The khobalds on Isle Rembrandt were protected from the Knife Throwers control by the living island's energy field. Over the millennia, Todweb and Jongivern have started small colonies of khobalds throughout the known Achar.

f. Centaurs: Centaur were created by a Turhys mage. A melding of a human and a horse. The front of a human from torso to head, and the body of a horse: the torso of the human part starts where a horse's head would be. The human part can be of any color that is normal in humans, and the horse part can be of any color that is normal for horses. They range in height from 6'6" to well over 11' tall.

- i. The centaurs actually have two sets of genitals - the human in the very front of the centaur, and the horse on the back side. Centaurs can reproduce either way with

each other. They are also able to have intercourse with any of the other sentient bipeds. Having intercourse with a horse is an abomination to the centaur race.

ii. The centaurs are herd driven sentients.

g. Sphinx: Sphinx are mysterious sentients. They are very intelligent and seem to be a force of nature. They have the torso of humans, the body of a lion, and the wings of an eagle. They live in small family groups. They have great control over magic and are very protective of their privacy and of each other. . The human part can be of any color that is normal in humans, and the lion part is usually between tan and dark brown. The wings match the lion part for coloration. They range in height from 4' to 6'6" tall.

h. Animen

i. A majority of the animen were created by the Turhys immediately after the first Vampire attack.

ii. Lobos: The Wolf-people. One of the first animen created by the Turhys. They look like a bipedal wolf. They are covered with fur that ranges in color from white to red to brown to gray to black. Frequently the fur has darker and lighter patterns in it. The lobos range in height from  $5\frac{1}{2}$  to 8 feet tall. They do have tails. Maximum age is 60 years old.

iii. Chatara: The Cat-people: Over the years, the cat-people were created by different members of the Turhys.

1. Gheera: the Panther-people: Three leopards and two black panthers had defended the Turhys during that first vampire attack. The Gheera were the first of the chatara. They are covered in fur that ranges from yellow with spots to black with black spots. The gheera range in height from 5 to  $6\frac{1}{2}$  feet tall. They do have tails. Maximum age is 70 years old.

2. Cheetara: the Cheetah-people. Two cheetahs were at the Vampire attack, and were the favorites of Cohl. He personally changed the first two cheetahs into cheetara. They are the fastest land animal, although the Raptors would disagree. They are yellowish tan with dark brown or black spots. They have very slender builds. They range in height from 6 to 8 feet, making them one of the tallest of the manara, but they do not have the mass of the manara or the tigran. They do have tails. Maximum age is 60 years old.
3. Manara: the Lion-people. The manara were created several years after the first vampire attack. At the suggestion of the first lobos, the Ancient and Shandra transformed a pride of lions into manara. They have fur varying from light tan to deep brown, and their mane, which both the male and female have, is several shades darker than their fur. They range in height from 6 to 9 feet. They do have tails. Maximum age is 75 years old.
4. Tigran: the Tiger-people. The first tigrans were created by Dharrius and Vagna. They have orange and black stripes. They range in height from  $6\frac{1}{2}$  to 10 feet tall, making them the biggest of the chatara people. Maximum age is 65 years.
5. Cougara: the Cougar-people: No one knows exactly where the cougara people came from. One day, six of them just joined the Ancient's party. These chatara have the most magical ability of any of the chatara. They have tan to golden brown fur that covers their entire bodies. They do have tails. They range in height from 5 to  $6\frac{1}{2}$  tall. Maximum age is 90 years old.
6. Jagar: the Jaguar-people. The jagar were created by the children of Shandra and Cohl. The jagar are

extremely attached to high places. Many of them have enough wind magic to allow them to fly for short distances. Jagars have tan to golden brown fur with dark brown or black spots. They do have tails. They range in height from  $5\frac{1}{2}$  feet to  $6\frac{1}{2}$  feet tall. Maximum age is 70 years.

