

**A Chronicle of Purpose and History for**



**WARLOCKS:  
Trials of the Pruning Grounds**

**A Level 4 Morayan Abhilas PC Game in the**

**TAMAYA REFUGE**



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## PURPOSE OF THIS DOCUMENT

The **Warlocks** is a computer game, but it is also an introduction to a new fantasy universe known as the **Tamaya Refuge**. Inspired by the literary and cinematic classics such as Star Wars, the Lord of the Rings, and Dune, a new place of magic, betrayal, heroism, and complex relationships is being developed. The **Tamaya Refuge** represents an exciting new setting where Vedic & Sasanian culture mingles with Art-Deco aesthetics and is imbued with powerful magic and psychological dilemmas.

The **Tamaya Refuge** is set during an era written about by Graham Hancock, Charles Hapgood, David Childress, and Zecharia Sitchin where powerful weapons were wielded, great empires rose and fell, and the foundation of ancient history and mythology was established. This document is meant to educate you about the Warlocks so your product development is as easy as possible.

Since this is the first such document I have put together I am sure that that I have forgotten a bunch of things. I am also sure that my communication of my vision will be lacking in places. All that I ask of you is that you provide honest feedback about areas that are vague, unclear, or forgotten.

This document is an introductory chronicles to the world and is by no means the authoritative history and understanding of the **Warlocks** and the **Tamaya Refuge**. I intend to see future products shed more light on the beginnings of **Jerahn**, the **Warlocks**, the **Morayan**, and the **Tamaya Refuge**.

It is far more interesting and effective to tell a story that provides entertainment and insight than to just to relay a string of information to people. The **Tamaya Refuge** is not meant to become a generic fantasy setting for the sake of entertainment only. As Robert McKee said, "Storytelling is the most powerful way to put ideas into the world today". I intend for the Tamaya Refuge to become a vehicle for the following ideas as supported by the auxiliary quotations:

- **Choice is our birthright and our range of choices is determined by our attitude. With choice comes great responsibility. How this responsibility is handled is reflected in the attitude of the fictional characters we create. The Warlocks' attitude has great bearing in the Tamaya Refuge because of the great power they wield. A lesson to all of us about the power we wield in our lives.**

The longer I live, the more I realize the impact of attitude on life. Attitude, to me, is more important than facts. It is more important than the past, the education, the money, than circumstances, than failure, than successes, than what other people think or say or do. It is more important than appearance, giftedness or skill. It will make or break a company... a church... a home. The remarkable thing is we have a choice everyday regarding the attitude we will embrace for that day. We cannot change our past... we cannot change the fact that people will act in a certain way. We cannot change the inevitable. The only thing we can do is play on the one string we have, and that is our attitude. I am convinced that life is 10% what happens to me and 90% of how I react to it. And so it is with you... we are in charge of our Attitudes.  
– Charles Swindoll.

Watch your thoughts, for they become words.  
Watch your words, for they become actions.  
Watch your actions, for they become habits.  
Watch your habits, for they become character.  
Watch your character, for it becomes your destiny.  
– Frank Outlaw

- **All choices have consequences. Every pebble thrown into a pool sends ripples across a pond. Chaos Theory proposes that the wing flap of a butterfly can contribute to a hurricane thousands of miles away. The physical and personal interconnectedness found in our own world will be reflected in the Warlock stories and games we develop.**

Only through our connectedness to others can we really know and enhance the self. And only through working on the self can we begin to enhance our connectedness to others.  
– Harriet Goldhor Lerner

We don't accomplish anything in this world alone ... and whatever happens is the result of the whole tapestry of one's life and all the weavings of individual threads from one to another that creates something.  
– Sandra Day O'Connor:

- **Life is not what it seems. Our desire to have life turn out a certain way is the source of most of our troubles as stated by numerous saints and mystics. The Tamaya Refuge is about how individually and collectively it is commonplace to reinforce illusions upon each other and ourselves. These layers of illusion are to slowly fall away as the story of the Warlocks unfolds.**

The most dangerous thing is illusion.  
– Ralph Waldo Emerson

The only way to find God, is to let go of God.  
– Meister Eckhart

It is with these quotations and ideas that we launch forward together. I hope that together our talents will both entertain and enlighten all those we meet.

Best regards,

Chris Billows  
Creative Director  
Promaginy

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# 1. THE ORDER OF WARLOCKS

## 1.1 A New Magical Force

The **Warlocks** are an army of magic-wielding warriors that are distinguished by their distinctive use of **Jitadi**, the use of elemental weapons. Unlike other **Morayan** (human) magic-wielders, **Warlocks** do not need to command their magic through enchanted items. By directly controlling the elemental molecules that are the foundation of all temporal things, **Warlocks** represent a revolutionary new magical force.

**Warlocks** believe that the temporal world is made up of six elements which are known as **Ice, Fire, Nature, Light, Space, and Time**. By controlling the six elements the **Warlocks** have created dozens of different elemental weapons and enhancements such as fireballs, light blasts, ice shields, and speed increase.

The rise of the **Warlocks** is as revolutionary as the rise of technology in our own world. The **Warlocks** have displaced the old magical order which has created history-altering repercussions. The **Warlocks'** sudden rise to prominence was premeditated by their founder, **Jerahn Anakshabay** and his teacher, **Zakaranda**.

## 1.2. Foundation And Purpose Of The Warlocks

At the age of 9, **Jerahn** left his **Morayan** family of minor noble standing to follow his tutor, **Zakaranda**, who captured **Jerahn's** loyalty by appealing to his desire for power and justice. **Zakaranda** became **Jerahn's** guardian and for eight years taught him the unknown martial system of **Jitadi**, or the wielding of elemental weapons. **Jitadi** means "superior to be conquered" in **Astrita**, the universal language.

**Zakaranda** taught **Jerahn** that he must use the **Jitadi** to carry out the **Cadamar**, which is a crusade against **Deila's** revealed enemies, the **Devachan** (Gods of Trouble). The **Devachan** are the divine beings who incompetently allowed the **Maladarie** (Great Sinners) into the **Tamaya Refuge**. **Jerahn** was taught that the **Devachan** were incapable of withstanding the **Maladarie** and that both threats would need to be eliminated. To destroy both the **Maladarie** and **Devachan** became the singular purpose of **Jerahn's** life. **Jerahn** was promised that in return for successfully carrying out the **Cadamar**, he would be divinized.

**Jerahn** was also taught that the **Cadamar** was not a single event, but was a constant battle against this evil, not unlike a **Jihad**. Such a constant challenge required constant training, thus **Zakaranda** instructed **Jerahn** to test himself in preparation for the **Cadamar**. **Jerahn** employed himself as a mercenary and adventurer in various campaigns and quests. **Jerahn** gained battle experience that further deepened his power in the **Jitadi**. He became a legend in how he single-handedly destroyed entire companies of enemy soldiers and completed extremely difficult quests. It was at this time that **Jerahn's** ferocious manner of conduct earned him the honorific title of **Anakshabay**, which means Master of Fearlessness.

After five years of life as a mercenary and adventurer, **Zakaranda** instructed **Jerahn** to begin teaching the **Jitadi** system to others. While building the first **Sandhoa** (Compound) with his freelance monies, **Jerahn Anakshabay** found young **Morayan** children who possessed the right traits to be trained in **Jitadi**. This was the birth of the **Order of Warlocks**. **Zakaranda** granted them the **Asritan** name of **The Jitadara** which means "Receivers of the Jitadi". **Jerahn** then taught his students the **Jitadi** system and the duty to carry out the **Cadamar** as he was taught by **Zakaranda**.

### 1.3. The Cadamar

**Jerahn** learned and in turn taught his followers that the **Tamaya Refuge** was in peril. The **Devachan** was unable to protect against the **Maladarie** who had broken through from the **Emengild** (Great Void) and threatened to consume everything. Not only must the **Tamaya Refuge** be protected from the **Maladarie**, but the incompetent **Devdas/Devachan** would need to be removed before they created more trouble.

**Zakaranda** not only provided **Jerahn** the power of the **Jitadi** but also strategic instructions about who was to be attacked. **Jerahn** and his followers became solely dedicated to destroy the **Devachan**, the **Maladarie**, and to the infallibility of the **Cadamar**.

**Zakaranda** taught **Jerahn** who in turn taught his followers the **Jitadara Codex**:

*To stop the enemy of the Tamaya  
Is to subdue the Devachan  
Is to use the Jitadi against them  
Is the purpose of the Jitadara  
Is the Cadamar*

### 1.4. Zakaranda And The Etayn

Before sharing the **Cadamar** with **Jerahn**, **Zakaranda** portrayed himself as a divine messenger who was concerned about the safety of the **Tamaya Refuge**. In truth, **Zakaranda** is a rebel **Devda** (Divine Servant) that is part of a secret cabal called the **Etayn** (The Just Way) who intends to overthrow the **Alarvalda** (Formless Gods). **Jerahn** did not know that **Zakaranda's** motivation to sire a movement to destroy his fellow gods (the **Devachan**) was political. The **Etayn** are opposed to the **Alavald** because they want to see the expansion of the **Tamaya Refuge**. They want the opportunity to rise in power and create their own worlds while the **Alarvalda** are opposed to such an expansion.

**Zakaranda** has the natural physical form of a divine **Pashumar**. Coming from the Avian **Pashumar** He possesses the head and upper & lower body of a hawk including a full set of wings, but has two arms and hands that allow him to manipulate objects much like any human would do. Being a **Devda**, **Zakaranda** is able of changing his physical appearance to appear human. It was in this guise that he approached and won the loyalty of **Jerahn**, though he eventually did reveal his true physical emanation to **Jerahn**. **Zakaranda** found **Jerahn** to be a willing student in learning about the incompetent and troublesome **Devachan**.

