

DUNGEONS & DRAGONS

PAC1

THE VOLCAE

A PLAYERS GUIDE



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VALIANT THEY WERE

INTRODUCTION

Each booklet will include a dictionary of words known to these people, and an exploration of the concepts known to these cultures in a Gazetteer format.

- Cultural Dictionary
- History
- Geographic Region
- Plants
- Animals
- Settlements
- Trade & Conflict
- Conflict
- Religion

REASONING

The Protoindoeuropean language is the defining collective of a people, yet within the language are phonetics coming from older cultures. They contribute particular phonetics in group. It is therefore possible to describe individual cultures by their phonetic subgroups and the progression of language and culture by the appearance of Vowels and the development of the cultural dictionary to define such a particular culture.

Common phonetic Word count

origin: subgroup quantity & meaning

ul: 7 (Neanderthals)

- ul 3 the forest
- aul 2 fire making
- pul 2 social boundary

al: 14 (The People)

- al 4 Magic, Spiritualism, Alcohol
- hal 2 fire land management
- *al 3 powerful leader
- sal 2 salt
- wal 3 fishing

ol: 8 (The Volcae)

- ol 4 The Volcae
- kol 2 Resin production
- ol-k 2 Argument

el: 47 (the first city)

- el 3 olives, cooking with oil?
- bel 2 the apple is powerful
- gel 2 contact with NG humans
- hel 10 Gold, Excavation, argument
- kel 5 Treatment of Serious Injury
- mel 8 Activity within the Settlement
- pel 3 The Citadel
- sel 5 The Settlement
- wel 6 solar astronomy
- tel 2 construction & commerce
- *el 1 War

il: 3 (marriage ceremony?)

- il 3 The Parting of Hair silently

THE VOLCAE

The Volcae are a people whose language subgroup is descended of the older UL Phonetic. Where the UL are Neanderthal, the Volcae are a post Neanderthal subgroup whose language has seen the appearance of vowels (a, e, i, o, u) over a time frame of tens of thousands of years as they progress toward an eventual pre-bronze age culture from whom all Mediterranean city-state bronze age cultures develop. There are indications of interaction with a modern human migratory group (as indicated by the appearance of the ng phonetic).

CULTURAL DICTIONARY

The Volcae language has progressed from the ul-phonetic to include the variant vowel forms of: al-, el-, il-, and ol-.

Volcae Word Meaning

The Forest?

Ul phonetic associates the plant Moly, Forest and the Howl imitative. Possibly some association with danger or loss of life.

Moulo

- Name of a plant, Moly. A Hallucinogenic (and poisonous?) Yellow flower plant similar in appearance to a leek.

Ul

- To howl

Hule

- Wood, Forest, Timber

Fire Making?

The Aul phonetic connects a stalk or stem to a hole or cavity, This might refer to a technique in fire making.

Kaul

- Stalk, stem

Aulo

- Hole, Cavity

The People

The Pul Phonetic links the concept of the gate to people, Perhaps indicates a social separation.

Populus

- People

Pule

- Gate

Hallucinations from Grain

The Al phonetic (al as prefix) relates to the beginning of the belief in Magic. It ties to the milling of flour to magic which may refer to rye and the parasite fungi ergot causing hallucinations, seizures, as well as early grain fermentation.

Al

- Beyond;
- To wander;
- To grow, nourish;
- To grind, mill;
- All

Albho

- White, Wight

Alek

- To ward off

Alu

- Included in words relating to Sorcery, Magic, Possession, Intoxication

Fire Management Technique

The Hal phonetic exhibits fire management for Hunting in dry season. Athal comes from Ater-hule meaning forest fire.

Dhal

- To bloom

Athal

- Race; Family (ater-hule meaning forest fire)

Powerful People

*al phonetic (al as a suffix) indicates an individual authority with relation to Pepper and Mallow. The Gal is a Spiritual Authority or powerful leader.

Gal

- Bald, naked; To call, shout; To be able, to have power.

Malakhe

- Mallow, a plant or tree.