7. Lynxi: the Lynx-people: The youngest of the chatara races, the Lynxi were created by Valdres, the Imrhys whom the Turhys taught the change magic. Lynxi are smaller than their cousins, and have only a short stubby tail. Their fur color range is from light brown to dark brown to gray to almost black. Most have black tufts coming off the tips of their ears. They range in height from 4 to  $5\frac{1}{2}$  feet. Maximum age is 90 years.
- iv. Ursan: the Bear-people. Bears were among those who attacked the vampires at the First Attack. The ursan range in color from blondish brown to black to gray to white. Some even have the coloring of panda bears. They range in height from  $6\frac{1}{2}$  feet to 12 feet. Maximum age is 80 years.
- v. Dermyl: the Elephant-people. Elephants were among those who attacked the vampires at the First Attack. The dermyl have gray skin tone. They have wiry hair. They have a long trunk that works as their careful manipulation appendage. Their hands are useful for rough grasping. They range in height from 7' to 10'. Maximum age is 130 years.
- vi. Avian: the bird-people. Eagles, hawks, owls, falcons, and parrots were among the animals who attacked the vampires in the first attack. The Avians are all feathered. They have four limbs. The arms each have a thumb and three fingers. The pinky finger works as the frame of the wing. Their feet are talons and can grasp items. The Avians can fly. Maximum age is 200 years.

1. Eagle-people. The largest of the avians. They range from five to eight feet tall with wingspans at least twice their height. They range from the golden eagle with solid golden brown color to the bald eagle with its brown body feathers and white head and tail to the harpy eagle with its massive head plumage.
  2. Hawk-people. They range from  $4\frac{1}{2}$  to  $6\frac{1}{2}$  feet with wingspans at least twice their height. Their feathers range in color from black to brown to gold to white. Some even have bands on their wings like the banded hawks.
  3. Falcon-people. The smallest of the race, the falcons are also the fastest. They range in height from 4 to 5 feet tall with wingspans at least twice their height. Their feathers range in color from black to gray to white, with various color combinations as well.
  4. Owl-people. They range in height from 5 to 7 feet tall with wingspans at least twice their height. They range in color from black to gray to white to spotted. Some have tufts on their heads for their ears. They have excellent night vision and can fly with no problems at night or in almost total darkness.
  5. Parrot-people: The one race that is not of the preying birds. They range in height from 5 to 7 feet tall with wingspans at least twice their height. They have huge variations in color, from black to white to red to blue to green to every combination thereof.
- vii. Minotaur: the Bovine-people: Cattle were among the animals who attacked the vampires in the first attack. Minotaurs range in height from  $5\frac{1}{2}$  to 8 feet tall. They

range in color from black to brown to white with some mixing of color. Maximum age is 75 years.

- viii. Bandit: the Raccoon-people. Raccoons were among the animals who attack the vampires in the first attack. Bandits range in height from 3 to 4 feet tall. They have long ringed bushy tails, and they have the black fur mask around their eyes. They range in color from brown to gray. Maximum age is 80 years.
- ix. Otterling: the Otter-people. Otterlings range in height from 4 to 6 feet. They are extremely slender and long. Both males and females of mustaches, although the men's tend to bushier. They range in color from light brown to nearly black. Maximum age is 80 years.
- x. Madson: the Badger-people: Badgers were among the animals who attacked the vampires in the first attack. They range in height from 4 to 6 feet tall. They range in color from pale gray to dark black. They have a white stripe starting at their nose which goes back over their head and disappears partway down their back. They are among the most dangerous of the animen. Their instinctive fighting abilities are incredible. Maximum years is 80 years.
- xi. Manteans: the Insect-people. The manteans are typically desert dwellers, although some do live in forests and mountains. They range in color from sandy yellow to dark brown, depending on geographic area. They have an outer hard armored skeleton. They have large pinchers for front arms, five fingered arms for second set, and strong, large rear legs. Their eyes are multi-faceted and they have antennae that pick up scent and sound. Their native language has a chattering sound to it. They respect a matriarchy and it reflects in their interactions with other species.
  - 1. The majority of Manteans are of a neuter sex. They are the warriors and workers of the hive.

The workers in appearance are very similar. They differ from each other in scent. To help the visual, they etch and stain their outer shell with images. The workers range in height from 4 feet to 7 feet tall. The maximum age for the workers is about 50 years.

2. There are a number of fierce warrior males 'Kings' or 'Princes'. They have a lot more jagged edges to their armor and to their front pinchers. They are fierce warriors. They are bigger than the workers, ranging in height from 7 to 10 feet tall. The maximum age for princes is about 80 years.
  3. In each hive, the final word comes from the Queen. They are much larger - and more dangerous - than any of the other Mantean, ranging in height from 12 to 20 feet. They usually have several princesses serving them, waiting until they are large enough to start their own hive. Maximum age for the Queens is about 130 years.
- xii. Porcine: the Pig-people. Wild boars were among the animals who attacked the vampires in the First Attack. They range in height from 5 to  $6\frac{1}{2}$  feet. They range in color from peach to brown. They tend to be on the plump looking side, but that is misleading.
  - xiii. Gnoll: the Hyena-people. Hyenas were among the animals who attacked the vampires in the First Attack. They range in height from  $5\frac{1}{2}$  to  $7\frac{1}{2}$  feet tall. They range in color from golden yellow to deep brown. They frequently have stripes or spots in varying patterns across their fur.
  - xiv. Grimwalk: the Bat-people. The Grimwalk range in height from 4 to 6 feet tall. They have fur that ranges in color from light golden brown to black. While they are not blind, their eyes are very weak and depend much more on a sense of sonar. Their wings are part of their arms. The pinky finger is part of the wing.

