

Being Hanataz

This handout may be copied and provided to your players. It provides the entire Player Introduction that begins on page 5 of the Adventure Book, as well as selections from the Blue Veil Troupe section that begins on page 31 in the GM Reference Book.

Section 1: Adventure Introduction

This section introduces the adventure and is all about your character and the Hanataz troupe to which you belong. It will set the stage for the beginning of Carnivale and your responsibilities therein. **Note:** If you would like more information about many of the things that are detailed below, please get your free copy of “Secrets of Zyathé” – our player’s primer for those who adventure in the Wy’rled World. Secrets of Zyathé provides great background on the areas where the campaign takes place as well as lore, rumors, geographical locations, and other information that will make playing in Zyathé more enjoyable for you. You can get your free copy at GooeyCube.com.

You have been with the Hanataz troupe known as the Blue Veil for as long as you can remember. Some of you were born here... some were brought. Some may have even been purchased or traded for. Whatever your circumstances, you are now Hanataz – and will be so for the rest of your life.

The Hanataz... wayfarers... “Carnivaliers.” Road travelers with no homes save for the wagons, and no kin save for the troupe. It is the life of a vagabond. Many of the folk of the north believe your lives are cursed. Some say you bring ill fortune. Some say you carry a shadowed taint. In truth, many of you do... for when the Blood-Touch of the Abyssal, Fey, Elemental, Draconic, or others are detected in a child, the parents often give such children to the Hanataz. They do this to avoid having the children be ostracized, imprisoned, or even killed by superstitious and fearful people in their hometowns. Some parents even do this if their child is a Half-Elf or has been stricken with a disease or affliction that disfigures or cripples them.

But, even though the Hanataz are regarded with suspicion, your arrival on the outskirts of a town or village causes the locals to flock to your camps and see the shows you put on, which are called “Carnivalles.” These events are popular among the common-folk, who come to watch your women dance, cheer your performances, and gasp at your freaks. All while they eat your spicy foods and drink your strong “spirits.”

Ofentimes, the “Townies” will bring their local champions and wager on them in wrestling matches against your stout-folk, or in contests of skill with bow and blade. Gambling is also common at a Carnivale, and there are always games of chance being run for those willing to place their bets. Lastly, and perhaps the most popular of all, the people come to hear the portents of their futures from your Seeress.

You never stay long in one location. Someone always blames you for a picked pocket, or starting a fight, or some evil happening that seemed to arrive with your coming. Most priests decry your arrival

saying you bring immorality, debauchery, and drunkenness; that your women are whores, and your men thugs and thieves. And so, you travel... from the outskirts of one settlement to another. Never welcome in the town proper... but seemingly always greeted by those who would seek out your particular, and unique offerings.

It is the 12th day of Dezu’un. The last month of the year...in the annum named the Year of the Rogue Moon. In just two weeks, the month of Dezu’un will give way to Jazu’un and the new year. Soon after, the true cold of the northlands will come screaming like a banshee from the Icingraez and drive into the very bones of all who dwell in the Central and northern territories of the continent of Verdestia.

You will set a “hard camp” before then, likely within the vicinity of the city of Dragon’s Cross, and there will be no more traveling for nearly three months. Not until the first of the Winterblooms push through the melting snows to spread their red petals... and flutter in the spring breezes like newborn butterflies.

As Dezu’un comes to a close, Wintersdance will soon be celebrated in the cities, towns, and villages of Verdestia – and indeed across most of the world of Zyathé. This festival begins on the 20th of Dezu’un. Wintersdance is a time of great joy with many parties and much revelry... coupled with gift-giving and all manner of festivities. The celebration is long... extending to the first day of the new annum 16 days later.

Some, however, do not welcome the arrival of the new year. There are whispers that the days that are coming will bring times of great evil. That the prophecies of powerful sages speak of a time of great fears and horrors that rapidly approaches.

Indeed, even the name of the coming annum is ominous. For it is called... The Year of Dark Dreams.

If the sages of old are to be believed, this year will bring great turmoil to the world; horrible wars, deadly plagues, and many, many deaths. Some in the troupes say it is the “end of days” and that the Seeresses know it... but will not speak of it. These fears lie upon you as shadows in your minds – with the unalterable fact that time is moving slowly forward towards the inevitable. Whatever it may be.