Pippali

- Pepper

Mal-ak: Mallow Sharp (arrow, spear?), Mal-akwa: Mallow Water (a plant indicating/containing water?), Mal-aks: Mallow Axis (Wooden Axel?).

Australian Aboriginal Tribe: Malak.

Salt Production

Sal is tied to salt production. A dirty grey salt. Willow Trees? Possibly a geographical connection to the salt.

Sal

- Salt; Dirty, Gray

Salik

- Willow

Fishing

The Wal phonetic refers to big fish, strength, and a wooden post. This could refer to a fishing technique:

- The post serves as an anchor point for standing in deep and/or, fast flowing rivers or streams while catching fish.
- The post can be used to create a slow moving flow mid stream where a fish will locate in its shadow to avoid strong current flow.

Skwalo

- Big fish

Wal

- To be strong

Walso

- A post

The Emergence of the Volcae

The Ol phonetic is associated with the Volcae tribe and words associated with felling and destruction.

- Phol
- To fall
- Pol
- Finger; To touch, feel, shake.
- Ol
- To destroy
- Volcae
- Celtic tribe name

Resin Production

The K-ol phonetic is associated with Glue production and Reeds possibly indicating the source of the resin used.

- Kolei
- Glue
- Kolem
- Grass, reed

Conversation or Argument

Ol-k phonetic links a skin bag to conversation.

- Tolkw
- Talk
- Molko
- Skin/hide bag

Digging, Gold for Jewellery and Conflict

The Hel phonetic is associated excavation, Gold, Jewellery, and violence.

- Bhel
- To shine, flash, burn; shining white and various bright colours; fire; to blow, swell; various round objects and the notion of tumescent masculinity; to thrive, bloom; to cry out, yell.

- Bheld
- To knock, strike

- Bheleu
- To harm

- Bhelg
- A plank, beam

- Bhelgh
- To Swell

- Dhel
- A hollow

- Dhelbh
- To dig, excavate

- Dhelg
- To pierce; a needle

- Ghel
- Gold (Metal)

- Obhel
- To sweep; to pile up, increase

The Olive Tree

The el phonetic is tied to the olive, referring to red-brown trees or animals.

- El
- elbow, forearm; indicates red-brown forming animal and tree names; To go.

- Elaia
- Olive

- Del
- Long; To recount, count; to split, carve, cut; To drip

Diplomacy/Ceremony

The Gel phonetic is associated with interaction with modern humans and celebration.

- Gel
- To sprout; To sing; To form into a ball with reference to a coagulated lump with viscosity and adhesiveness.
- Angelos
- Messenger; (Shares the NG phonetic with modern humans). Indicates Contact and Offspring.

Health equals Apples?

The Bel Phonetic covers the words apple and Strong creating a connection between apple consumption and physical strength.

- Bel
- Strong

- Abel
- Apple

Treatment of Serious Injury

The Kel phonetic refers to the treatment of serious injury by others and to be under an obligation as a result.

- Kel
- Warm; To strike or cut referring to something broken off or cut; to shout; cover, conceal, save; to drive, to set