xv. **Wolvryn:** the Wolvryn-people. Wolverines were among the animals who attacked the vampires in the First Attack. They range in height from 5½ to 7 feet tall. Their fur ranges in color from light brown to red to black. They are among the most fierce of the animen. Their instinctive fighting ability is incredible.

1. **Wolvryn of Purity.** A sub-species of Wolvryn. Found primarily on Gimlund and eastern Scottlund. They are albino Wolvryn. Oddly enough, the albinism is a dominant gene. They are extremely clannish. Their fighting abilities make them some of the most dangerous fighters on the Achar.

xvi. **Cobrake:** the Cobra People. The Cobrakes were created by Valders, an Imrhys whose powerful Green/Life magic allowed him to manipulate the genetic structure. He changed a pair of cobras into the Cobrakes. Unfortunately, the process drove the male insane, and the King Cobrake killed his creator. The Queen Cobrake remained sane, but was raped by her insane mate. The King Cobrake was eventually killed by Zierath, but the Queen Cobrake survived and laid many eggs. The female Cobrakes remain sane, while the males invariably go insane shortly after puberty.

1. Adult Cobrakes range up to 50' long. Their hoods can measure up to 12' across.

xvii. **Valecepton:** the Reptile-people

1. **Crocton:** the Alligator-people. The Crocton range in height from 5½ to 10 feet tall. They range in color from yellow to green to brown. Usually the stomach is a lighter color than their backs. They have long tails to help them balance. They are semi-warm blooded, and slow down significantly in cold weather. Maximum age is 200 years.

2. Bronto: the Brontosaurus-people. The Bronto range in height from  $8\frac{1}{2}$  to 15 feet tall. They range in color from light tan to brown to green. They have long necks and long tails. They are massive. They are warm blooded. Maximum age is 300 years.
3. Tricerp: the Triceratops-people. The Tricerp range in height from 6 to 12 feet tall. They range in color from light tan to brown to multi-colored red and oranges. They have flared skulls and long beak-like faces. They have anywhere from one to six horns coming out of their faces, although the most common number is three. Maximum age is 250 years.
4. Steggs: the Stegosaurus-people: The Steggs range in height from 6 to 12 feet tall. They range in color from a light blue to a deep purple. They have a series of fins along their back. Maximum age is 250 years.
5. Ptronon: the Pteronodon-people. The Ptronon range in height from  $3\frac{1}{2}$  to 5 feet. They have four limbs. The arms each have a thumb and three fingers. The pinky finger works as the frame of the wing. The Pterondons can fly. Maximum age is 225 years.
6. Raptor: the Velociraptor-people. The Raptor range in height from 5 to 7 feet tall. They have long tails. They range in color from light yellow to red to brown to black. They frequently will have some sort of pattern on their skin. Maximum age is 225 years.
7. Trex: the Tyrannosaurus-people. The Trex range in height from 8 to 13 feet tall. The range in color from tan to green to deep almost black green. They have long tails. Their arms are short and clumsy,

but their hands are extremely dexterous.  
Maximum age of the

#### 4. The Gnarrhys

- a. The main evil of the Achar is the Gnarrhys. The Gnarrhys itself is a mindless force of chaos. The Gnarrhys was created by the magics of 100,000 Turhys trying to force their evolution. Only nine of the Turhys survived.
- b. The mindless Gnarrhys - as a force of chaos - changed. It split into several parts. Some of these pieces of essence developed intelligence. One of those pieces became the Father of the Dathrhys.
- c. The Father
  - i. The Father was imprisoned in the Underground Kingdom by the Turhys. The Turhys created the Veil to keep him imprisoned.
  - ii. The Father had several children who became the Gnarrhys Lords.
  - iii. The Father has many followers, especially in the Underground Kingdom. Primary among these followers are the Skinless One.
- d. The First: Vampyre
  - i. Vampyre was the eldest Gnarrhys lord.
  - ii. He was able to pass Gnarrhys stuff to other beings and change them from the inside, creating a living-dead being: the vampires. For more information on the Vampires, see Section
  - iii. Vampyre wandered the world for centuries and amassed an army of vampires to wreak havoc on the Achar. It became known as the First Gnarrhys War.
  - iv. Eighteen Imrhys confronted Vampyre and sealed the Gnarrhys Lord into a tomb.