You have more immediate concerns, however. The Carnivale is soon to begin. It is nearly highsul on the 12th day of Dezu’un... Darktide’s Eve... which is the night before the 13th day of the 12th month. Beginning this evening, and lasting until Sulrise on the 14th, is a time of evil omens.

It is also the last day of this Carnivale – and the last Carnivale of the season. A good thing, too... the Blue Veil has been running the

festival outside the town of Nevermore for the better part of a week, and tensions are getting uncomfortably high. Though the common folk love the shows that your troupe puts on... as always... the leaders of the town are predictably less enthusiastic about your offerings. Beyond the all-too-common bigotry, however, there have already been two visits by the Townsguard, and more than one accusation of theft placed upon your people.

Nevertheless, Borag and Calnassé have been determined to make one final day's profits before moving on. Everyone is busy prepping for the show. The last day of Carnivale is typically the most stressful, as it is almost always very well-attended. The younger Frenta are busy watching the Yunstas; though, thankfully, you have passed that stage as the children are a handful to be sure.

Your group, known affectionately and sometimes with exasperated sarcasm as the Zatis, or "Helpers" in the common tongue, are capable enough to assist directly with the Carnivale. Your primary tasks are to patrol between the wagons and tents to provide security for the troupe. If past experience is any indication, you'll spend the day breaking up fights, making sure the locals don't get too familiar with the dancers, watching for thieves, and generally keeping things peaceful and profitable until evening comes and the Carnivale is closed up for the night.

In the course of your rounds, you are expected to help out wherever needed throughout the day. And, if you have a little extra time, no Hanataz is forbidden from picking up a few Silvs...

Despite your youthful restlessness, you're happy Borag and Calnassé trust you to help – and you are, perhaps, even eager for a dust up or two.

Section 2: The Blue Veil Troupe

This section provides information about the Blue Veil troupe and introduces you to quite a few of the key members. Note that there are a number of others who are not mentioned here. Your GM will introduce you to these folks as the game advances. The Blue Veil is the only family you have and you are a close-knit group.

The Blue Veil is the name of one of a number of Hanataz caravans that ride the roads of the continent of Verdestia – which is considered the most northwestern of the civilized continents of the world of Zyathé. Like all Hanataz troupes, the Blue Veil are a close-knit group with much strong kinship. For the most part, they traverse the lands of the Republic of Zyranthea and the Sovereignty of Andvalla, which are the most western and the most southern civilizations of the continent. Because of the Blood-Touch that most troupe members carry, the Hanataz are outcasts from the civilized world. As such... they are a traveling people with their only homes being the wagons in which they ride.

You are a member of the Blue Veil troupe. And because you are a younger person, you are referred to as "Frenta"... which is roughly translated as "youth" in the common tongue that is spoken in the civilized lands. As a Frenta, you are in training to work the shows, to contest against those who would wager their coin, to help aid

and defend the troupe, and, ultimately, to take over leadership when the current Bonduran are too old to carry on with their duties. The term "Bonduran" means "Protectors" when translated into the common speech. Most troupes have eight to twelve Bonduran who serve on the troupe council. Typically, however, there are one or two individuals that serve as "Prema Bonduran" and these are the primary leaders of the troupe.

The Prema Bonduran of your troupe are named Borag and Calnassé. Borag is "The Strong Man" of the Blue Veil and is a massive and incredibly strong Humanoid, owing to the Ogre blood in his veins. Nearly seven-foot tall with broad shoulders and a thick frame, he can wrestle five (or more) strapping farmers at once and win... consistently. But physical strength is not his greatest asset... for he is a good and honorable man; true to the members of the troupe and carrying a fatherly love that lies deep in his heart. Each of you have felt his encouragement and his admonishment... seen his tireless efforts to keep the troupe healthy and safe... and watched his patient and kindly ways – even with the littlest members of the Blue Veil. For you have also seen him wrestle a horde of these Yunstas... the Hanataz word for children... with a broad smile on his face as those same little ones pin him to the ground – laughing with glee as they bounce atop his enormous frame.