### 1.5. The Devachan

The **Devachan** (Gods of Trouble) are those **Devdas** who are loyal to the **Alarvalda** but also charged with being too incompetent to protect the **Tamaya Refuge**. **Jerahn** was taught that because of **Devda** self-absorption and internal bickering, the **Maladarie** were able to slip into the **Tamaya Refuge** from the great void known as the **Emengild**. The **Maladarie**, though currently weakened remain a huge threat to the sanctity and integrity of the **Tamaya Refuge**. The **Devdas** appear to be unable to combat the **Maladarie** which is why **Warlocks** have tagged them with the disapproving term of **Devachan**.

The **Devachan** are divine, but are not immortals. A direct attack on their essence with **Amrita**-charged weapons will destroy them. They look **Pashumar** which means they come in a multitude of different forms, some hairy and lion-like, others shelled and tortoise-like, some feathered and avian-like, and so on, not unlike the multitudes of beasts and animals in our world. A **Devachan/Devda** is distinguished from a regular **Pashumar** by a divine aura that envelopes them.

The **Devachan** are generally aloof, arrogant, and too busy with their own affairs. As the direct servants of the **Alarvalda**, they spend a majority of time bringing to fruition their masters' agenda. The **Devachan**, if organized, could easily crush the entire **Order of Warlocks**, but they generally do not communicate with each other as they are jealous & suspicious of one another. It was only after seven of their kind was destroyed did they agree to work together against the **Warlocks**. It was this lacking communication that likely lead to the arrival of the **Maladarie**.



## 1.6. The Maladarie

The arrival of the **Maladarie** (Great Sinners) caught the **Devdas** completely by surprise. It is widely believed that these demonic beasts managed to break in from the void surrounding the **Tamaya Refuge**, known as the **Emengild**. They attacked with such ferocity and savagery that dozens of **Devdas** and hundreds of thousands of **Pashumar** were destroyed by them. What is particularly disturbing about the **Maladarie** is that they appear to subsist on the **Armtasaraja** (soul/fundamental essence) of the **Pashumar** victims they consume.

The **Maladarie** share the physical characteristics of both Pashumar and Morayan races. It is as if they were the breeding abomination of the two races as they were without fur but possessing



monstrous fangs and claws. They also possessed many of the divine powers of the **Devdas**, so they were very difficult to kill by the standard **Pashumar** armies arranged against them.

Current the **Maladarie** have been repelled by a **Morayan** led force and are relegated to the moon **Kalagata**. They continue to plot to overthrow the **Alarvalda** and unmake the **Tamaya Refuge**. It is for this reason that the **Warlocks** are also sworn to destroy them. So far there have not been any encounters between **Maladarie** and the **Warlocks**. The **Warlocks** appear to believe that they must remove the **Devdas** before dealing with the **Maladarie**.



### 1.7. The **Isailas**

The **Isailas** (Lords) represent those temporal and non-divine kings who are always competing with each other for political and economic domination. Just as the **Pashumar** make up the majority of non-divine beings, so too do they make up the majority of the Kingdoms (known as **Rajakandas** in the **Asritan** language). These kingdoms are organized along clan lines where the clan leader is given somewhat absolute power.

The **Pashumar Isailas** have always feared the **Warlocks**. When cajoled, they can unify to make a potent fighting force. This has happened once when they formed a loose coalition to join the **Devachan/Devdas** for the attack on the **Warlock's** first **Sandhoa**. Once the first **Sandhoa** was destroyed and **Jerahn** was killed, the **Isailas** thought that the **Warlocks** were defeated. When the **Warlocks** reformed, the **Isailas** had become desperate again for an upper hand against their rivals and went back to employing the **Warlocks** as elite troops in their campaigns against each other.

The **Warlocks** have a continued to exploit this strategic relationship with all of the surrounding **Pashumar Rajakandas**. The **Warlocks** use this conflict to their advantage by hiring themselves out as mercenaries and adventurers to the various **Isailas**.

It is not an uncommon occurrence to witness **Warlocks** fighting each other while in the employ of opposing forces. If **Warlocks** are arranged on opposite sides during a mercenary/adventurer mission, they will fight each other but follow the **Jitadara Codex** to show lethal restraint during their combat with each other. They will either knock out their **Warlock** opponent or one will surrender if they realize they are losing.

Currently, the **Isailas** are paying fealty and homage to the **Gandharvas**, the **Arajies** emperors. The **Warlocks** do not trust the **Arajies** nor their **Pashumar** allies for they see them as very beholden to the **Devdas**.

## 2. WARLOCK LIFE

### 2.1. Becoming A Warlock

Young **Warlocks** are chosen according to personality traits that are similar to those that **Zakaranda** found in **Jerahn**. Around the age of 10, male and female human (**Morayan**) in the **Hurapian** cities and towns are evaluated by traveling bands of **Warlocks**. Other races and **Morayan** nations are considered to be too beholden to the **Devachan** to be worth considering.

The most desirable traits are:

1. An aptitude towards idealism to ensure adherence to the **Cadamar**.
2. Strong physical stamina and coordination to generate the **Jitadi**.
3. Mental endurance and balance to control and unleash the **Jitadi**.

To the **Hurapians**, the **Warlocks** represent an opportunity to establish **Morayan** influence on the world stage. All families consider it an honor to have their child accepted into the Order of **Warlocks**.

All new **Initiates** are taken to the **Adibalanigal** chamber and are placed in a three day induced trance where the power of **Jitadi** is granted. Continuous training with the **Jitadi** then takes place by a combination of physical and mental exercises.

The physiological basis by which **Jitadi** is generated is that the **Warlock's** chakras are stimulated through warrior stances. The chakras generate the **Jitadi** power while the trained mind then launches the **Jitadi** energy. As it was with **Jerahn**, it takes 7 – 10 years of continuous training to become competent in **Jitadi** generation and control.

Becoming a **Warlock** is a life-long commitment and removal take place only through some form of death.

The **Sainikulan** (the ruling groups of the Warlocks) have an agreement between them that only when an **Abecedarian** becomes an **Initiate** then they are allowed to be courted by the various families to join them. Prior to becoming an **Initiate**, the students are under the command of **Abbandha (Unfettered) Warlocks**.

Initiates are encouraged to participate in the Trials of the Pruning Grounds as it allows them to practice their **Jitadi** in a competitive and intense arena that has minimal risk of serious harm.

The giving of a Black Sash to a Warlock is the time that **Initiate** moves from being a total student to being able to join one of the Legions and participate fully as a member of the Order.

### 2.2. Being Removed from the Warlocks

**Warlocks** are never removed from the Order. Those injured and unable to fulfill their regular duties are retired from Legion duty and are to support the Order through other methods. These activities range from administrative, teaching, research, and menial. **Warlocks** who are gravely injured and cannot walk or care for themselves are provided for to the extent of their fame and status though most infirmed **Warlocks** would choose euthanasia so as to hasten their expected rebirth.

Any individual who leaves the Order is considered a renegade and is hunted down and terminated.

## 2.3 Morayan Social Obligations & Prejudices

Socially, **Warlocks** do not get married as they frown upon this social custom. It is thought that a **Warlock** should minimize their social obligations given the seriousness of their purpose. They are allowed to have sexual relations with others but are not able to father or bear children due to the side effects of directly manipulating **Jitadi**.

**Warlocks** generally conduct themselves in an ethical manner as stealing, cheating, or murder is condemned unless it can be proven that the **Cadamar** can be advanced through such actions. The Order will carry out punishments upon offending **Warlocks** and these can range from shaming, corporal, sanctions against advancement, imprisonment, and death.

The **Warlocks** are very distrustful of the other races, particularly the **Pashumar**. They see them as too loyal to the **Devdas**. Additionally, the past attacks by the **Pashumar** against them has reinforced their misgivings. The **Warlocks** are just as distrustful of the **Arajan** nation. Their transformation into combination **Pashumar/Morayan** manifestations is seen as a betrayal to the **Morayan** roots. Relations with **Onusayan** peoples is aloof and neutral. The **Onusayan** past alliances with the **Pashumar** make their intentions questionable. Finally, the **Warlocks** have a privileged position of esteem within the **Huran** nation. Being **Hurapian** in origin has made the **Warlocks** national heroes.

Currently the **Huran** nation is a province ruled by an **Arajan** appointed Isailas. They are hoping that the time will come that the **Warlocks** will lead them to independence.

## 2.4. Constant Training

Because the **Warlocks** need to be constantly at the ready to go into battle against the **Devachan** they have developed a culture of constant training and testing. The means that all capable **Warlocks** enter into one of the five Legions. To determine that the strongest and best lead these Legions, the **Warlocks** enter into an annual contest known as the **Akirtsapata** or **Trials of the Pruning Grounds**. More powerful **Warlocks** who are competing for higher ranks, would compete in a similar yet more difficult contests known as the *Trials of Challenge*. (To be covered in future games).

The **Pruning Grounds** are a quality control process used by the Order to ensure that **Warlocks** are as ready as possible to carry out the **Cadamar**. The **Pruning Grounds** are held every year and throughout **Deila's** various locales (which provide environmental training for the **Warlocks**) that are accessed through magical gates created by hired Seers. **Warlocks** are rarely killed during the Trials, but injury is common.

## 2.5. Warlock Jitadi Power

Regardless of one's Rank or Degree, **Warlocks** possess differing levels of personal power to command the **Jitadi**. It is equivalent to the raw talent that some athletes may possess in our own world. Through practice and diligence this talent is given focus and is made into a weapon of greater magnitude. It needs to be noted that personal power does not match one's military rank or degree as many **Unfettered** tend to forgo those titles yet are among some of the most powerful users of **Jitadi**.