v. After ten thousand years, Vampyre was able to figure out a way to control living beings through Dathrhys and Gnarrhys stuff possession. This time period was known as the Fourth Gnarrhys War.

e. The Second

- i. The Second spawned nine powerful Dathrhys Lords: Innux, Gronn, the Craigling King, Boratch, Jarduk, Dasshel, Morrelhiem, the Friggurnaut, and Reynold.
- ii. The Second was the cause of the Second Gnarrhys War.
- iii. He was destroyed by E'Croh and the Indigo Axe in Yreland.

f. The Third

- i. The Third has made very few appearances in the Known Achar. Not much is known of him at this time.
- ii. The Third is a creation of Nick O'Hollearn.

g. The Fourth: the Knife Thrower

- i. The Fourth was a sea-based Gnarrhys Lord. He spawned several of the sea Dathrhys Lords: Trondhelm, the Unknown, Coreshkey, Scotthugga Prime.
- ii. The Fourth was able to turn the Gnarrhys stuff into Blades that cut through skin, bone, armor, and many forms of energy, including the electrical energy that permeates the Imrhys. The Fourth attacked the sentient beings of the Achar with shards of Gnarrhys stuff.
- iii. The Fourth also learned to drive the khobalds berserk. The khobalds attacked all other sentients, and were eventually almost completely wiped out.

iv. The Fourth was sealed into a crystal near North Hollearn deep under the sea.

h. The Vampires: Children of the First

- a. The Vampires are the spawn of Vampyre. Originally, there were nine. The first nine were easily controlled by Vampyre. The further out from Vampyre, the more independent and the more of their original, living personality comes out. Some of the more distant vampires are completely independent from the Gnarrhys Lord.
- b. Vampires are a type of Dathrhys created out of dying humanoids. Any of the mammalian races may be turned into vampires with the exception of the elves.
- c. Sithnar: Sithnar was the primary hunter for the village. When Vampyre transformed them, Sithnar grew bat-like wings out of his back, went blind, developed the bat-like sonar, and grew to appear much more bat-like with large ears and upturned nose.
  - i. Sithnar was killed by the Island Three - the Manicotti, Todweb, and Jongivern.
- d. Gyshouto: Elegant and pale, Gyshouto was the wealthiest merchant and head of the town council when the Gnarrhys tendril changed him. He grew insect-like wings and became even more slender and graceful. He also became able to change into a small mosquito and into an insect-like monster.
  - i. Gyshouto was killed by DeeDee on Lemark Island.
- e. Nights'maron: Nights'maron was the healer of the village.
- f. Amaralina Darren: Amaralina was the beautiful daughter of the village chief and had been taught to only accept the best. This became quite infuriating to her parents when it came time for her to marry. On the day the Gnarrhys descended, she and a suitor were taking a romantic walk in the woods. In the dark confusion, they were separated and

Amaralina hated being alone. After all, who would shower her with affection and praise? Lonely and hungry, she searched for companions while she changed. She happened upon a band of robbers, people not likely to give her praise. Looking at the possibility of being raped or robbed, she devoured them. After that she chose carefully who she would feed from. One day she came across a very good looking man who made the mistake of flattering her ego. She changed him and anyone else she found who had any qualities she liked.

- i. Bryen Athens: This man was a powerful leader, strong, wise, competitive, most of the virtues Amaralina valued. Her infatuation with him, while lasting much longer than any of her previous, was over all too quickly for Bryen. Jealous of the attention she had bestowed on her new prize, he was able to break free and made a woman vampire. None her children had made woman vampire before. This sudden display of defiance gave birth to an epidemic. In a jealous rage, Amaralina destroyed many of the new vampires and quite a few of the ones who were making them. The only thing that saved the survivors was the fact that killing so many of her own knocked her unconscious. Every single vampire including most of the newly made grandchildren fell into despair. When she woke, the new vampires flocked to Bryen and came with him to see how the queen was doing. Flattered by the concern and aware that killing more vampires would hurt her more, she decided to make a compromise. Bryen would be in charge of these women. However, there could be no more than 50, and for 3 months each year he would abandon them to live with her. Bryen, of course, agreed, but kept an underground colony as well. The show colony was comprised of beautiful, talented, and amiable women who could flatter and dote on Amaralina. The other colony grew slowly but was made up of strong-willed women who felt no compulsion to worship Amaralina. They are quite disgusted when Bryen goes to be her slave.