Calnassé is a Half-Orc and is nearly as strong as Borag, allowing her to take on four or more farmers herself. But, because she is smaller than the Ogre-Man – and her frame more lithe – she is typically able to win more coin. Most believe her to be the far easier opponent – a mistake that has led to many painful sprains, and many more empty purses. Calnassé is also cunningly smart and has helped the troupe avoid many problems with her quick thinking and extensive knowledge. But, like Borag, these are not her greatest qualities... for Calnassé is so much more than a strong and capable leader. In truth, she is as much a mother to you as any – with a will for your safety that is unmatched. Many times you have felt her embrace when the world brought you pain. And more times than perhaps you would like, you have felt the sting of her hand on your backside when you broke your honor.

As Prema Bonduran, these two are named as the Bravda and Vrenda of the troupe (which loosely means "All-Father" and "All-Mother" in common speech). It is a duty they never shirk. Borag and Calnassé have been married for many years and have three children. But the Hanataz way is not to dictate through rulership... nor does position pass by blood. Though Borag and Calnassé are the leaders of the troupe – both in name and by position – they serve under the guidance of the Bonduran Council and are appointed by them. But all troupe members – no matter their position – give deference and honor to Mother Salvensa, the wise and powerful Seeress of the Blue Veil.

Mother Salvensa is the matriarch of your troupe and a Diviner of no small ability. The people of the villages come to hear their fortunes from her – ill or fair – and to drop their coin into her old, worn, strongbox. Though quite advanced in age, her magic is still potent, and she can both heal and harm if the troupe is in need. She is a kindly woman with white hair and a wrinkled face that is often broken with a toothless smile. Her wisdom has served the troupe well since

she became Seeress many decades ago. She is also as kind and loving as any grandmother could be... and often as mischievous as an imp.

Together, these three lead the troupe with strength, integrity, and wisdom; following the ancient code of the Traveling Folk. And, should the caravan be assailed, all three will make much trouble for those who would seek to bring violence upon their people.

But they would not be alone should a group of bandits or a roaming Orc war-party attack the Blue Veil. For within the troupe are a number of dangerous and capable foes... ready and able to defend the wagons, the elder-folk, and the children of the Hanataz should the need arise. Your thoughts run immediately to Vestia, the Mistress of Secrets, who is also a member of the Bonduran Council. She is a Human female with short, red hair and a freckled face. She has silvery eyes that evidence the Blood-Touch of the Fey – but, unlike many, the Touch is subtle. As such, she is often able to enter towns surreptitiously... to purchase important items for the troupe, make contact with an agent or ally, or gain information about a town's intent toward the troupe. She is also a Sorceress of no small skill. There is also her partner, Skizzig – whose face and body are scarred from terrible burns in his youth. He is a Wizard of considerable ability.

Together, the two have used their magicks on more than one occasion to destroy those who would harm your kin – including the time you witnessed them burn alive an entire war party of Goblins that sought to slay your folk and loot your wagons. But Vestia and Skizzig's magic is not just used for the defense of the Blue Veil. For when the people of the villages and towns come to the shows that your troupe puts on – which are called Carnivalles – the pair bring forth ancient magicks of the Hanataz. These illusions and phantasms were spell-crafted long ago by the first mage of the Traveling Folk, and are unknown to magic-users outside the troupes. Some say they date back to even before the Woe of Ruin... to the time of the Ethernic Civilization. The spells are sacred and secret, passed down from generation to generation.

They create booming bursts of dancing fire in the sky... conjure colorful phantoms that fly and dance like great wispy ghosts... and summon strange and wonderful creatures of sparkling light that awe and amaze those who attend their performances.

There is also Kray the Blade, whose skill with throw-knives, sword, and bow has rarely failed the troupe – even when contested against Elf-folk and Verdestian Rangers. His abilities have won much coin to fill the troupe strongbox in Borag and Calnassé's wagon. Kray is a quiet man... measured... with a strong face and an intense gaze that seems to see to your very soul. He has a greenish tinge to his skin, though none know his heritage.

Many of you have been trained by him as there are few in the camp who possess his talents. Kray is also a member of the Council, though he rarely speaks in meetings.

