



The Temphis Runes are designed to stand alone, but the folklore and history hinted at here are new material for Uresia fans, as a bonus! If you're interested in learning more about Uresia, get the book from Guardians of Order! You can visit them on the web at <http://www.guardiansorder.on.ca/>

## Songs, Dukes, and Others

The “alphabetical order” of the Temphis runes differs from our own, but the order has particular meaning in Uresia, where the distinction between a voiced and unvoiced consonant is known to have vital magical significance.

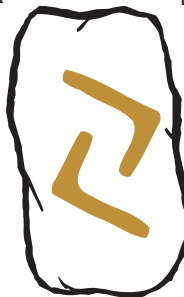


The first six runes, the Songs (vowels) are the considered the most powerful, and they're certainly the oldest, judging from pre-Skyfall ruins that adventurers have been pulling old pots and swords out of. The Songs are considered both "male" and "female" in nature.

The second set of six runes, the Whisperers, are considered feminine, and associated with darker, more secretive imagery than any other runes. They are all unvoiced consonants – sounds made with air across the lips and tongue, but no tone from the throat.

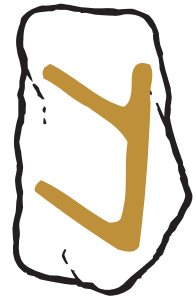
Each one of those is paired directly to its counterpart among the next six runes, the Dukes, also known as the Shouting Runes – a dramatic overstatement of the fact that these, by contrast, are voiced consonants. Each is considered the masculine “master” over its Whisperer counterpart, and these runes are broadly associated with daylight, and overt, honest action.

The remaining runes (Woda through Qalik) are the Lesser Runes. Unlike the Whisperers and Dukes, the Lessers are not assigned a gender, but unlike the Songs, they aren't assumed to include



*both* genders, either. The Lesser runes are entirely neuter, and considered weak, as runes go, at least on their own. In both fortune-telling and rune-carving sorceries, these runes bind and weave other runes together, a kind of “mortar” to the greater sigils’ “bricks.”

## Writers, Runecarvers, and Oracles



Every major Uresian island uses the Temphisian Runes in some way, with only minor regional variation to the glyphs. While the languages of the kingdoms differ, they each use similar enough *sounds* to make the runes a nearly-universal link between the Uresian tongues. Most also use the runes for magic, although methods differ.

**Birah and the Volenwood:** Both lands prefer Nandréé, the ancient script of the Elves, to render their language, though in the Birah cities, at least, every citizen is familiar enough with the Temphisian Runes to make use of them – a remnant of the Koval Empire’s influence. Use of the runes for magic, here, is unusual.

**Boru:** Boru uses the Temphisian Runes exclusively for writing, but only a little for magic, preferring their own native glyphs that the High Dreamer claims they stole from a ruined hall of Heaven.

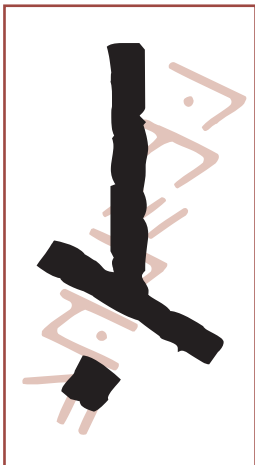
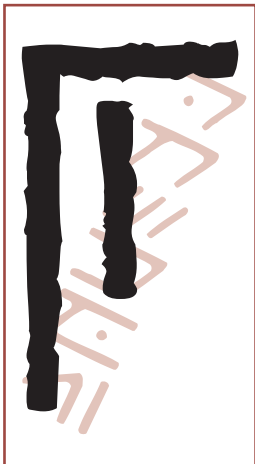
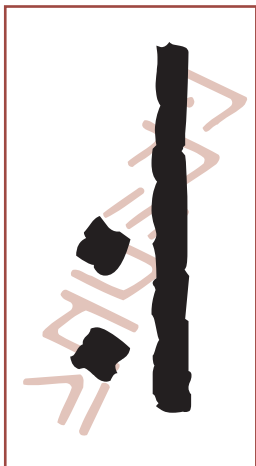
**Celar, Dreed, the Elu Islands, Kovalis, Rinden, Sindra, Temphis, Winnow, and Yem:** In these lands, the Temphisian Runes are prominent, forming both the basic written alphabet and a complex body of potent magical lore. These nations include both rune carvers and practitioners of the Sindran Oracle, a system of rune casting to divine the future and more clearly understand the present.

**Helt and Lochria:** These are the only lands where the runes see virtually no use as a written language (the Heltish script resembles claw-marks), but runestones are still valued as enchanted items, and rune carving is common – blending the Temphisian Runes with local magic.

**Laoch and Orgalt:** In the kingdoms of the Dwarves, the runes are both alphabet and highly-respected symbols of magic, so much so that even common writings are often composed with the magical significance of each rune considered. Orgalt is the homeland of rune carving as a form of enchantment, and Laoch carries on the tradition. Sindran-style rune casting is unheard of, here: the Dwarves cast the runes, but in different patterns, and using their own preferred interpretations.

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The  
Temphis  
RUNES

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