- g. *Andris Chase*: Andris Chase is the young daughter of Allard Chase, the mighty warrior. Her mother Meave dies in childbirth. Allard names her Andris - a boy's name - which means 'strong' or 'manly.' As she grows, Allard is unimpressed by his daughter, who is small like her mother. On the night Vampyre attacks, Andris flees the house after her father, step-mother Doreen, and step-brothers berate her for not being big and strong like she is. The tendril changes the child-like Andris into a vampire, and she returns to her house to exact her revenge. She becomes the first Dewynnian Vampire.
- h. *Lilitu*: Lilitu was the daughter of a human male and a hill geeant woman. When Vampyre transformed her, she grew bat-like wings and grew significantly more animalistic. She grew changed into a 'gargoyle.'

i. *Secondary Clan Founders*

- a. *Babd*. Babd was one of Sithnar's children. She was battling Hollaron Dei, a shandrhy's life mage. Both used chaos magic at the same moment, and Babd mutated into something different. She killed Hollaron Dei and turned him into the first ever elven vampire. The two started the Babd vampires.
- b. *Mojoa*: Mojoa was a grotesquely deformed atilium vampire. He started as a twisted, deformed geeant. As a atilium vampire, he was exposed to sunlight, but managed to cast magic about him as he started to change. Under Fernius, the autumn moon, he re-awoke, even more deformed than before. He now feeds off anything, including other vampires.
- c. *Lilith*. One of Gyshouto's Children.

j. *Vampire Clans*

- a. *Sithnarn*. The Children of Sithnar. The bat-like vampires. Almost all of the Sithnarn vampires have wings and enlarged ears. Most are blind but compensate with sonar. They are

extremely quick and difficult to hit with any physical attack. Their sonar is not as effective against energy attacks.

- b. Imiati. The Children of Gyshouto.
- c. Goth. The Children of Nights'maron. The Goth are extremely pale. They lose almost all pigmentation when they change. They are quite susceptible to light, even torch or moonlight. They most often will wear a black cloak or robe. When they change, their fingers stretch and sharpen. They frequently use long scythes or sickles as weapons.
- d. Izzdorian. The Children of Amaralina Darren. Most are male and all are very talented at one thing or another. They are devoted to their queen with almost blind adoration. Each generation further removed is less and less devoted. These vampires are picky, taking a very long time to decide on a victim. Victims are usually chosen by something they have in common with the vampire's loved ones. As such they do not feed often, once a week at the most. However, when they decide, there is little hope for the poor soul who is chosen. These vampires have an enormous drive to get what they want. Since they do not feed often, it is not pretty when they do. One can always tell an Izzdorian kill by the brutality and one can usually tell how long it has been since that particular vampire has fed by the amount of carnage. The throat is almost always torn out and there's often broken bones from the embrace and peeled skin by the vampire's 'passion.'
  - i. The change is said to be very pleasurable and forms a bond between sire and child and ultimately between queen and vampire. The queen can feel it when a vampire dies. Because of the sheer number of vampires, each death is like a paper cut. Theoretically if enough of them were killed, the queen would die. If the queen is unconscious, almost all vampires fall into despair, and again theoretically, if the queen were killed, you kill the species. This bond however also

allows them to heal quickly and makes them hard to kill in the first place. They have an amazing will to live.

- ii. All Izdorian vampires are susceptible to flattery and praise through the bond to Amaralina. There is always a little danger associated with that as it will usually result in being changed.
- e. Dewynn: The Children of Andris Chase. Dewynn Vampires are small, child-like vampires. They have bird-like wings sprout out of their backs. No matter what age the sentient is when he/she is changed, the victim regresses in size and appearance to that of a child between eight and twelve years old. The change is extremely painful.
- f. Atilium: The Children of Lilitu. The Atilium are animalistic creatures. No matter what features they start with, they will develop other animalistic traits during the change. Bat-like wings, hard rock-like skin, long serpentine tails, and horns are frequently added. These vampires desperately avoid sunlight. They know that if they are exposed to sunlight, they will become stone, and even if they are brought back to life, they will become Garilium.
- g. Garilium: If an Atilium vampire is exposed to sunlight and turned to stone, it is possible for a mage to bring the vampire back to life using orange magic. The Garilium comes back with full emotional range and sentient remorse. They remain the slave of the mage who brought them back until the mage dies of natural causes. If the mage dies from a violent death or poisoning, the Garilium gets turned back to stone.
- h. Babd Vampires. The Children of Babd. The Babd have bat-like wings but they do not lose their eyesight or gain sonar abilities as their Sithnarn ancestors do. They, unlike any other vampire, can turn and devour the Rhys races. The Rhys find this to be an abomination and actively seek out the Babd to kill.