Another member of the Bonduran is Brayan who is known as the Blind Wind. He is an older, Wood Elf male with long ears, gray hair, and bluish skin – owing to the Blood-Touch of Elemental Air. He was

once an honored Monk in Kizmya's Order of the Four Fates, but was banished from that same Order many years ago for some serious transgression. In spite of his banishment, Brayan is no less skilled and his blindness doesn't appear to hinder him at all... whether he is contesting with his bo-staff, or counting the coin in the winner's purse from that same battle. Brayan is a wise and soft-spoken person who has taught you many lessons through the years.

There are others as well that would aid the troupe in times of attack, should one occur. But aggression against the Hanataz caravans tends to happen infrequently as the fighting prowess of the Traveling Folk is well known across the continent.

Not all in the troupe are Fighters and Wizards, however. Yet all contribute in one way or another. This is the way of the Hanataz.

Mavea, along with her two older sisters, Elnass and Saevra, are all Spell dancers. These three have mastered many of the famed, magical Hanataz dances... including the Fire Dance, the Dance of the Phantoms, and the Six Movements of the Alsa'frese. These magical performances – like the Hanataz magicks practiced by Vestia and Skizzig – have been passed down since the early days of the troupes and are a secret well-kept by the Spell dancers. Their performances are crowd favorites, and many come to the Carnivalles for the sole reason of watching the women dance. As such, much coin comes to the Blue Veil due to the considerable expertise of the women. The three sisters are also exotically beautiful due to the Blood-Touch of the Noble Fay'aree. Elnass and Saevra are in their mid-thirties and have children who are rather near Mavea's age. While Spell dancing is primarily an entertainment magic, some of the movements may be used for defense and/or aggression should the need arise.

The Spell dancers are not the only entertainers in the troupe. There are also Greyson and Grelde – a Human and a Half-Elf – married for some years now. Both Bards of excellent skill... with crisp clean voices of song... and quick, cutting wit. Their shows are popular with the crowds and are always well-attended. Grelde, in particular, can bring strong men to tears with her singing. Some say that the pair ran afoul of the Selen'hadrine and are in hiding with your troupe. None believe that Greyson and Grelde are their real names.

Beyond these, the troupe is also favored to have Selvra the Beastmaster, whose show with her tamed Owlbear and Manticore is perhaps the greatest attraction that your troupe offers. The beasts obey her completely and do her bidding without hesitation. How she is able to command and control these monsters you will never know. But the show is amazing and never fails to impress an audience. Selvra is a Druidess and bears the rather obvious Blood-Touch of Elemental Water (and an Abyssal Blood-Touch as well).

Then, there are the Jesters... Columbina and Zani. These brightly dressed clowns run slap-stick shows that delight audiences across the sovereignties. They are energetic, enthusiastic, and experts at making folk laugh. They are also quite annoying as they rarely step out of character even when there is no show going on.

Entertainment is not the only offering that the crowds come for at the Hanataz Carnivalles. Gambling is also one of the main attrac-

tions. In this, the Blue Veil are blessed of the gods to have Tevren Ziss, Freasha Firehair, and The Great Clasby. These three are gamblers with great skill in both knowing the odds, and in reading the faces of those they play against. They run games of Fool's Down, Nubs & Lords, Blackdie, Kizmya's Wheel, and many others to gain coin for the troupe. They win far more than they lose. Tevren is a mix of Orc and Elf blood and is quite handsome. Freasha is a Sundestian who bears a nearly unnoticeable Draconic Blood-Touch. Clasby is a Human that is Blood-Touched by the Abyssal as evidenced by the small red horns protruding from his forehead.

You are blessed of others, as well. There are Stoof and Leena, a Dwarven couple who are both afflicted with Twisted-Bones disease. They work the crowds and cover the bets for the troupe in contests of strength, agility, and skill. They are also excellent distillers and craft the clear, spicy spirits and the brown, sweet liquors that are mixed into drinks and sold to the crowds.

There are Sunessy and Frenne, the old spinsters, who both cook for the troupe and also make the richly-spiced and delectable dishes that are sold to the visitors at the Carnivalles. Since the Traveling Folk have to often make do with lesser cuts of meat and game, their skills both help put coin in your strongbox, and tasty morsels in your bellies.