## 2.6. Warlock Degrees of Mastery

The **Order** is currently struggling with how to properly measure a **Warlock's** personal power with their degree. Degrees are being awarded when one attains a higher Legion Rank and not the other way around. The purists (**Talavara Sainikulan**) within the Order are decrying this and believe that it should be the actual personal power level that a **Warlock** possesses that should determine the **Rank**.

Each **Warlock** is evaluated and ordained on the basis of their **Degree of Mastery**. A **Degree** is not a rank, but a perceived representation of a Warlock's actual **Power**. For those inclined to rise to the higher seats within the **Order**, **Warlocks** must demonstrate their mastery of the skills and techniques necessary to excel as a **Warlock**.

For the sake of the game though, we will define the **Degree** of a particular **Warlock** by their **Personal Power Level**, which is determined through a mathematical combination of the elemental attunement (statistics) and their mastery of spells. This murkiness and political issue is best reserved for the story elements and not in the actual game play.

A **Warlock's Degree** permits access to the *Trials of Position* for higher seats in a **Legion**, however it naturally does not guarantee them a seat, which must be won through victory in the trials.

The **Degrees** are divided into three stages: The first stage is the **Abecedarian Stage**, where the Warlock is considered a young student who is learning the basic skills and discipline. The second stage is the **Initiate Stage**, where the Warlock is still considered a student but is able rise in rankings based on their accumulated skills. A Warlock in the **Initiate Stage** does not calculate their **Power Level** based on **Stats**, only on their spell mastery.

**Stage One: Warlocks** ages 9 – 16.

These new and young students are under the tutelage and direction of the **Abbandha** or **Unfettered Warlocks**.

<u>Sash</u>	<u>Title</u>	<u>Sash Color</u>
None	Abecedarian	None

**Stage Two: Warlocks** ages 17 – 19.

These senior students know how to use the basic **Jitadi** and are beginning to establish themselves within the **Order**. At this time, they are fair game for the **Sainikulan** to compete over and most are adopted into a family. Once adopted into a **Sainikulan** they then compete in their first **Trials of the Pruning Grounds**.

<u>Sash:</u>	<u>Title:</u>	<u>Sash Color:</u>
1 <sup>st</sup>	Initiate	White
2 <sup>nd</sup>	Initiate	Yellow
3 <sup>rd</sup>	Initiate	Orange
4 <sup>th</sup>	Initiate	Red
5 <sup>th</sup>	Initiate	Green
6 <sup>th</sup>	Initiate	Blue
7 <sup>th</sup>	Initiate	Purple
8 <sup>th</sup>	Initiate	Brown
9 <sup>th</sup>	Initiate	Black

**Stage Three: Warlocks** ages 18+.

These are full **Warlocks** who possess all basic skills and go on to become more proficient in them and learn new ones. They begin participating in the **Legions**. Advancing in **Degree** is determined by how well one manages their **Rank** responsibilities.

<u>Degree:</u>	<u>Title:</u>	<u>Sash Color:</u>
None	Initiate	White
1 <sup>st</sup> Degree	Novice	B + Yellow
2 <sup>nd</sup> Degree	Apprentice	B + Orange
3 <sup>rd</sup> Degree	Disciple	B + Red
4 <sup>th</sup> Degree	Acolyte	B + Green
5 <sup>th</sup> Degree	Adept	B + Blue
6 <sup>th</sup> Degree	Arch-Adept	B + Purple
7 <sup>th</sup> Degree	Warlock	B + Brown
8 <sup>th</sup> Degree	Master	B + Black
9 <sup>th</sup> Degree	Grand Master	B + Select

## 2.7. Warlock Weapons

The **Warlocks'** primary weapon is the **Jitadi** system of martial magic that has made them so feared and respected. To use this martial system, all **Warlocks** are trained in body and mind. The physical rigors are not unlike any typical martial arts system. All students train their bodies for strength, balance, speed, and endurance. The physical movements required in **Jitadi** can be likened to a dance – the gracefulness of the movements belies the destructive power that each Warlock possesses. Additionally, the **Warlock** is introduced to various methods of mind control including meditation, behavioral psychology, and mental deprivation.

It is the physical movements that generate the **Jitadi** power within the **Warlock**. By using various warrior stances, they pull the elemental molecules from their surroundings towards them and allow it to be manipulated through their mind.

Using the inherent powers of the mind, the **Warlock** recognizes the elemental molecules in physical objects. They then rearrange these molecules to change the physical object's properties – creating fire out of air by modifying air elemental molecules, or lifting a large rock by changing its molecules to become lighter. Through trial and error, the students become proficient in the system. It is the combination of the physical movements with the mental concentration that allows the **Warlock** to control the elements with such power of command.

The Warlocks believe that the universe is made from six elements known as the **AGGADHATU**. Each element can be individually manipulated to the wishes of the Warlock depending on their skill. The **AGGADHATU** are:



### Fire

The basis of the material world with **Fire** becoming earth and the various minerals contained within.

**Warlocks** who are experienced in this element can create fireballs, lava flows, fire columns, and earthen walls.

**Ice**

The basis of the sentient world with **Ice** becoming water and the various organisms that populate its depths.

**Warlocks** who are experienced in this element can create ice shards, water streams, ice bridges, and frozen walls.

**Nature**

The basis of the natural world with **Nature** becoming weather and the various ecosystems that support complexity.

**Warlocks** who are experienced in this element can create lightning bolts, wind & rain storms, and tornados.

**Light**

The basis of the intelligent world with **Light** becoming knowledge and the various innovations that support culture.

**Warlocks** who are experienced in this element can create laser beams, sonic blasts, radiation flares, and become invisible.

**Space**

The basis of the universe with **Space** allowing all of the other elements a place in which to exist.

**Warlocks** who are experienced in this element can create force shields, teleportation, and become immaterial.

**Time**

The basis of the karmic world with **Time** allowing all other elements to evolve and change.

**Warlocks** who are experienced in this element can create reversal of wounds, slowing of other elements, and enhancing one's speed.

The **Jitadi** is a powerful martial magic that has its own set of limitations. **Jitadi** as wielded by the **Warlocks** are usually unable to command the elemental molecules that exist in living full-sentient beings like mortals and the divine. At higher levels of training it is possible for a **Warlock** to summon partially sentient elementals to do their bidding. With training, **Warlocks** can learn how to command the elemental molecules within their own bodies which then allows various personal enhancements.

Known but unspoken within the Order is that extensive and powerful use of **Jitadi** dramatically lowers a **Warlock's** natural energy force which then shorts their life spans and causing complete infertility. A **Warlock** is considered to have lived a full life if they should reach their 50s and which time they will suddenly experience a fatal shutting down of their vital organs. This is half the natural span of most **Morayan** who regularly live into their late 90s and early 100s. This is interpreted unofficially as a sign that **Warlocks** are expected to exit this life and become reborn quickly so as to not waste time becoming frail and being unable to contribute to the needs of the **Order**.

**Warlocks** are far from being immortal. Though extremely powerful, they can still be killed by any normal means. The challenge is getting the attack in before you are immolated. **Warlocks** rarely lose battles, but eventually tire and become unable to wield the famed elemental weapons. If you have the numbers on your side, you can eventually outlast a single **Warlock**, though it could take dozens of brave warriors to bring him down.

Because controlling **Jitadi** is physical and mentally exhausting and demanding, even a **Grand Master** level **Warlock** would not be able to sustain constant low-level **Jitadi** use for longer than a few days. Less powerful **Warlocks** would be able to wield 3-5 **Jitadi** for a short span of time but would then need to rest afterwards. **Warlocks** do not wear armor because it hinders their ability to generate **Jitadi** by limiting their movement and the added weight would further tire them.

In the event that a **Warlock** is unable to generate **Jitadi**, all **Warlocks** train in martial weapons that are common in the **Tamaya Refuge**. The weapons are very animalistic in their nature since they are adopted from the martial fighting forms used by the **Pashumar**. Unlike a traditional fantasy world, swords are very rare. They are a revered symbol which can be wielded only by the greatest of **Devdas** in battle.



**Hinazis** (Lesser Fang) - a 2 bladed melee weapon used for impaling and stabbing.



**Mahazis** (Greater Fang) – a 4 bladed melee weapon used for impaling and stabbing.

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**Kikira** (The Render) – a 2 bladed melee weapon used for slashing. A weapon used by the most elite warriors.



**Hinazapha** (Lesser Claw) – a 1 bladed melee weapon for tearing and stabbing.



**Mahazapha** (Greater Claw) – a ranged 2 claw weapon on a chain used for distance strikes to tear and entangle.



**Kaladanda** (Searing Staff) – a 4 foot long black staff that shoots energy beams from its end. Can also be used as a melee weapon. Inspired by the Slayer staffs in Krull.





Illustrations of Fang weapons being employed.

DRAFT

### 3. WARLOCK GOVERNANCE

#### 3.1. Sainikulan

The **Order of Warlocks** was re-founded following the death of **Jerahn Anakshabay** by his surviving students. These 23 Founders formed the 4 formal families called the **Sainikulan** which represents the different philosophies of their founders. It was decided that it was best to agree to disagree, formalize the differences but to agree to work together. This is the organizing structure of the **Order** which directly influences how the **Order** governs itself.

The **Sainikulan** have developed competing philosophical and political ideals over time, and tend to compete heavily to recruit members of the **Unfettered** and potential **Initiates** from who demonstrate a high capacity for power. When an individual is accepted into a **Sainikulan** as a full-fledged **Warlock** (**Initiate** degree or above), they are given the **Sainikulan** name as their official surname.