- i. **Mojoan Vampires: The Children of Mojoa.** The Mojoan are tall, multi-limbed creatures more reminiscent of Dasshel than other vampires. They have sharp spikes coming off of their bodies, and will impale their victims on them. The spikes have a neural inhibitor which will paralyze most prey. It is quite effective against other vampires.
- j.
- k. **The Dathrhys: Children of the Second**
  - a. The Dathrhys are the spawn of the Gnarrhys Lords. Usually, the first Dathrhys of the type is called a Dathrhys Lord.
  - b. **Innux:** The eldest of the Dathrhys. Appears as a tall, muscular man with reddish skin and in elegant clothing. Innux is extremely resistant to energy and magical attacks.
    - i. Innux reproduces through impregnating a woman of any race (except Imrhys). The seed within them saps their nutrients, and eventually the seed hatches and fully absorbs the DNA and memories of the host. The new Sachubus (named after the first female, Sacha) can impregnate males of any race (except Imrhys) with the same effect. The males are called Innubus.
    - ii. Innux was very curious why the Imrhys were immune to his abilities. Over the years, he has disguised himself as an Imrhys and start dating an Imrhys woman. He would then kidnap them and experiment on them. Imrhys women he has kidnapped include Kath, and Braithe.
    - iii. Innubus and Sachubus. They appear as whatever race their host parent is. They have the memories, abilities, and power of their host parent. The only way to kill them is to cut off their head and to burn both head and body separately.
  - c. **Gronn:** The Gronn is a 7' lanky bipedal creature with impenetrable skin. It has dark green skin. It is extremely

intelligent and has convinced most of the Known Achar that the Gronk is the Dathrhys Lord.

- i. It has many different spawn. They all have loose, tough skin over ropy muscle. Each is a different color. When one dies, the Gronn knows it and spawns another.
- ii. The Gronkins skin is extremely hard to penetrate. Bashing weapons do significantly more damage than piercing.
- iii. The Gronkin rarely leave the continent of Gimlund, and only then by the direct order of Gronn.
- iv. The Gronkin.
  1. The Grank. A 5'4 biped who is a brown color.
  2. The Grayenk. A 5'5" biped who is a mustard-yellow color.
  3. The Greenk. A 5'8" biped who is a blue-green color.
  4. The Grenk. A 5'11" biped who is a yellowish green color.
  5. The Grink. A 6' biped who is a reddish color.
  6. The Gronk. A 6'5" biped who is the color of snot, and he wears a pendant on a necklace. The pendant had a white 'c' on a red background with the 'c' viciously scratched out.
    - a. He has a special enmity towards Faux. The two have had many encounters.
  7. The Groank. A 5'10" biped who is an orangish color.

8. The *Grunk*. A 6'6" biped who is a bruise blue color.
  9. The *Groonk*. A 6'1" biped who is nearly black.
  10. The *Grownk*. A 6'3" biped who is a puce color.
  11. The *Gränk*. A 6'2" biped who is a grayish pink color.
  12. *Sebastian*. A 6'0" biped who is a light purplish color.
- d. The *Craigling King*: The *Craigling King* is a twenty foot tall frog-like bipedal creature. It is green with a yellow underbelly. Its head is wide and its long mouth is lined with sharp teeth.
- i. The *Craigling King* hates *WALT* and *Beck*.
  - ii. The *Craigling King* was killed by *Beck*, *Faux*, *Tamara*, and *Melissa* during the *Fourth Gnarrhys War*.
  - iii. *Craiglings*: The *Craiglings* are small versions of the *Craigling King*. They rarely get much larger than four feet tall.
  - iv. The *Craigling King* and the *Craiglings* are masters of illusion. They can create extremely believable illusions. They also have minor telepathic abilities which strengthen their illusions.
- e. *Boratch*: *Boratch* appears as a handsome, pale human man. He had sharp knifelike ridges that stretch from his second knuckles back to the main part of his hand. These blades are able to cut through metal, including armor and shields.
- i. He has fought many of the *Imrhys* over the years.
  - ii. *Boratch* was killed in the *Fourth Gnarrhys War* by *Zierath*.