And there are still others... Dren and Calva Steele who blacksmith for the troupe and keep the wagons rolling; Old Strem – the grandfather of the troupe – whose stories enrapt the Tent-Fires; Anton, the jovial priest who seems to always run afoul of the troupe's Jest-ers; Hantz and Fendi, two little old Gnomes who are the troupe's carpenters; Chelsea who is Half-Sarth, and both deaf and mute; and many more who make up the Blue Veil.

They are all your friends and companions... and the only family you know. As a Frenta, you are in training to become a part of the show in the years to come. Depending on your bent, you are being taught to perform, to fight, to gamble, to bring more attractions to the troupe – and yes, to perhaps pick a pocket, or run a little con, or seduce a lonely "Townie" for his or her last coin.

Even the very young are being groomed to serve. One of the jobs of the Frenta is caring for the little ones so the adults can manage the affairs of the troupe. It is impossible not to love them.

There is sweet Creeda, who at the age of four already has a voice that would charm even the stones... young Strend, who at seven is already showing talents with knives and bows... and tiny Jovessa, transfigured by the Skivers, but showing great skill in magic.

There is Kleista with her shiny eyes and tiny horns... Vezzy, mischievous and wild... she is gifted with The Sight, and will likely be "Mother Vezzy" in the years to come... Trom and Trem, eight-year-old twin boys who already can move through a crowd and clip a purse without being noticed... and Jannig, who is Borag and Calnassé's burly, 11-year-old son.

Altogether, these many wonderful folk make up your kin, and you are thankful for each one of them. When you ponder what might have been your fate had you not ended up with the Hanataz – your

thoughts go cold. The world is not kind to those of impure blood. Indeed, in some places you would not have been allowed to live. As you think on this, a smile comes to your face. Though you are not rich in material wealth; though others shun you for reasons you cannot understand... and though the road is the only home you know... it is good to be one of the Blue Veil troupe.

Section 3: About the Hanataz People

The Hanataz are inspired by the Roma people who migrated from India to Europe some ten centuries or more ago. Some Roma people are, even in this modern day, still a Traveling Folk in much of the European Union. There are even some travelers in the US as well. But the Roma people are not the only group that are travelers. There are actually traveling people from a number of different ethnicities. These include the Irish, Scottish, English, German, Hungarian, and others. It is believed that one of the most famous, and well-known, groups of traveling folk to wander the paths and byways of Europe were of Bohemian origin, and it is from them that the inspiration for the Hanataz mostly stemmed from. Just like their real-world equivalent, the traveling peoples in the Wy'rded world routinely face prejudice and distrust from the populace at large, as their reputation for being vagabonds and vagrants can sometimes overshadow their generally well-meaning natures.

The Hanataz are the traveling people of the The Wy'rded World and may be found on all four of the "civilized" continents of Zyathé. They are the outcasts of "normal" society and are not welcome in virtually any town or village. As such, they have had to make do with no real home other than the road. As Hanataz, the troupe is the only family that a member knows. And their honor and devotion to the troupe is paramount.

The reason that so many "common folk" express such prejudices and fears toward the Hanataz is primarily due to the "Blood-Touch" of many of the Hanataz people. The Blood-Touch is a phenomenon that began occurring after the collapse of the Ethernic Civilization some 1,200 years ago (an event known as The Woe of Ruin). Since that time, each year, a small number of babes are born with strange and alien characteristics that mark them as a Blood-Touched individual. The Blood-Touch can be Deific (Havenal, Equal, or Abyssal), Draconic, Elemental, Fey, or even some unnatural blending of races such as "Ogre-Human" or "Lizardfolk-Elf."

Blood-Touch is identified by priests using the spell "Detect Blood-Touch." Parents often give their Blood-Touched offspring to the Hanataz to protect them from being ostracized, imprisoned, or even killed by superstitious locals. Some even do this if a child is Half-Elven, Half-Orcish, Half-Sarth, or any one of a number of different racial combinations – or if the child suffers from some horrible disfigurement or magic-resistant disease. "Pure of Blood" is a sign of status in the World of Zyathé. In more than a few places in the world, only those who are Pure of Blood may become members of government, serve as officers in the military, work in certain vocations, or even gain employment from the guilds. Though a Blood-Touch is often problematic for an individual, it can provide benefits to the one afflicted with it. For more information on the Blood-Touch, please see *Secrets of Zyathé*, our free player's primer on the Wy'rded World.