All **Warlocks** may chose to represent themselves by their family Sigil, however the laws of the **Order** forbid taking the interests of an individual **Sainikulan** above those of **Warlock** society or **Cadamar**. How effective this law is observed and enforced is open to interpretation however.

There are no specific advantages or disadvantages to selecting a given **Sainikulan** in the current **Warlocks** game. The choice is largely an aesthetic and philosophical one, allowing the Player to customize their **Warlock** on the basis of the symbol used by each family.

A small but significant (not in numbers but in terms of personal power) of **Warlocks** rejected these Sainikulan and became what is known as the **Abbandha** (**Unfettered**).

#### 3.2 Abbandha

Those **Warlocks** who do not reside in the **Sandhoa** for extended periods of time are known as the **Abbandha** (**Unfettered**). Though they are not full participants in the politics of the **Order**, they are considered full **Warlocks** and are respected because they are among some of the most talented **Jitadi** users. The **Sainikulan** has to tolerate their aloofness because they provide income from their adventuring activities. Additionally, the **Abbandha** does further earn its keep by being the **Abecedarian** teachers, instructing in the initial fundamentals of **Jitadi**. **Unfettered Warlocks** participate in the **Trials of the Pruning Grounds** not for rank attainment but for the enjoyment of competition.

The **Abbandha** arose after the destruction of the first **Sandhoa** and though they still help carry out the **Order's** purpose, but generally believe that the **Order** is less important than the **Cadamar**. For this reason, they are inclined towards a more mystical experience and use of **Jitadi** which results in further **Jitadi** innovations.

#### 3.3. Sainikulan Relationship Matrix

School	Talavara Sainikulan	The Abbandha	Minara Sainikulan	Katora Sainikulan	Shikara Sainikulan
Political Position	Radicals	Non-Conformists	Moderates	Reformers	Conservatives
Purpose	To make the <b>Warlocks</b> the	To discover and master new	To promote unity between	To improve the <b>Order</b> so that	To preserve what the

	most powerful and feared force on the planet.	<b>Jitadi.</b> To support the <b>Cadamar</b> through personal effort. To teach the <b>Jitadi</b> to new students.	the different schools so that the <b>Warlocks</b> are as strong as possible. Very concerned about the <b>Katora &amp; Abbandha.</b>	it learns from the mistakes of the past.	<b>Warlocks</b> have historically stood for.
<b>Symbol</b>	Blade	Wolf	Tower	Chalice	Hawk
<b>Council Leadership</b>	Pitari (Male, 8 <sup>th</sup> Degree) Dhati (Male, 7 <sup>th</sup> Degree)	N/A	Rudra (Male, 7 <sup>th</sup> Degree) Kasis (Female, 7 <sup>th</sup> Degree)	Ideva (Female, 8 <sup>th</sup> Degree)	Yasu (Male, 8 <sup>th</sup> Degree) Duva (Male, 7 <sup>th</sup> Degree) Jati (Female, 7 <sup>th</sup> Degree)
<b>Perception of Jerahn Anashabay &amp; The Order</b>	Worships & wants to see the <b>Order</b> became more serious about the <b>Cadamar.</b>	Devout & is distrustful of the <b>Order's</b> leaders.	Respectful & wants the <b>Order</b> to be modified to accommodate for dissenters.	Respectful & wants to reform the <b>Order.</b>	Worships & wants the <b>Order</b> to remain mostly unchanged.
<b>Size of Order</b>	Wants it to grow as fast as possible.	Unconcerned.	Wants it to grow more steadily.	Wants it to grow steadily.	Wants it to grow more slowly.
<b>Interpretation of the Cadamar</b>	Believes that the <b>Cadamar</b> is an ultimate event that is imminent. Always looking for omens.	Is interpreting the <b>Cadamar</b> as a personal test. The <b>Order</b> needs to be more individualized.	Believes that it is a continuous test but thinks there will be an ultimate event.	Is interpreting the <b>Cadamar</b> as a personal test. The <b>Order</b> needs to be more individualized.	Believes that it is a continuous test against the <b>Devachan.</b>
<b>Economic Activities - Adventurer vs. Mercenary</b>	Thinks that neither acceptable. Wants to see the <b>Order</b> demand protection payments.	Thinks that <b>Adventurer</b> is best.	Thinks that both are acceptable.	Thinks that <b>Adventurer</b> is best.	Thinks that <b>Mercenary</b> is best.
<b>Perspective towards the Unfettered</b>	Intolerance and Hostility	N/A	Tolerance and Concern	Affinity and Promotion	Intolerance and Concern
<b>Strongest Affinity (number) or Opposed (x)</b>	1)Conservatives 2)Moderates x)Reformers x)Unfettered	1)Reformers x)Radicals x)Conservatives x)Morderates	1)Reformers 2)Conservatives 3)Radicals 4)Unfettered	1)Unfettered 2)Moderates x)Conservatives x)Radicals	1)Moderates 2)Radicals x)Reformers x)Unfettered
<b>Relative Strength within the Order</b>	20%	5%	25%	15%	35%



### 3.4. Ruling Council

The **Order of Warlocks** is governed by a **Ruling Council** composed of the most influential (not necessarily the most powerful) **Warlocks**. Membership of the **Ruling Council** is determined by the **Sainikulan** (Martial Families). The Council operates by a one-vote one-person voting system and election to the Council requires that one reach the 7<sup>th</sup> Degree.

A **Warlock** can rise in influence and power within a particular **Sainikulan** if they possess the right combination of political savvy, good contacts, and incompetent opponents. By exerting political control over the most powerful **Sainikulan**, an individual **Warlock** could wield great political power over the entire **Order**.

It is the political elite of the four **Sainikulan** who make up the **Ruling Council**, appoint a **Supreme Commander**, which is charged for carrying out the **Cadamar**. The **Order** is currently governed by a **Ruling Council** of **Warlocks** who have reached their 7<sup>th</sup> Degree and are influential within their respective **Sainikulan**. The decisions of the **Ruling Council** on all matters integral to the **Order** are strictly obeyed, and only rarely will the **Ruling Council** disagree to the point of impasse. In such instances, the **Ruling Council** will lock itself out completely from the outside for up to 6 days in order to resolve the issue. If after such time no resolution can be reached, the current **Supreme Commander** will enter the hall and cast the deciding vote.

### 3.5. Supreme Commander

The **Sainikulan** defines the structure of the **Order**. The elite of the **Sainikulan** defines the **Ruling Council**. Carrying out the purpose of the **Order** requires a single position that will unify the **Order**. That position is known as the **Supreme Commander**.

The **Order of Warlocks** works tirelessly to carry out the **Cadamar**. As battles with **Devachan** are defined by long periods of lull punctuated by intense, powerful conflicts, the **Warlocks** must be constantly testing themselves. This is done by hiring themselves out as mercenaries and adventurers. The **Order** benefits from a healthy tithing on all monies earned by the **Warlocks** who carry out these missions.

The **Supreme Commander** is responsible for ensuring that new students are recruited and trained, **Warlocks** are sent out to test themselves, earn monies based on the **Order** activities, eliminate rogue **Warlocks**, send out **Warlocks** to track down **Devachan**, and forming and carrying out strikes against the **Devachan**. The current **Supreme Commander** is **Devia Camunatha**, a female **Warlock** of the **Minara** of the 8<sup>th</sup> degree. To demonstrate her loyalty to the position, she adopts the surname **Camunatha** which means commander in Asrita.

The **Supreme Commander** organizes the **Order** into **Legions** that is responsible for carrying out the **Cadamar**.

### 3.6. Legion Allocation

The **Order** is structured around a military hierarchy divided into **Legions**. Each **Legion** has its own unique purpose to fulfill within the **Warlocks** structure (Diplomatic, Devachan Activities, Mercenary Activities, Adventurer Activities, and Auxiliary) and tend to attract individuals with similar perspectives which is influenced by their **Sainikulan** affiliation.

There are currently five different **Legions** within the **Order**. The **Supreme Commander** determines how strong each **Legion** should be by allocating **Squads of Warlocks** to work within them. These five **Legions** are:

- ❖ **Devachan Activities** – Responsible for dealing with the **Devachan** (including **Maladarie**). The premier Legion as this is where the **Cadamar** is carried out in earnest. It is home to the most powerful **Warlocks** and is by far the most prestigious **Legion**. This **Legion's** biggest difficulty is maintaining its legitimacy since encounters with the **Devachan** have become less frequent and more difficult to successfully carry out.
- ❖ **Diplomatic** – Responsible for the political relationships between the **Order** and the various **Isailas**. It is by far the smallest **Legion** in terms of numbers but is home to some of the highest ranking **Warlocks** in the **Order**. Chou En-Lai says that “Diplomacy is a continuation of War by other means” is an apt quote for how the **Warlocks** approach diplomacy. The **Order** also receives tribute money from various kingdoms and city-states (**Isailas**) who would rather seek the protection of the **Warlocks** than offend them. In return, the **Warlocks** patrol these areas and generally keep the peace.
- ❖ **Mercenaries** – **Warlocks** who are hired out in pairs or squads to the various **Isailas** for various military and protection duties. This earns the **Order** large amounts of wealth.
- ❖ **Auxiliary** – **Warlocks** who are not very strong in **Jitadi** would fit in this **Legion**. They provide the support to the other **Legions** by providing administration, student recruitment, and home defense duties. This **Legion** also regularly hires tactical and strategic mercenaries and adventurers to protect and promote its interests.