- iii. The Ratches: Both male and female Ratches. They all have pale skin and sharp knife-like ridges on their hands. At first glance, they appear to be vampires, but they do not suffer from the vampire weaknesses to sunlight.
- f. Jarduk a hideously deformed geeant-sized winged horror. It had black feathers, a vaguely bird-like face with wide eyes glowing red eyes. Its claws were shielding his eyes from the bright light. She had massive feathered wings and a long reptilian tail.
  - i. Jarduk was killed in the Fourth Gnarrhys War by Kumahr.
  - ii. The Jydel: Winged creatures. They range in height from 5 to 10 feet tall with wingspans almost twice that. Typically dull colors - dun, brown, black.
- g. Dassel: A monstrously muscular figure with greenish skin. It was muscular to the point of being deformed. Ridges and scarred bumps seemed to ripple over the top of its muscles. Its face was skeletal with two massively curving horns, giving the impression of a completely evil bighorn sheep. Its eyes glowed a vicious gold-yellow. It has an additional two clawed hands coming out of its chest that holds its victim in place as Dassel feeds.
- h. Morrelhiem
  - i. Morrelhiem is destroyed by Colletta and Marvick during the First Gnarrhys War.
  - i. the Friggurnaut: The Friggurnaut is a massive big, ten foot tall biped. It is heavily muscled. It is a dull gray color with glowing red eyes. It has a domed skull and a wide hinged jaw and sharp jagged shark-like teeth. It eats meat and metal, especially iron. It is extremely resistant to damage from physical and energy attacks.

- i. The Friggurnaut is primarily a Wangese Dathrhys Lord.
  - ii. Frigs: The Frigs are smaller versions of the Friggurnaut. They are physically very strong and resistant to damage.
- j. Reynold. Reynold is a bulky, muscular biped with hoof-like feet. It has a hunched posture and is about 6'5" tall. It has four horns coming out of its blocky skull. It has a long tail that flares at the end, and ridges down its back to its tail.
  - i. During the Second Gnarrhys War, Reynold led an army and took over the Isles of Hovde. It took the title of 'Tyrant of the Isles.'
  - ii. Reynold was killed by Daveed at the end of the Second Gnarrhys War.
  - iii. The Boling: The Boling are the offspring of Reynold. They are hunched creatures between 5' and 7' tall. They all have the four horns, long tail, and ridges of their father.
    - 1. A Boling named Gorush has taken the place as leader of the Boling.

l. The Dathrhys: Children of the Third

- a. Jahn-Crant
- b. Abishnala
- c. Gorgani
  - i. Medusas

m. The Dathrhys: Children of the Fourth. The Children of the Fourth are sea monsters.

- a. Trondhelm

- i. Tronds
- b. the Unknown
- c. Coreshkey. Coreshkey is a dark blue sea creature. He has two sets of eyes on his wide flat head. They are green and red glowing. It has sharp teeth and a wide jaw. It has manta-ray like wings and sharp claws. Its tail has a deadly stinger in it.
  - i. Coreshkey was killed by Cass-idy and the Amethyst Tomahawk in 12520 AI.
  - ii. Coreshes
- d. Scotthugga Prime
  - i. Scotthuggas
- e. Kartookine
  - i. Tookies
  - ii. Kartines
- n. The Dathrhys After the Fourth Gnarrhys War
  - a. Hakhtay

## 5. Animals and Creatures of the Achar

- a. Essentially, any creature that has ever existed on earth is present on the Achar. This includes dinosaurs, the giant creatures of the ice ages, and all animals currently living on Earth.
- b. *Mythological and Magical non-Sentient Creatures*
  - i. *Basilisk*: Basilisks are large lizards with the ability to turn creatures into stone. They also have the ability to turn them back to flesh when they are hungry.
  - ii. *Griffins*: Griffins are half-eagle, half-lion creatures. Typically living alone or in small family groups. They are prized mounts, if eggs can be taken. Of course, the parents and all others in the small family groups will defend the nests to the very end. Forests and mountains are their preferred environments.
  - iii. *Hippogriff*: Hippogriffs are half eagle, half horse creatures. They are prized mounts. They are prized mounts, if eggs can be taken. Of course, the parents and all others in the small family groups will defend the nests to the very end. Forests and mountains are their preferred environments.
  - iv. *Mega-Shark*: Mega-Sharks are the largest sharks known on the Achar. They live exclusively in the Purple Deep. Some are rumored to be over 100 meters long.
  - v. *Pegasi*: Pegasi (singular Pegasus) are winged horses. They are prized mounts. They prefer to live on plateaus, prairies, and foothills.
  - vi. *Regens*: Tall bipeds with snot green skin. They are carnivores and carrion eaters. They do not age, cannot die except through fire. Limbs can be cut off and they will grow back rapidly. Gashes heal in seconds. They hunt in packs.