The Hanataz revere the gods Jinxx and Kizmya (the Trickster Lord and the Lady of Lucks, respectively) but also give great respect to Buffahn and Fuffahn (Lords of Brewing and Festivals), as well as Haleona, the Lady of Freedom; Brannad, the Rogue Lord (patron of good-natured rogues); Kaakeon, the Waylord of paths and roads; Mystos, Lord of Mysteries and Prophecy; and Chanze, Lord of Gambling. The full pantheon for Zyathé is outlined in *Secrets of Zyathé*.

In the world of Zyathé, the slang word “Shizzat” is considered a somewhat negative term and is sometimes used by those who are not Hanataz to refer to the Hanataz people. The Hanataz also use the word Shizzat to describe themselves among other troupe members (Shizzat or Shizz, individually... Shizzats, collectively). Note that a person who is not Hanataz who uses Shizzat in reference to the Hanataz folk might be viewed unkindly by a troupe member, generally depending on how the individual uses the word.

All Hanataz troupes travel in brightly colored wagons and make camps on the outskirts of settlements... avoiding entering them other than to pass through. Since the Hanataz are effectively barred from coming into a town, provisioners often come to sell food and wares to the troupes. Interestingly though, Hanataz camps have become places of entertainment, where many of the same folk who would shun them in their home village or town come to see their performances which are called Carnivals.

Hanataz shows are for the commoners... not for the nobility... and are widely varied in their offerings. Gambling is popular in Hanataz Carnivals; as are wrestling matches, jester-acts, skill-at-arms contests, and magical displays. Hanataz dancers are famed in the

land as the primarily-female artists perform magical movements that mark them as Spell dancers. Escorts may also be hired and, as many of the Hanataz people have exotic heritages... this service is a popular attraction for lonely citizens. The troupes also serve interesting, spicy foods – and strong, flavored spirits – which are favored by the crowds. Lastly, all troupes have a Seeress who provides folk with views into their futures in exchange for coin.

Township leaders and many priests decry the arrival of a troupe and strongly encourage their populace to stay away from the Carnivals. That said, virtually everywhere the Hanataz travel, many still come to the camps to seek out the offerings of the Traveling Folk.

A number of Hanataz troupes may be found in Verdestia. These include The Fool's Dance, The Red Wagons, The Blue Veil, The Silver Coin, The Night Song, The Purple Hue, The Bronze Bell, and The Yellow Lanterns.

There is also one permanent Hanataz settlement in Verdestia. It is a small town known as Alnea Drova which is located in one of the more dangerous areas of the continent – the Wargwood. Fascinatingly, the traveling troupes are not welcome in Alnea Drova and, in fact, would be turned away should they travel there. Individual Hanataz or small groups of such would not be turned away... but for a time would be viewed with suspicion. For more information on Verdestia, see the free *Secrets of Zyathé* player's supplement available at GoocyCube.com.

Glossary of Terms for Zyathé

Terminology Matters

In bringing a world to life, some level of unique language can really add to the feeling. While you don't want to overdo it, using some interesting terminology can add to the immersiveness of the experience. What follows is a general glossary of terms that should cover most of the “intriguing words and concepts” from this adventure.

Abyss (the): The 24 planar realms (and associated demi-planes) that are dedicated to evil. These exist in the seventh, eighth, and ninth Deific Realms which are called Instrineum (lawful evil), Dunequéa (neutral evil), and Entropéa (chaotic evil).

Af'morn: Between nine bells and twelve bells. The time between morn and highsul.

Af'noons: The time after highsul before dusk.

Amblume: The northern polar continent on Zyathé.

Annum: A “year” on Zyathé, which consists of 397 days plus four “non-days” making a 401 day annum. Also called a “year” or a “yeere.”

Blood-Touch: A condition whereby the one who is Blood-Touched carries some characteristics of Havenal, Equissal, Abyssal, Fey, Elemental, or Draconic beings. The Blood-Touch may also manifest with “unnatural” cross-breeds such as Human-Troll, or Lizard-Elf. It is, for the most part, a very negative thing for the one afflicted with it. Only a very small percentage of the population of Zyathé carries the Blood-Touch.