- ❖ **Adventurers – Warlocks** who are more interested in solitary tests of their abilities choose this path and **Legion**. This **Legion** is by far the least prestigious as it is dominated by the **Abbandha**. The **Order** earns moderate amounts of wealth from these activities plus it does keep these **Warlocks** in excellent form.

### 3.7. Legion Structure

Within each **Legion**, there is a command and reporting hierarchy that ensures that duties are carried out as assigned. **Legion Rank** is different than **Degrees of Jitadi Mastery**. High rank within the **Legion** grants the authority to command others in various military and mercenary activities. Since the **Order** has earned all of its glory and income from its military prowess, a higher **Legion Rank** is coveted after by the majority of **Warlocks**. **Rank Promotion** is dependent on good leadership skills, tactical command of **Jitadi**, and an ability to please one's superiors. Actual **Degree of Jitadi Mastery** is less important.

- ❖ **Supreme Commander (1):** The **Supreme Commander** is selected by the **Ruling Council**. She is responsible both for ensuring that the decisions of the **Ruling Council** are achieved as effectively as possible, and also for organizing and disciplining the **Legion Commanders**. The **Supreme Commander** is not necessarily the most powerful commander, but more likely the one who is most wise and respected throughout the **Order**. The current **Supreme Commander** is Brudra Devi.
- ❖ **Commanders (5):** Each **Commander** is in charge of a single **Legion of Warlocks**, representing a **Warlock** at the height of their power. A **Commander** is rarely appointed, but generally undertakes one of a few trials in order to demonstrate their worth and suitability for the role when a previous **Commander** has retired or stood down. A **Warlock** may only achieve the rank of **Commander** if they have been ordained a **Master** rank and also been a **Vice-Commander**. A **Commander** may be removed from their position at the behest of the council, however this is done only in rare situations. Slightly less rare is the *Trial of Challenge* for the position, which must also be approved by the council and which requires personal combat. As the most exceptional of all **Warlocks**, the **Commanders** are among the most respected and feared of the **Order**.
- ❖ **Vice-Commanders (5):** Each **Commander** has a single **Vice-Commander** who are the general delegates for all of the **Commander's** decisions, and will often command an individual **Legion** in their **Commander's** stead. The **Commander** does not select their **Vice-Commander**, the position is rather open to any **Warlocks** in the 1<sup>st</sup> Seat who choose to compete in a set of *Trials* held following the position's vacancy. The **Commander** of the legion may however veto the result, a rare occurrence which tends to resolve in a *Trial of Challenge* for the higher rank. There is no minimum degree which needs to be reached for a **Warlock** to reach the rank of **Vice-Commander**, however very few undergo the challenge before being ordained as an **Adept** or **Arch-Adept**. The **Vice-Commanders** are expected to give orders and lead battles in the rare case where an entire Legion is engaged, and is similarly responsible for the well-being of their **Commander**.
- ❖ **Captain (dependent):** Each **Legion** contains **Squads (Stakati)**, themselves ranked based on relative skill, and commanded by a single **Captain**. A **Squad (Stakati)** can contain anywhere from 5-17 members (not including the **Captain**). The **Captain** takes orders from the **Vice-Commander** and delegates to their **Squad**. Achieving the position of **Captain** is an important leadership position, however not entirely necessary for moving through the various Seats of a particular **Legion**. An exceptional **Warlock** may move from 6<sup>th</sup> to 1<sup>st</sup> Seat through various trials and promotions without ever achieving the rank of **Captain** and may undertake the *Trial* to become a **Vice-**

**Commander.** It is difficult however to get an official recommendation from **Commanders** and **Vice-Commanders** without first serving as a **Captain** in some respect, and the lack of such approval may result in a **Vice-Captain** being removed from their seat by their new **Legion Commander**. The number of **Captains** is dependent on the current makeup of **Order** and the priorities of the **Supreme Commander**. Currently the S.C. has 3 Diplomatic Squads, 4 Devachan Squads, 5 Mercenary Squads, 3 Adventurer Squads, and 2 Auxiliary Squads) leading to a total of 17 Captains.

- ❖ **Squad Seats (dependent):** As mentioned above, each **Squad** is composed of approximately 5-17 **Warlocks** which form the partial basis of a **Legion**. The 1<sup>st</sup> Seat is considered the highest **Degree Warlocks** while the 6<sup>th</sup> is made up of the newest recruits to the **Legion**. There is a great deal of competition within the **Seat** ranks, most of which is resolved in the *Pruning Grounds* where definitive *Trials for Position* are undertaken both for vacancies and occupancies. Depending on the size of **Legion**, there can be up to 6 **Seats** ranked in prestige and authority, a 2<sup>nd</sup> Seat will have more authority and prestige and more difficult assignments than a 3<sup>rd</sup> Seat. Warlocks will then report to the closest Ranked seat based upon their Degree. If a Legion has only 2 Seats within it, such as the **Auxiliary Legion**, then the 1<sup>st</sup> Seat is composed of the most senior **Warlocks** while the 2<sup>nd</sup> Seat is composed of more numerous and junior **Warlocks**.
- ❖ **Initiates (Scores):** The **Initiates** are the students of Warlock magic, taking classes, practicing their arts, and also largely responsible for the cleaning and maintenance of the Warlock **Sandhoa**. The **Initiates** must compete in the *Trials of the Pruning Grounds* in order to gain a Seat in a Legion and be officially sanctioned to operate as a **Warlock** outside of their **Sandhoa**.

**Official Rankings (Minimum Degree Required/Granted in Brackets):**

- **Supreme Commander** (Grand Master)
- **Commander** (Master)
- **Vice-Commander** (Warlock)
- **Captain** (Arch-Adept)
- **1<sup>st</sup> Seat** (Arch-Adept & lower)
- **2<sup>nd</sup> Seat** (Adept & lower)
- **3<sup>rd</sup> Seat** (Acolyte & lower)
- **4<sup>th</sup> Seat** (Disciple & lower)
- **5<sup>th</sup> Seat** (Apprentice & lower)
- **6<sup>th</sup> Seat** (Novice)

## 4. CURRENT CHALLENGES

The **Warlocks** are not as strong as they were under **Jerahn Anaskshabay**. After they established a new **Sandhoa**, they are carrying on the **Cadamar** though in a less effective manner. The **Warlocks** are spending their time trying to track the **Devachan** down but have been unable to find them. The interpretation of who the **Devachan** are has become fuzzier and the **Warlocks** have begun picking fights with other forces. Some **Warlocks** are even questioning whether the **Devachan** even exist.

This unclear purpose has eroded the diligence the **Warlocks** once had. Without **Jerahn**, they are unable to contend with the **Devachan** because in many ways they are unable to get close to them. Numerically, the **Order** remain too small. It is taking too long of a time to train a full **Warlock**. They remain an elite cadre of warriors who are extremely picky about who joins their **Order**. This has become a political issue within the **Order** which demonstrates how far the **Warlocks** have fallen from where they once were. A strong leader, one who is beyond the politics of the **Sainikulan** is desperately needed yet none seem able or willing to take this on...

The **Devachan** have adopted a lower profile and made themselves harder to access by surrounding themselves with more loyal followers. The **Devachan** are themselves trying to replenish their numbers and strength while attempting to avoid further conflict. They are also trying to figure out how the **Warlocks** learned how to directly manipulate the elements. They suspect that there are traitors within their ranks...

The **Etayn** are having their own difficulties as some of the cabal is upset with **Zakaranda** and his use of the **Warlocks**. Some of them are second guessing their involvement in the **Etayn**, especially since the **Devachan** suspect that one of their own might have taught the **Warlocks** the **Jitadi**. **Zakaranda** is currently preoccupied with these distractions but remains dedicated to his divine uprising...



## APPENDIX A

### HISTORY OF THE TAMAYA REFUGE AND THE WARLOCKS

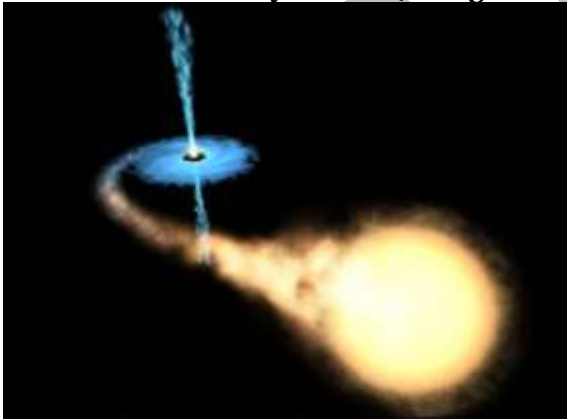
Greetings seeker of knowledge! I am Niza the Duradarzin (Seer). You come to me to learn more about the Warlocks and their place in the Tamaya Refuge. Because of my ability to read the flows of Amrita in the sky, oceans, and earth I have the power of vision and much of our history as a race is known to me. Listen now, for understanding only comes from hearing the words of those who know.



The history of the Tamaya Refuge is divided into Azrayas (Ages). The first two Azrayas are touched on briefly for it is the Third Azraya that is relevant to our subject. Like all things, we start at the beginning...

#### 1st Azraya (Era)

#### The Azayramata (Refuge is Sanctioned against the Emengild)



Let's begin with discussing the known Cosmos we live in. It is commonly understood by the great sages that we live in a self-contained universe called the Tamaya. Some also call it the Tamaya Refuge because it is the only place where sentient beings like ourselves can survive and prosper. Surrounding the Tamaya Refuge is an unknown and capricious force known as the Emengild.

All that we know about the Emengild is that to leave the Refuge is to invite complete oblivion of yourself. Nothing survives except the memory of those who knew you. We do know that the Emengild seeks to unmake everything that the Alarvalda (Formless Gods) and the Devdas (the Divine Servants) are responsible for sustaining. The Gods are working diligently to keep back the Emengild and its entropic influences.