	in swift motion; to lean, tilt; grey, black, dark; to be prominent, hill; to prick, to deceive, trick.	Pel covers the Citadel which is located on a Fortified high cliff. Surplus Flour and Hides are apparently kept here.
Kelb		Pel
	• To help	• Dust, flour; to fold; skin, hide; to sell; to thrust, strike, drive; dish; to fill referring to abundance and multitude.
Kelp		
	• To hold, grasp	Pele
Skel		• Flat; to spread out; Citadel, fortified high place.
	• To cut; to be under an obligation; crooked referring to a bent or crooked part of the body such as the heel, knee, leg, hip; To parch, whither.	Pelis
		• Rock, cliff
Kelewo		Spel
	• Bald	• To split, break off; To shine, glow; To say aloud, recite.
		Spelgh
		• Spleen, milt
<u>Activity within the Settlement</u>		<u>The Settlement</u>
The Mel phonetic covers Production of food, wool within the settlement; worship of deity/lightning.		The Sel phonetic covers the Settlement. Butter can be found here, and possibly a well from which water is drawn.
Mel		Sel
	• Soft referring to softened materials; of a darkish colour; a limb; Strong, great; Bad; Wool; to miss, deceive.	• Human Settlement; of good mood, to favour; to take, grasp, to jump.
Meldh		Selg
	• To speak words to a deity; lightning.	• To release
Mele		Selk
	• To crush, grind referring to ground or crumbling substances and the tools used to grind or crush.	• To pull, draw
Melg		Selp
	• To rub off, Milk	• Fat, butter
Melit		Koselo
	• Honey	• Hazel
Melo		<u>Solar Astronomy</u>
	• Small animal	The Wel phonetic suggests words involved in the long term observation of the motion of the arch of the Sun across the sky using a post observatory.
Melodh		Swel
	• Elevation, head, tip	• To eat, drink; shine, burn; Post, board.
Melon		Kwel
	• An Apple or any tree-growing fruit.	• To revolve, move around, sojourn, dwell; Far in time and space.
<u>The Citadel</u>		Kwelek
		• Bundle

Sawel

- The Sun

Kwelp

- To arch

Wel

- To see; to wish, will; to turn, roll referring to curved enclosing objects; to tear, pull, wound.

War

There is a word for War. This is distinct from individual on individual violence (as defined by Dwo-ol meaning 'two - to destroy')

Duellum

- War

Construction and Commerce

The Tel phonetic refers to the erection of a standing object and the use of weights and measures in Commerce and construction.

Stel

- To put, stand referring to a standing object or place; To extend.

Tel

- To lift, support, weigh referring to measured weights and possibly money; ground, floor, board.

A Silent Ceremony?

The il phonetic links the act of Division to Hair and silence. Perhaps the braiding of hair? A Marriage ceremony?

Pilo

- Hair

Silo

- Silent

Dail

- To Divide

HUMAN HISTORY

The timeline for vowel development will describe progress in Volcae civilisation.

-100,000 UI: Neanderthals have use of the UI Phonetic. Early Stone Age Neanderthals migrate to Australia; Names include Bulya, Bulla, Tulu, Wulgaru, Ngulwun. This migration does not delete this group of names from the source population indicating significant group usage.

Fire Using Neanderthals in Eurasia. Stick and 'belly hole' may indicate fire making technique.

Al: The transition from Early Stone Age to Neolithic begins; Athal People/Family (Ater-Hule meaning forest-fire; eastern Asian inverse phonetic pair indicating east-west migration of nomadic peoples). They burn the forest. Dhal to bloom. They use fire to get new plant growth to allow hunter-gatherer way of life.

Milling of grains as a food source begins. Intoxication, sorcery, possession. Gal becomes Tribal Leader during this period formalising the concept of an authority figure within the tribal group.

-40,000 Oi: O before E; Human Migrations from Africa under-way. They are becoming a Post-Neanderthal People. The Idea of being a people has developed. Glue from reed-grass; Encounter with the NG phonetic surge group 'Modern Humans'; Ngulwun is Australian born Neanderthal-Human Offspring.

Protoindoeuropean language begins to develop. The phonetic 'destroy' appears during this time period meaning it is a time of violent contact and conflict; Angelos is European born Neanderthal-Human Offspring.

Volcae people emerge as survivors in Western Eurasia.

Olga is a Common name.

-20,000 Ei: E after O; This appears to be a time of development and language growth/regrowth. Survivors of the Oi period now value settlements with fortified citadels on high hills. Trade of surplus flour develops. Pottery. Butter, Honey, Olives.

Hel is a name in common use.

??? II: The practice of parting hair is silently undertaken. This is likely related to the first marriage ceremony as a coming of age for females.

??? Bronze Age Begins

THE WORLD OF THE VOLCAE

Many peoples are descended of the Volcae. Where the Gods dwell, the Volcae are. Hel, goddess of the underworld is merely a common Volcae name in the form Bhel.