Bonduran: The collective name of the leaders of a Hanataz Troupe. It can be used both in the singular to refer to a single leader or in the plural to refer to a group of leaders.

Bonduran Council: A group of leaders of a Hanataz troupe, presided over by the Prema Bonduran.

Bravda: The male leader of a Hanataz troupe. The term is translated roughly into “All-Father.”

Carnivale: A Hanataz fair.

Darkenhaven: The capital city of the Republic of Zyranthea. It is famed for its bridges, for the capital district which sits on an island that bisects the mighty Mystrune river, for the waterfalls that drop from the cliffside at the edge of the metropolis, and for the Dunport: Its famed harbor and dock district which is entirely underground beneath the city.

Darktide: A time of evil portents that begins on the evening of Dez'un 12 and lasts through to first light on Dez'un 14.

Deific Realms: The 72 planes (and associated demi-planes) where the gods abide.

Dezu'un: The name of the last month of the annum.

Dun'night: The darkest part of night; also called "night's heart" or "fool's dark."

Equis (the): The 24 planar realms (and associated demi-planes) that are dedicated to neutrality. These exist in the fourth, fifth, and sixth Deific Realms which are called Equivilium (true neutral), Natrulus (lawful neutral), and Risideum (chaotic neutral).

Eterniverse: The collective term for all creation including the depths of darkspace and all the Sul-systems therein and the many planar realms where the gods exist.

Even or Eventine: The time after Sulset to midden-night.

Everflow: Also called the Zyanthuus. This is the source of magic in the Eterniverse and on Zyathé. It is parsed into three distinct "streams" called the Viviflow, the Prysmaflow, and the Umbraflow. A fourth stream also exists but it is separated from the other three. This stream is called the Netherflow. The sages believe that another stream also exists which is named the Substraflow where enigmatic elemental magicks interact with the rest of the Zyanthuus to enable all things magical. The Everflow was established after the creator, AvovA, spoke The Way of All Things which began the creation. The Everflow imbues and infuses all.

- **Viviflow:** Light Magic. Also called The Luminuus.
- **Prysmaflow:** Raw Magic. Also called the Ferauus.
- **Umbraflow:** Dark Magic. Also called the Dunauus.
- **Netherflow:** Corruption Magic. Also called he Deviauus.
- **Substraflow:** The as yet undiscovered (and enigmatic) fifth flow. Also called the Elementauuz.

Foléantho: The Place of The Sight. This is where a Hanataz Seeress receives her visions. It can be reached only through the use of a Sente'ara; and even then only by those with the gift of The Sight.

Frenta: A term referring to a Hanataz youth to young adult.

Gamish: A term referring to a lead gambler in a Hanataz troupe.

Hanataz: The Traveling Folk of the world of Zyathé.

Havens (the): The 24 planar realms (and associated demi-planes) that are dedicated to good. These exist in the first, second, and third Deific Realms which are called Illuustrus (lawful good), Elatia (neutral good), and Jubilea (chaotic good).

Highsul: When the Sul is at its highest peak in the sky; also called "noons" or "twelve bells."

Icingraez: The name of the great northern sea that lies between Verdestia and Amblume.

Javu'un: The name of the first month of the annum.

Koruptéon: The Spectre Moon. About the same size as Vixen but virtually invisible for most of the year. On certain days, it appears with a variety of fearful exhibitions.

Lavré. An incense burner used by a Hanataz Seeress.

Luneós (also called Zolune or Zolu): Silver-white moon.

Midden-night: The time roughly 12 hours after highsul (noons); also called "night's bells".

Morn: Between Sulrise and nine bells. The time between dawn and af'morn.

Mother Seeress: The female of the troupe who has been gifted with "The Sight" which is the power to see into the future.

Myruun: The Aruna'sundra people. An ocean-going folk with blue-green skins and very coarse hair. They are of smaller stature than Humans. Often called "Sea Dwarves" but they are not of the Dwarven genealogy.

Narchemies: Mind altering potions and substances that are produced by dark alchemists (Narchemists). They are often highly addictive and may have serious side-effects. Also called Narchems.

Nevermore: A larger town in the more southerly reaches of the Republic of Zyranthea.