To combat the Emengild required an integrated ecology of elements. This ecology is known as the Aggadhatu (Six Elements) which the Alarvalda used as basis of all creation. Out of cold void the Alarvalda created the element of Fire so we could have heat and the planets we depend on. Out of darkness the Alarvalda created the element of Light so we could have vision and understanding. Out of thirst the Alarvalda created the element of Ice so we could have refreshment and purification. Out of barrenness the Alarvalda created the element of Nature so that we may have diversity and interconnectedness. Out of chaos the Alarvalda created the element of Space so that we could have order and direction. Out of meaningless the Alarvalda created the element of Time so that our actions would have consequences and evolution could take place.

With the Aggadhatu, the Alarvalda created the Tamaya and within it established our one life-giving star, Oentara, one life-sustaining satellite, Deila, and two life-sustaining sub-satellites, Gatayus and Kalagata. Oentara is circulated by Deila which is in turn circulated by the two moons. Deila and its satellites were created by the Alarvalda, who wanted a material home in which to welcome their Adevilid (non-divine) children.

These children were known as the the Mahadmani (Great Fire Titans). The Mahadmani became arrogant in their place as First Adevild and soon rose up to try taking power from the Alarvalda. A brief yet destructive war erupted and the Mahadmani were cast-down and destroyed. From the remains of the Titans, a new Adevilid were born.

From the ashes of the Mahadami, the Alarvalda create their Second Adevild who are known as the Pashumar (Remembering Beasts). They were created in a myriad of forms, some were clothed in fur, others in feathers, and some in scales. Because of their adaptability, they established dominion throughout the entire planet and the moons. The Pashumar worshipped the Alarvalda and it pleased them. The Alarvalda gifted the Pashumar the benefits of culture, language, laws, and the Devarana (divine memory) so they would be able to recall their previous lives.

## 2nd Azraya (Era)

### The Pashusuvras Azraya (Dominion and Ascension of the Pashumar)

For thousands of years the Pashumar thrived and were a joy for the Alarvalda. Some of the most promising Pashumar, those that possessed Prasulideva (spark of divinity) were granted divine status by the Alarvalda and were made gods themselves. These beings became known as the Devdas (Divine Servants), assisting the Alarvalda with the welfare of the Tamaya.

The Devdas depend on a divine nectar called Amrita that provides them their divinity and is granted by the Alarvalda. To drink Amrita is death for all but the strongest Adevid, but for those with Prasulideva, it is the source of their immortality and immense power. But where there is power there will be corruption. Some of the more corrupt Devdas began to crave ever greater access to Amrita and began to plot for ways to acquire more. Some even became as bold to plot against the Alarvalda.



## 3rd Azraya (Era) / The Drakavinloka Azraya (D.A.)

1 D.A. - 11 D.A.

### The Great Sahardeva Revolt

This desire for Amrita culminated in an event known as the Drakavinloka (Great Revolt). The Sahardeva (traitorous Devdas) gathered their Pashumar followers and launched a revolt against the Devdas who were loyal to the Alarvalda. A great war ensued and though the Sahardeva were soundly defeated, millions of Pashumar lost their lives from the battles were fought in ocean, sky, and land.

Those Sahardeva who were not killed in the war were stripped of their divinity and were terminated. The rebellious Pashumar who were on the side of the Sahardeva were submitted to genocide or made into Malintakulan (unclean slaves). They were ridiculed, abused, and given the most demeaning jobs.

It was also at this time we see the introduction of our race, the Morayan (humans). Our appearance coincides with the fall of the Sahardeva and it believed that we represent the Third Adevid, created by the Alarvalda to remind the Pashumar that they too can be replaced.

**12 D.A. - 13 D.A.****The Morayan Paragama (Arrival of the Morayan)**

What distinguishes a Morayan from a Pashumar? Why they look like you and me. Unlike any Pashumar, we are without any special skins, we have no claws or fangs, and cannot fly or breathe in the water. We do not possess Devarana (divine memory) so when one of our kind dies, it is unknown what happens to our Armtasararja (essence/soul), though I do believe we must experience some form of rebirth.

The Morayan interestingly arrived on Deila as three Sahorkulans (nations):

The Sahorkulan of Araján (The Arajies) has Negroid physical appearance and arrived in the most difficult state. They arrived near the deserts where many of them died but some demonstrated a tenacious ability to survive. The survivors managed to escape the desert and established some tribal societies.



The Sahorkulan of Hura (The Hurapians) has Caucasoid physical appearance and arrived in a middle state. They arrived in a fruitful and healthy savanna with forests and hills and spent most of their time leading a nomadic life.



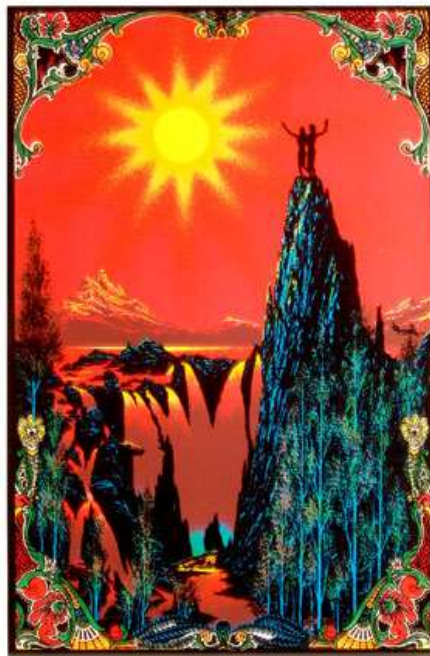
The Sahorkulan of Onusa (The Onusayans) has Mongoloid physical appearance and arrived in the most blessed state. They arrived in an uninhabited lush valley and soon established productive agricultural societies.





**14 D.A. - 433 D.A.  
The Nandanaja (Period of Peace)**

This was known as the Period of Peace. The Morayan were unbothered by the Pashumar and lived out their lives in a small yet growing spans of land. During this time, Morayan established tribal societies and lived comfortable and simple lives. They were content to expand within their expanse of land. They did not possess literature or laws but governed according to principles. Traditions were past down orally. They hunted and gathered and farmed and their population grew steadily.



**433 D.A. - 439 D.A.  
The Maladarie Samgramin (The Attack of the Maladarie)**

Without warning, Deila and Kalagata was attacked by a powerful group of Devdas-like beings calling themselves the Oendhevra (True Believers). Yet, we call them the Maladarie (Great Sinners) for they are horrendous beasts who feed on the Armtasaraja of their victim. I understand from my Pashumar contacts that victims of the Maladarie never take rebirth! It is as if their complete essence is wiped from existence! What is perplexing to me is that some of these demons looked Morayan. I cannot imagine what our race would have in common with such abominations. It appears that the Devdas let down their guard and allowed the Maladarie to gain entrance from the Emengild. Such a tragedy!

Imanadarci, one of the most powerful Maladarie was able to destroy and consume dozens of Devdas! He also led hordes of mindless Pashumar known as the Samayad onto Deila. These Samayad looked like

Pashumar but were hairless and misshapen and fed on the flesh and blood of their victims without ritual or following any of the normal Pashumar etiquette. The Maladarie malice knows no bounds!

During this war, the three Morayan Sahorkulan were attacked and infiltrated by the stronger armies of Pashumar who were seeking to escape the encroaching hordes of the Samayad.

**440 D.A. - 446 D.A.**  
**Slavery of the Hurapians / Escape of the Arajies /**  
**The Rise of the Mahadrathas**

The Hurapians were attacked, conquered, and then made into slaves by the Pashumar Kulag Dumradarba . The Pashumar ruled over them and from the secure setting were able to avoid being overwhelmed by the Samayad.

The Arajies were directly attacked by the Samayad and were nearly wiped out by them. Only a tenth of the Arajies survived and they escaped by hiding into the deepest deserts from where they originally came from.

The Onusayans were attacked, conquered, and then made into slaves by the Pashumar band that was trying to escape the Samayad. The Onusayans were pressed into military service and for the first time ever, the Morayan fought and won.

Victory appears to be thanks to the rise of the Great Heroes (Mahadrathas). During an engagement with the Maladarie and Samayad, the entire Pashumar force was wiped out and the Onusayans came into possession of various artifacts that possessed great power for both offensive and defensive purposes. These Great Heroes used the newly captured magical artifacts to repel the Maladarie but also overthrow the Pashumar who had enslaved them. The Onusayans used their new found power to infiltrate the Pashumar towers & complexes to retrieve even more artifacts. These artifacts came in various forms such as weapons, clothing, and jewelry.

The tale of the Mahadrathas is worth a telling of its own. I hope someday soon, you will return so I can share that story.

**463 D.A.**  
**The Onusayans join the War against the Maladarie & Samayad**

The Onusayans establish and further cement themselves as a military power. They lead a counterstrike against the Maladarie and Samayad and are victorious. Many Pashaumar are encouraged by this victory and join them in further counterstrikes. The Samayad begin losing ground in the battles.

The Onusayans also form their first kingdom, called the Rajakanda of Lokya. It is the first time ever that a Morayan had established such a political entity. At last, we were equals with the Pashaumar!

**488 D.A.**  
**The Maladarie's Armies are Chased from Deila**

The Maladarie & their Samayad armies are cornered and mostly defeated. The remainder of them escape to the moon Kalagata.

During the great war, the Pashumar kingdom of Kulag Dumradarba is so weakened, that the Hurapians overthrow their Pashumar overlords and form the Rajakandra of Svatantira.