## 6. History

- a. The history covers hundreds of thousands of years. The following are highlights of the years. For more information about individual events, please contact the Editor-in-Chief Scott Zierath at [szierath@castlezierath.org](mailto:szierath@castlezierath.org).
- b. 300,000 BI. The oldest remains of the Turhys Civilization are found on Seefell.
- c. 275,000 BI. The oldest signs of a Dragon civilization are found on Sarameglund.
- d. 250,000 BI. The oldest remains of the Dratchma (dwarves) are found in North Hagen.
- e. 250,000 BI. The Drakos develop.
- f. 200,000 BI. The oldest remains of a homid civilization are found on Redlund.
- g. 190,000 BI. The proto-types of the Greenlak races appear on Gimlund. Over the next 100,000 years, they develop into the Bugbahar, the Jhogobleen, the Ork, the Gobleen, and the Khobalds
- h. 50,000 BI. The Geeant first appear on Scottlund.
- i.

## 7. Countries

- a. There are hundreds of countries with long histories. The ones mentioned here are the ones most developed. As more are developed, they will be added to the guidelines.
- b. If there are questions on an individual country, please contact the Editor-in-Chief Scott Zierath at [szierath@castlezierath.org](mailto:szierath@castlezierath.org).
- c. Zierathan Alliance.
  - i. The Zierathan Alliance is a Monarchist Republic created in the year 10,087 AI. It is made up of several smaller countries, each a Monarchist Republic. The current countries included in the Zierathan Alliance include: Zierathdom, Carlindom, Abode, Kukeria, Dietz, Abatwar, Abatwar Annex, Kuncia, Ehren, Hulsing, Pagnucci, Kilian, Wang, Fantasy Island, Braithwaite, Mara, Weber, Ambrosius, South Hollearn, North Hollearn, Fauxara, Blacklund, Jystadia, Yrelund, the Elmo Penninsula, the Goren Empire, the Islands of Adamsboro, the Old Empire, William, East Zierath, and Freezelund.
  - ii. The Zierathan Alliance Government has 3 major branches: the Monarchy, led by Zierath and the Council of Nobles (the leaders of the member kingdoms); the Senate (made up of representatives elected by the member countries plus a representative from each race living in the Zierathan Alliance; and the Judiciary, led by Chief Justice Lindsay and eight other judges.
- d. The Hovden League.
  - i. The Hovden League is a Monarchist Republic. It was founded in 50 AI by Hovde and Iwa. It is made up of four countries - Phyllistine, Hunt, Hoffner, and Holdi. In addition, it has a penal colony - the Campused Colony.
  - ii. It is recognized as the leading arbiter of the Achar. It is led by Empress Phyllis of Phyllistine, Queen Melanie of

Hoffner, and the Pope of Education, Daveed of Hunt.  
Colletta

## 8. Pitching Creative Projects

- a. As ideas come to the creative person, email the editor-in-chief at [szierath@castlezierath.org](mailto:szierath@castlezierath.org). Create a rough outline of the project.
  - i. In all cases, include a who is involved.
  - ii. For short stories/novellas/novels, include the where and when.
- b. The editor-in-chief will return your email and start hammering out more details.
  - i. Details include
    1. Making sure the Timeline is consistent.
    2. Adherence to the Writing Guidelines.
  - ii. If characters based on the member of the Zierath Alliance are used, permission must be received to use the character.
    1. The Zierath Alliance administrative team will be responsible to send out the appropriate forms.
- c. Once ideas are okayed, the project may proceed.
- d. The publishing process:
  - i. The Zierath Alliance will make the publishing arrangements.
  - ii. Of all true profit involved in the project, 35% goes directly to the creative person.
    1. 25% goes back into the company to further publishing goals.
    2. 30% gets divided amongst the Fair Share Contributors.

3. 10% goes to Scott Zierath, the Editor-in-Chief.
- iii. If characters based on the member of the Zierath Alliance are used, permission must be received to use the character.
    1. The Zierath Alliance administrative team will be responsible to send out the appropriate forms.