GEOGRAPHIC REGION

Initially the world the Neanderthals know is dominated by a singular feature – the Forest. They discover the plant Moly to be poisonous causing distress amongst them at the death. Fire making using a ‘stem and hole’ is achieved.

The Volcae are located in a Mediterranean region near the coast. Their first permanent settlement is dominated by a prominent hill with cliffs on which is located a citadel where surplus flour and hides are kept. It is surrounded by land used for agriculture and beyond that the great forest.

PLANTS & ANIMALS

Grain, Apple, Olive, and other fruit trees are cultivated near the settlement. Moly, Willow, Mallow, Hazel, Reeds, and Grass are common to the forested region beyond. Pepper also exists in the region.

Big fish and small red/brown animals exist in the region, in particular herd animals providing wool and milk.

THE SETTLEMENT

The Settlement of Sel is increasingly separate from the Citadel of Pele that overlooks it. The Buildings are constructed from timber beams and poles, floor timbers, and doors. The settlement itself has a gate. Beyond the gate of the settlement is agricultural land where herd animals graze, grain grows and a preference for apple olive, and other fruit trees is encouraged. Nearby

is the Sea where salt and big fish are found and the Great Forest with Apple, Olive and other fruit trees, Hazel, Moly, and Willow, from where timber and firewood is gathered.

Grain is collected and milled into flour and formed into sticky balls of dough. Milk churned into butter. Dripping fat collected from the cooking of meat. Fruits, local and further afield are picked when available. Fish and small animals are sourced from well beyond the settlement.

Honey is available when hives are discovered.

Beyond the original Volcae Settlement and its citadel are other settlements consisting of pretty much the same concepts. A fortified hill or mound where the citadel is located. Beyond it the settlement, and beyond that agricultural land and forest.

FOOD AND SPICES

Grain, initially harvested from wild sources has become an important crop.

Fruits like Apple, Olive, and Melon once sought from the wild forest are increasingly farmed in increasing quantities.

Salt and Pepper are sourced and traded.

Fishing is a technological marvel. A pole driven midstream disrupts the current flow and fish will hide in the eddy created by the pole to avoid the river current.

Herd animals exist for wool, leather, meat, dairy produce as butter, though smaller wild animals are hunted for food.

TRADE & CONFLICT

Sometimes strangers come making contact and looking to trade, and there is measured trade of surplus goods such as wool, hides, pepper, salt, and sometimes one party is deceived or feels cheated and this leads to violence.

Sometimes when relations with other peoples goes poorly there is War. Bloody and violent conflict, involving the destruction of the other and more often resulting in physical injury of survivors. And the Citadel becomes a safe haven where the people shelter from aggressors.

GOVERNMENT

The Citadel is the centre of Authority. While the Athal family hold sway over the Volcae, The Gal alone has power.

RELIGION & SPIRITUALISM

The Citadel is a place where the spiritual leader speaks with the gods and the gods speak back with lightning.

Beyond the settlement is the sacred place where standing stones mark where the remains of the dead are buried, or the ceremonies are undertaken. This is a distinction from the importance of the Citadel as a spiritual centre.

There are things in the forest at night, moving pale and white and naked amongst the trees. No one goes into the forest at night. Possession by some spirit is not unknown though it is often a hallucinogenic madness, seizures/epilepsy induced by the presence of Ergot in grain.



SORCERY & MAGIC

There are no Wizards amongst the Volcae, Sorcery and magic are known and considered in the same category as possession and the appearance of Albho in the Forest. It is a consequence of Grain contaminants such as Ergot and the hallucinogenic ingredients of early Ale.

SOME VOLCAE NAMES

<u>MALE</u>	<u>FEMALE</u>
Malakai	Hel
Alexander	Helena
Tel	Melanie
Phillip	Ella
Saul	Olga
Kel	Tula
Ilya	Olivia
Alvin	Hilda
Del	Brunhilda
Dale	Helga
Oleg	Gail
Albert	Molly
Elmo	Bel
Paul	Belit
Elgar	Galatia
Malcolm	Gilly
Colm	Gilian
Alfred	Silvia
Olaf	Nel
Kelly	Selene
Hal	Malaia