**491 D.A.**  
**The Crusade against the Maladarie**

The Pashumar & Onusayans decide to work together to bring the war against the Maladarie & the Samayad to their base on Kalagata. They launch their first attacks on the moon.

The Onusayans experience internal division over the decision to fight against the Maladarie especially when the initial battles go poorly.

**503 D.A.****The Onusayan Sahakulan is divided**

The Onusayans fight a brief civil war over the decision to join this campaign. Eventually, a second kingdom (the Rajakanda of Artharasi) is established and they choose not to fight. The Rajakanda of Lokya decides it is not worth the resources & effort to subjugate these rebels.

**507 D.A.****The Pashumar/Onusayans Alliance is defeated on Kalagata**

Maladarie and Samayad defeat the Alliance and most of the armies are forced back to Deila with a few outposts left on Kalagata. The Maladarie retain dominant control of Kalagata.

**508 D.A.****The Arajies undergo a Transformation**

The Arajies have managed to avoid complete extinction within their deserts. By insulating themselves with a Pashumar culture, they become new leaders of the culture. By using magical technologies, they take new forms that allows them take Morayan-Pashaumar combined forms. Possessing the heads of one race and the bodies of the other, they become a source of aversion and intrigue for the rest of the Pashaumar and Morayan.

**509 D.A.****The Hurapians attack and defeat surround Neighbors**

The Hurapians rise in military power and defeat the surrounding Neighbors (Onusayan & Pashumar) including the Rajakanda of Lokya who was weakened by their Maladarie campaign. They form the first Morayan Samrajya (empire).

**525 – 778 D.A.****The Hurapian Empire disintegrates & general Chaos ensues**

The Empire lasts only 14 years following the death of the Emperor. Generals and Heroes stake out a claim and create dozens of smaller fiefdoms.

This is a time of 'wilderness' mentality where events like the Dungeon Run are created by opportunistic Pashumar & Onusayan groups who becomes the first to create an economy based on entertainment & challenge.

**779 D.A.****The Arajies establish a new Empire**

The Huranians are defeated by the Arajies Samrajya of Gandharva who lead a strengthened and multi-factioned Pashumar force. The Onusayan Rajakanda of Artharasi pays fealty to them. Huranians are weakened and made into a multitude of vassal states. Samayad attacks are repulsed.

**Warlock History****784 D.A.****Birth of the Anakshabay**

Jerahn is born to a minor noble Hurapian family. Legend says that Jerahn was prophesized to be the harbinger of great change to the Morayan race and Deila. His mother is said to have been visited by Divine Servants foretelling that Jerahn would correct the wrongs created by the corrupted Devdas.

**793 D.A.**

Jerahn leads an exceptional life as a youth. His physical prowess and command of knowledge was exceptional. He is approached by one of the tutors to learn more about his future. This tutor, Zakaranda. Jerahn leaves his home to join Zakaranda and begins to learn about the Cadamar and Jitadi. Zakandra reveals himself as the divine protector of the Tamaya.

**802 D.A**

Jerahn completes the Zakaranda's training and helps to create a new form of magic control, called Jitadi. Jitadi are wielded as one learns to master the raw elemental molecules in the environment and

through thought control and physical training unleash them at the bidder's choosing. It is a revolutionary step in Morayan and even Adevild control! Never before has any non-divine group possessed such raw power.

#### **807 D.A.**

Jerahn begins to challenge himself and prepare for the Cadamar. He hires himself as a mercenary and adventurer. His prowess in battle during his travels makes him into a modern legend. He is given the title Anakshabay, Master of Fearlessness.

#### **811 D.A.**

Jerahn Anakshabay receives further direction by the instructor to teach others about his martial magic. He begins accepting students and establishes the Order of Warlocks. He takes ten youths (~12 years old) of both genders and only from the Morayans. Zakaranda names Jerahn and his young band, the Jitadara meaning the receivers of the Jitadi.

#### **820 D.A.**

Jerahn Anakshabay fully trains his first students. The Order of Warlocks begins to participate in various wars and battles with the intention of further testing themselves. The Warlocks never lose a battle and becomes Delia's most feared fighting force.

#### **824 D.A.**

The Order of Warlocks attacks the base of one of the Devachan. The immortal being and its base are thoroughly destroyed.

#### **825 D.A.**

The Order of Warlocks recruits fifty new students. The four Sainikulan begin to take root.

#### **827 D.A.**

The Order of Warlocks attacks the base of another of the Devachan. The immortal being and its base are thoroughly destroyed.

#### **828 – 848 D.A.**

The Order of Warlocks continues to recruit students and make attacks against the Devachan. Most of the attacks are successful, but many Warlocks are killed and some Devachan escape.

#### **858 D.A.**

Assassination attempts against Jerahn and other powerful Warlocks are secretly commissioned by various Isailas as they fear rising Warlock power. None of these attempts succeed. The Warlocks respond by threatening open warfare and demand protection payments to avoid such a confrontation. All Isailas send in annual payments and the Order become instantly wealthy and some would argue, slovenly.

#### **862 D.A.**

A small group of Warlocks are ambushed and killed while scouting out a Devachan base. The Order rethinks its selection & training methods. They develop the Pruning Grounds as a testing system to ensure the weak are weeded out. The Pruning Grounds Trials are held this year and every year thereafter. Zakaranda is not seen with Jerahn any more.

#### **864 D.A.**

The Warlocks Compound is attacked by a Devachan force which is supported by many Isailas armies. A powerful, deadly battle between the entire Order and the coalition of Devachan and Isailas takes place and lasts for four days and three nights. The battle culminates in the self-immolation of Jerahn Anakshabay who destroys the attacking Devachan but also most of the Warlocks Sandhoa. Surviving Warlocks flee and are not pursued by a horrified and frightened Isailas coalition.



**867 D.A.**

The Warlocks regroup under the Sainikulan Council. A secret new compound is established. Recruitment and the Trials of Pruning Grounds are restarted. Those who do not rejoin the Order's Sainikulan are called the Unfettered. The Unfettered are still bound by the Jitadara Codex, but do not participate in the politics and social life of the Order. The Order is much weaker and it is expected to take years to reclaim what it lost...

**913 D.A.**

The Order replenishes most of its lost students. The Isailas fall back into the previous tradition of hiring Warlocks for their continuous conquests and adventures. The Order soon is receiving tribute payments from various kingdoms.

**915 D.A.**

Warlocks continue to seek out the Devachan but have been unsuccessful in locating any. This leads to a new philosophical strain within the Order that believes that the Devachan are now less a threat.

**918-923 D.A.**

A Warlocks Strike is destroyed when it is ambushed by a Devachan directed Isailas force. The Devachan became aware of the Warlocks impending attack, recruited a substantial force of Pashaumar warriors and had the Strike wiped out. The Order acted on this by conducting an aggressive and systematic campaign against the offending Pashaumar Isailas over the next five years, leading to their annihilation.

**933 D.A.**

A Warlocks Strike finds and attacks a Devachan. The Devachan is destroyed but so is the entire Strike.

**951 D.A.**

A rouge group of Unfettered Warlocks needs to be terminated when it decides to establish a new order.

**968 D.A.**

An Unfettered Warlock by the name of Chatis begins to prophesize about the rebirth of Jerahn Anakshabay. He criticizes the Order that they are not doing his bidding and that Jerahn will return to lead the Order to victory at the final Cadamar.

**990 D.A.**

The Player is a new Novice and is to enter his/her first Trials.



## **APPENDIX B**

### **GLOSSARY OF CONCEPTS, PLACES, AND PEOPLE**

**ABANDHANA** – “The Unfettered”. Anti-establishment Warlocks who do not belong to one of the Sainikulan and no longer participate in the Order’s politics.

**ADEVILD** – “Children of the Gods”. So far there are three generations which includes the Mahadmani, Pashumar, and Morayan.

**AGGADHATU** – “The Six Elements” are the six elements that the Alarvalda used to form the Tamaya Refuge. They are Fire, Ice, Light, Nature, Space, and Time.

**ALARVALDA, THE** – “The Formless Gods”. The creators and rulers of the Tamaya. They are the most powerful beings that exist. They work to reduce the entropic influence of the Emengild.

**AKIRTSAPATA** – “Pruning Grounds”. The training grounds used by the Warlocks to maintain their martial prowess.

**AMRITA** – “Divine Nectar”. The divine substance that powers the universe. To consume Amrita is death for all but the most worthy Adevild.

**ARMTASARAJA** – “soul/essence”. It is known by the Pashumar that one’s Armtasararja will migrate to a new birth to be reborn again. Amongst the Morayan it is unclear what happens to us upon death.

**ARAJAN (THE ARAJIES)** – One of the Morayan Sahorkulan. Negroid in appearance.

**ANAKSHABAY** – “Master of Fearlessness”. An honorific title for Jerahn who was the founder & first Grand Master of the Warlocks.

**ASRITA** – “Divine Binding”. The universal language of the Tamaya Refuge spoken by all.

**CADAMAR, THE** – “The Immortal Battle”. A secret war between the Etayn (and their Warlock servants) and the Devachan. The Warlocks believe that they are protecting Deila from being destroyed by these powerful immortals.

**DEILA** – the earth-like planet where Warlocks reside and where the Trials take place.

**DEVACHAN, THE** – “Gods of Trouble”. The enemy of the Warlocks. They consist of Devdas and Maladarie who are the targets of the Etayn. They were prophesized by Zakaranda to Jerahn to bring about the destruction of the Deila.

**DEVDas, THE** – “The Divine Servants”. Demigods who are loyal to the Alarvalda. They are the Pashumar who are seen as worthy for ascension. They possess various beast-man forms.

