

Glossary

Paragon: An individual who represents the finest aspects of each of the races within the Protectorate: in other worlds they would be deemed a Knight. The Paragon has no political power or military, save what others are willing to give them. They simply are those who represent others the best. This is a role of servitude, and a Paragon only appears or is sought at the time of greatest need. Many Paragons have risen for a small time before helping search for another, and there has not been a Paragon since the Deep Troll Wars nearly 3,000 years ago. The time to seek a Paragon were almost always brought about by a foretelling by the Dwarves.

The Order of the Silver Sword: A military force composed of the very best. From Ex-Paragons to the finest combatants each one is an army unto themselves. They are the force that protected the caravans as they evacuated to Cairns and sealed themselves outside to protect and defend Cairns for as long as they were able.

The Collegium: The Collegium is a non-political educational body which sees to the needs of the citizens of the Cairn. It is responsible for education, training and prosperity, and while the Collegium may have their own agendas they have been the driving force for both survival and peace within the Cairn.

The Protectorate: The political body before The Fall in which all races and their nations joined as one. This was founded in harmony and peace for the betterment of all.

The Sombra Lance: A rumored clandestine force within the Cairn society that metes out justice outside the laws and controls of the land. They are beholden only to themselves.

The Rot: Few official cases of this have been found. The Rot seems to be an invasive mold that grows over living matter, and can even animate it - sometimes even while the thing it inhabits attempts to fight back against the creep that burrows into its skin. Thought by some to be propaganda and justification for killing the Dryads, whom the Orcs harbor and protect, or as an excuse to cease rationing on planted foodstuffs, the "Rot" keeps popping up in tales from scouting parties.

The Races:

The Marad' Unn: The name in Ascension for the Dwarves. Formerly able to tell the future with their dreams, since The Fall they have lost height and their prophetic ability. Nevertheless, the Dwarves tend to hide things they think of great import in their bears and are always well prepared.

The Harbingers: Elves from another plane who warned the Protectorate of the Vreech. They are marked by faintly glowing lines of Ley Line power running through their skin.

The Null: The name for Ascension's humans. They appear to be the byproduct of breeding between races in a world with little magic.

The Librahm: The Ascension name for Biata. These people have been integral in retaining the history of the old world so that everyone can reclaim the new one. They are said to have had wings before The Fall, and are the protectors of memories.

The Winnowers: The Ascension Dryads, who used to decide what life was to be kept or culled when it spawned at a Dragon clutch. They worked closely with the Orcs, whom they would then give the new entity to for it to be cultivated and reared. When the last Dragon died during The Fall the Dryads all fell asleep. They are only now just waking, and no one knows why.

The Incarnate: Created by the Elder Fae, the Incarnate are Ascension's Sylvanborn Elves. They are a timeless race who can change their gender, outward appearance and outlook when they resurrect. (Is the fact that they were created by the elder fae common knowledge?)

The Sonorant: Ascension's Stone Elves. They were called Golden Elves before The Fall, and their harmony and songs charged the crystals and powered various arcane machinery. Since The Fall they have lost part of who they were, and are now resigned in their path to be those without harmony. They rarely show a desire to strive to again attain it, and the Sonorant are now viewed as mediators and judges in much of the Cairn.

The Circle-Born: The Ascension High Ogres are not a normal race. They are the remnants of spirits, who were torn apart when the Vreech destroyed the Realm of the Dead and every Earth circle. Recently the Arcane Life Engines, which the Selunari created just before The Fall, turned on by their own volition, as if the Earth itself was trying to bring back the shattered spirits into the world. This birthed the first golden skinned child, the first Circle-Born. These Ogres are their own person, but they can glimpse the dead - including who they had been previously.

The Wardens: The Alliance Oathsworn are former members of the Protectorate military. They have sworn to make right the duties they had forsaken before The Fall, and all have a role in the eternal war. They are creatures of the primal plane, and as such have a hatred for the Vreech unlike any other. This carries over to a dislike and distrust of all extra planar creatures.

The Union: The Ascension version of Hobblings, who gained their sense of individuality after The Fall. They retain a racial memory and many talents, though things are difficult to process at times.

Selunari: The Ascension Selunari are very affluent. They formerly were master craftsmen and inventors when it came to arcane implements, and their great family dynasties were the cultivators and creators of many of the magic crystals. All that knowledge and skill was lost in The Fall, so now they strive to reclaim what was lost as well as to try and keep the people of the Cairn together as one.

The Jade Pact and the Wylderkin: Technically two different groups, but they function together. The Jade Pact Elves are Ascension Forest Elves, who have ancient pacts with the deep forest and honor the Primal Fae. It was these ancient deals that allowed the Primal Fae to make a deal to invest their power into the Jade Pact, which helped to defeat the Vreech - though things didn't go as planned. After The Fall a few generations passed, and Wylderkin children began being born to those with Jade Pact ancestry. Details for this and their connections are within the race packets.

The Star-Touched: Ascension Dark Elves. The Star-Touched are swashbucklers and heroes. They were sky pirates when the sky ships flew, and were known as commandos and protectors. The Star-Touched held a special place in the lands of the Protectorate, and for the ritual they sacrificed the sun and sky they loved. The ritual denied their bodies from even being in sunlight,

and they feel pain if they are exposed to it. Even so it is said that no one gets the best of them, and their skin adapts the color, and sometimes aspects, of the sky at the time they were born. They still adopt more of the aeronautical war of their ancestors, and you cannot take the sky from them.