

Months of the Year

Spring

- ◆ Newspring
- ◆ Midspring
- ◆ Springsebb

Autumn

- ◆ Autumnturn
- ◆ Autumncrest
- ◆ Autumnfade

Summer

- ◆ Summersdawn
- ◆ Highsummer
- ◆ Summersend

Winter

- ◆ Winterdusk
- ◆ Deepwinter
- ◆ Wintersend

Days of the Week

Sunday	Rest
Stoneday	Building and crafting
Waveday	Commerce and trade
Woodday	Nature
Flameday	Conflict
Windday	Knowledge and learning
Moonday	Reflection

Hours of the Day

Newday (Primus)	Sunrise to mid-morning
Highmorn (Manum)	Mid-morning to noon
Sunhigh (Tercus)	Noon to mid-afternoon
Sunfade (Posmerum)	Mid-afternoon to sunset
Eventide (Vesperus)	Sunset to mid-early evening
Moonrise (Nessum)	Mid-early evening to midnight
Deepnight (Shadus)	Midnight to mid-late evening
Nightfade (Noxum)	Mid-late evening to sunrise

Major Holidays

Newspring 1st	Candlemas
Midspring 16th	Spring Equinox / ; Astarun
Summersdawn 1st	Baeltain
Highsummer 16th	Summer Solstice / Midsummer
Autumnturn 1st	Lamastide
Autumncrest 16th	Autumnal Equinox / Maebun
Winterdusk 1st	Hallowmas
Deepwinter 16th	Winter Solstice / Yuletide

The Moons

Ralos	28-day cycle; 13 lunar months/year; controls lycanthropes and tides
Meera	24-day cycle

Gods of Mythosa

Adonhim	U	Everything
Aeryandris	U	Civilization, craftsmanship, labor, trade
Alyara	G	Healing, love, wisdom
Azakhar	E	Conquest, slavery, tyranny, war
Baltur	LG	Justice, righteousness, truth
Cerunn	U	The Hunt, Consort of Danae
Danae	U	Nature, fertility
Ilvidicus	CE	Disease, drought, famine, pestilence
Isa	U	Destiny, knowledge, time
Jhadara	U	Fortune, hedonism, the Sea, wine
Karnus	U	Battle, fire, steel, strength
Lyranis	G	Archery, arts, dreams, travel
Mallora	E	Fear, the Moon, nightmares, the Undead
Mordalis	E	Darkness, death, murder, the Underworld
Savia	CE	Pain, vanity, vengeance
Shaarizad	CE	Destruction, evil, madness
Skaldur	U	Cold, lightning, storms, winter
Yaasila	U	Depection, illusions, secrets, trickery

Races and Cultures

Humans

Skalnir	Hardy northern warriors
Marrshites	Coastal explorers and merchants
Varghani	Desert nomads and dervishes

Elves

Illidari	High elves (eladrin)
Sylvari	Wood elves (elves)
Drakari	Dark elves (drow)

Dwarves

Runir	Stone dwarves (dwarves)
Nalgrim	Deep iron dwarves (duergar)

Scaled Folk

Viss'takh	Reptilian dragonfolk (dragonborn)
Sith'aal	Serpentmen (yuan-ti)

Other Races

Dhazyra	Engimatic wandering clans (tieflings)
Kylithians	Tentacled brain-eaters (mind flayers)

Regions of Note

Continental Regions

Atharys	Sparsely-populated western island
Karnathas	Large region once dominated by a great empire, now littered with ruins and wastelands; population primarily found along the coasts
Zarkhir	Southern continent; dominated by jungles and desert

Cities

Aelorea	Religious fanatics bent on eradicating magic and other religions
Amaranth	Artist city built on canals
Blackport	Pirate city ruled by slavers and thieves
Caerhaven	Frontier town built on ancient ruins
Calythir	Haunted trading and fishing port
Carsus	Port occupied by Ulthian invaders
Corathmyr	Ancient city reclaimed by the elves
Essengard	Eastern city-state known for its mercenary companies
Haatikys	Only known Viss'takh city
Helgard	Vykir raider settlement on Atharys coast
Ilmara	Major trading city, largest city in the known world
Ivenmir	North city ruled by "Ice Wizards"
Kharazgar	Dwarven city known for its mines and wise kings
Khemal	Southern jungle city ruled by evil rakshasa
Lionsgate	Theocratic northern city, ruled by the White Temple
Lyranorr	Ruined city on Atharys being re-populated by the elves
Malcythia	Evil city ruled by priests of Shaarizad
Maraada	Southern fortress city ruled by evil wizards
Qet	Former capital of a great southern empire
Sharaj	Southern city catering to decadent pleasures and excesses
Shesada	A once great port on the coast of the Varghani Desert
Spÿre	Island city dedicated to wizardry
Stonehelm	Dwarven city and major trading hub
Talmarr	Port known for the quality of its sailors
Ulthia	Militaristic city-state dedicated to establishing a new Marasinian Empire
Zeldora	Major trading city and rival of Ilmara

Ruins

Asgarth Mor	Once a great city, now partially submerged beneath the Llyrnan Sea
Black City of Wizardry	Formerly the capital of the Marasinian Empire; now a blackened ruin in the eastern Grey Waste
Gharakaag	A ruined Marasinian city now occupied by orcs and other humanoids
Lor Elesna	A ruined elven city infested with monsters and humanoid tribes
Ordathas	The "City of the Mad", rumored to hold great treasures
Ravillus	A Marasinian city, once renowned for its alchemists
Seven Cities of Bone	Ancient cities of the western Varghani Desert, now used as necropolises
Temple of the Screaming Gods	A ancient temple built by an unknown race and filled with enigmatic idols
Tir Naroth	Ruined northern port city occupied by legions of the Undead
Tyr Aegas	Ancient city abandoned by the elves after the death of their god

Other Regions

Eastern Desolation	Immense, desolate wasteland to the east of the known realms
Elthanamir	Island kingdom of the elves
Grey Waste	Ruin-littered, blasted wasteland created by the Thaumaturgical Wars
Malgotha	Huge island to the southwest; large unexplored and very dangerous
Varghani Desert	Great desert covering most of Zarkhir