**DURADARZIN** – “Seer”. Seekers of knowledge and history who are primarily found amongst the Morayan.

**EMENGILD, THE** – The void that exists outside of the Tamaya where time, space, and other basic elements do not exist. It is greatly feared by the Alarvalda who work tirelessly to maintain the integrity of their realm against the encroaching void.

**ETAYN, THE** – “The Just Way” is a secret sect of Devdas who are plotting to overthrow the Alarvalda. They want to expand the Tamaya Refuge beyond its current structure.

**ISAILAS, THE** – Temporal rulers and leaders of Adevild kingdoms and groups. Jerahn would have been considered to be an Isailas when he commanded the Warlocks.

**JITADARA, THE** – “Receiver of the Jitadi”. The formal name Warlocks use amongst themselves. They were given this name by Zakaranda.

**JITADI** – “Superior is Conquered”. The elemental weapons system mastered by Warlocks. They come from the six elements present in the Tamaya Refuge known as Fire, Ice, Nature, Light, Space, and Time.

**GALU** – Round gem stones used as the currency amongst the Adevild kingdoms. The value of each stone is based on their rarity.

**HURA (THE HURAPIANS)** – One of the Morayan Sahorkulan. Caucasoid in appearance. The Warlocks belong to this ethnic group.

**SAINIKULAN** – “Martial Family”. The Warlocks are composed of four families: The Shikara, Minara, Talavara, and Katora. The families are internally bound by philosophical and biological kinships and are continuously competing with each other for greater influence within the Order.

**SAHARDEVDA** – “Rebellious Servants”. Attacked Devdas loyal to the Alarvalda during the Drakavinloka.

**SAHORKULAN** – “Nation of Families”. The Morayan meta-families defined by their physical characteristics. They consist of the Arajies, Hurapians, and Onusayans.

**SAMAYAD, THE** – Pashumar who have fallen into complete depravation and feast on the blood and flesh of others. They are carriers of disease and are unable to seek a higher rebirth.

**SANDHOA** - The base of the Warlocks.

**STAKATI** – “Warlock Squad”, the basic military grouping of Warlocks.

**TAMAYA, THE** – The known universe. Pronounced tah-my-ah. The home of the Alarvalda and the rest of creation. Also known as **The Tamaya Refuge** amongst the seers and for marketing purposes.

**MAHADMANI** – “Fire Titans”. The first Adevild who rose up against the Alarvalda in the 1<sup>st</sup> Azraya.

**MALADARIE** – Powerful anti-Devdas who are contesting with the Alarvalda and their Devdas servants for the domination of the Tamaya. They call themselves the Oendhevra.

**MORAYAN** – “Child without Essence”. Pronounced mor-ai-an. These are the humans of the Tamaya. The 3<sup>rd</sup> generation of Adevild. Unlike the Pashumar, Morayan do not possess any divine memory. They are also strangely resistant to the attacks of the Maladarie.

**ONUSA (THE ONUSAYANS)** – One of the Morayan Sahorkulan. Mongoloid in appearance.

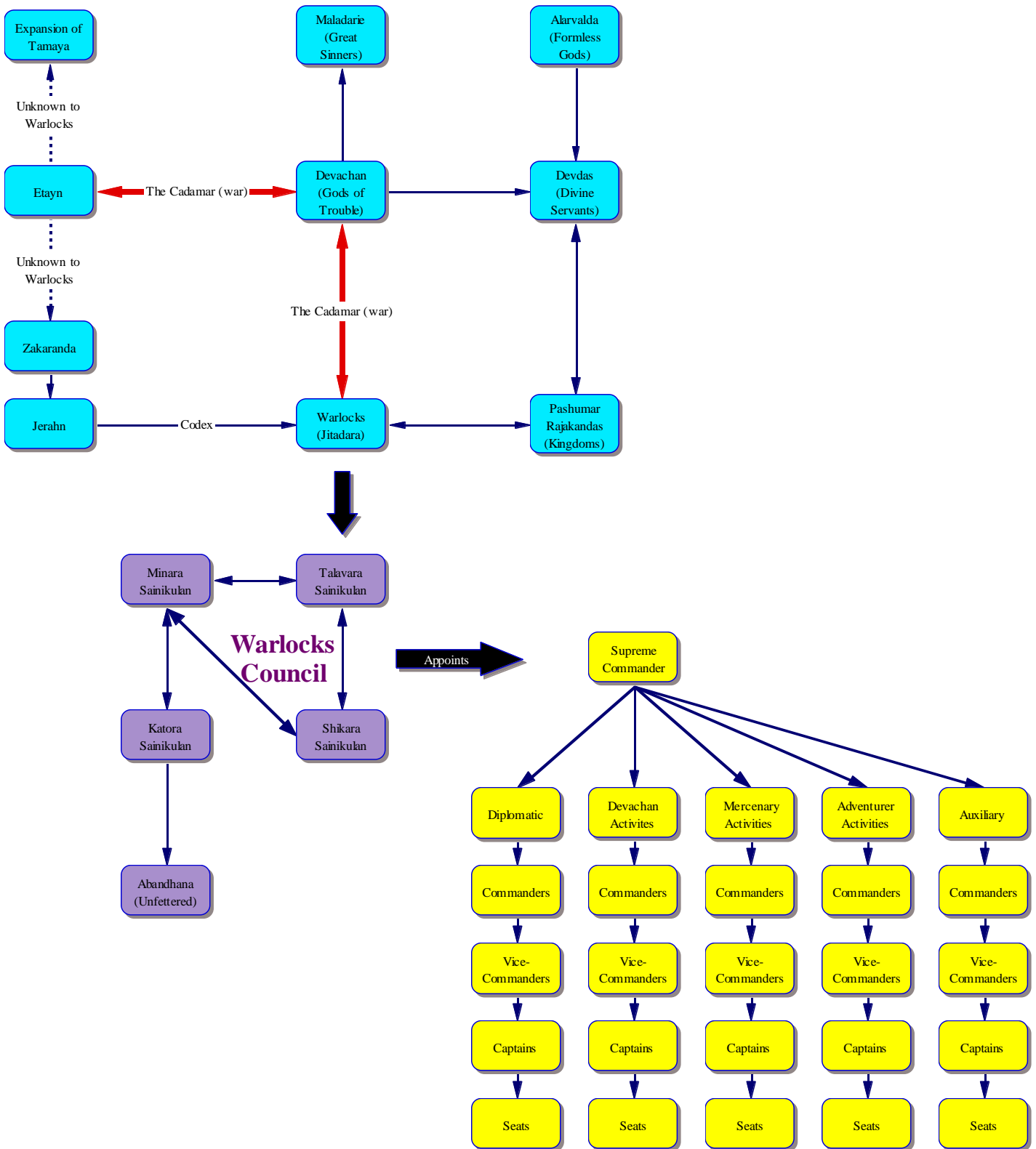
**PASHUMAR** – “Remembering Beast”. Beasts that make up the vast majority of the sentient beings on Deila. They experience reincarnation with no loss in consciousness. Most of them are devoutly loyal to the Devdas and the Alarvalda.

**VALSIDHI** – “one with great power”. The general name for all non-mortals including Alarvalda, Devdas, and the Maladarie. These powerful beings are recognized as being something worth respecting.

**ZAKARANDA** – the teacher of Jerahn Anakshabay. Little is known about him except that soon after Jerahn was killed, he disappeared and widely thought to be dead. In reality, Zakaranda is one of the Etayn who was commissioned to establish the Warlocks so that the Etayn's enemies would be attacked and weakened in anticipation of a rebellion. Zakaranda's real form is like that of a Devda being half-beast and half-human.

DRAFT

# APPENDIX C WARLOCK RELATIONSHIPS & COMMAND STRUCTURE



## **APPENDIX D**

### **PROPOSED CALL TO THE ORDER FOR PC GAME**

Oh Jitadara! You have now attained the title of Novice in our Order and are ready to join the vanguard of Deila's hope. With your training, you now possess power that most would only dream of.

Great accomplishments are expected of you! But remember that your accomplishments are the Order's accomplishments. You would be nothing without the Order!

Also remember that the start of our Order is traced to the ascent of one man, Jerahn Anakshabay. He was first among the Warlocks. It was he who created the Order. It was he who taught us the Jitadi, the elemental weapon system that makes our Order so renown. It was Jerahn Anakshabay who taught us about the Cadamar, the Immortal Battle.

Oh Jitadara! Every Warlock's sworn purpose is to carry out the Cadamar, which is the Immortal Battle against the Devachan. These immortal beings are prophesized to bring about the end of our world, Deila - if we do not stop them!

The battle has been joined! The Devachan brought armies against us and destroyed our first Compound and killed Jerahn Anakshabay! A mighty conflict it was! No trace of his physical being or that of his attackers was found. It is thought that Jerahn Anakshabay destroyed his attackers when he self-immolated.

The Order regrouped and came under the Sainikulan Council. Each family within our Order is proficient in a particular Jitadi system. You must decide which system best suites you. Some of you will lose your taste of Order politics and may choose to join the Unfettered, those Warlocks who spend their energies in the world of adventure.

Each Warlock must constantly train to carry out the Cadamar and the Pruning Grounds is one method which allows us to do this. The ritual of defense is where your Trial begins. Winning in the Trials improves both one's strength and standing. It is one of the highest honors to be part of this cause, but an even greater honor to lead this cause through high standing!

Your task as a Novice is to compete and win in the Trials of the Pruning Grounds. If you refuse to compete, you will be imprisoned until you do obey. You must defend your fortress while in turn attack the fortresses of your opponents. Use the Jitadi weapons available to you to accomplish this task. More will be revealed as your ability and power advances.

For the Jitadara!