Night's End: The time just before Sulrise.

Prema Bonduran: The heads of the Bonduran and leaders of the Bonduran Council. They are typically made up of the Bravda, the Vrenda, and the Mother Seeress of the troupe.

Pure of Blood: Having no evidence of any Blood-Touch in one's body as determined by the spell Detect Blood-Touch.

Republic of Zyranthea (the): The central, westernmost populated territory on Verdestia. It is a loose confederation of sovereignties with some measure of democratic principles. Zyranthea means "Children of Zyathé."

Sarth: The Seandrathé folk. Tall, long-limbed people with dark orange skins, purplish hair, and bolder features. They are the only race on Zyathé that can cut Flowstones.

SC: Suleónic Constant. The measure of time based on the rotation of Zyathé around the Sul (as in 1212 SC, which is 1,212 annums after the Woe of Ruin).

Sente'ara: The magical "seeing stone" of a Hanataz Seeress that allows her to enter the Foléantho and see glimpses of the future.

Shade-Being: The form taken by any gifted creature when it visits the Foléantho. It is a mental projection of sorts.

Shade-Veil: The "doorway" to the Foléantho.

Shizzat or Shizzats: Slang term for the Hanataz people. It is considered a pejorative term when used by non-Hanataz folk. Hanataz also use it to refer to themselves.

Sight (the): A magical ability that allows one so gifted to visit the Foléantho (the Place of the Sight) in the form of a Shade-Being using a "seeing stone" known as a Sente'ara. In the Foléantho, one may see glimpses of the future.

Skivers (the): Another affliction that resists curative magicks; the Skivers disease creates Dwarfism in the High Races along with some physical deformities.

Sovereignty of Andvalla (the): A sovereignty (actually a Queendom) that is situated on the west coast of Verdestia just south of the Republic of Zyranthea.

Sudrana'ak: A great city of the Drunenda Dem, which are the Dark Dwarvish folk, that lies beneath eastern Verdestia in the Underdelve.

Suleón (also called the Sul): Yellow-orange sun.

Sulrise: Between five and six bells. Also called “dawnrise” or “dawn.”

Sulset: The time around the setting of the Sul.

Sundervulden: A southern Dwarven city in the Wyrmmrest Mountains that is also a member of the Republic of Zyranthea.

Sundestia: The most southwestern “civilized continent.” It is large and tropical with a huge black sand desert called the Onyx Sea.

Three Dancers (the): Three large, shining comets that orbit Luneós.

Townie: The Hanataz name for non-Hanataz folk.

Twisted Bones Disease (the): An affliction that resists curative magicks and causes the one struck to have bones that are warped and often brittle.

Underdelve: The great expanse of caverns, tunnels, and cathedrals that lies beneath the surface of Zyathé. Also called the “Zyanduun.”

Verdestia: The most northwestern “civilized continent.” It is split in two creating east Verdestia and west Verdestia.

Vile Desolation (the): The “no-man’s land” between the Republic of Zyranthea and the northern territory of Magdronog which is controlled by Orokonoids. The Vile Desolation is a fearful place filled with many horrid undead, frightening abberations, and deadly locales.

Vixen: Rogue blue moon (about 1/6 the size of Luneós).

Vrenda: The female leader of a Hanataz troupe. The term is translated roughly into “All-Mother.”

Wintersdance: A winter festival that is celebrated in much of the civilized world. During the celebration, many parties and festivities are held and gift-giving is common. The celebration begins on the 20th of Dezu’un and extends to the first day of the new year 16 days later.

Woe of Ruin: A terrible calamity that occurred approximately 1,200 years prior to the events of the Red Star Rising campaign and caused the horrific collapse of the Ethernic Civilization. The entire creation was nearly destroyed in the cataclysm and the Zyanthus was fractured. High magicks were rendered useless and the planes suffered much destruction. The corruption that infested Zyathé afterward is what is blamed for the emergence of monsters as well as the effect on a small percentage of the population which is known as the Blood-Touch.

Yunsta: A term referring to a Hanataz child.

Zaraghast: The name of the red star that will appear on Darktide’s Night. It is a portent of evil times.

Zatis: A term used to describe the party. It loosely means “helpers” in the Hanataz dialect.



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