

# LORD OF THE LOST

## THORNS TAR

There is limited knowledge about the *Pangaeians* (also known as *Pangals* or *Chalokh*, depending on the historic source), an almost forgotten civilisation who became extinct several millennia ago. This mysterious period in history is referred to as *twin culture* or *primal humans*, or more colloquially as *The Atlantis of the North*. However this advanced civilisation appears to have been an independent, indigenous and groundbreaking society, rather than a mere myth.

Some historians cast doubt on the existence of the *Pangaeians*. Sources are rare and their lore can appear both fantastical and in places contradictory. Archeological finds have proven mostly inconclusive, being difficult to distinguish from early finds from the New Stone Age or subsequent civilisations of today's Europe. Plus the ritual destruction of every *Pangaeian's* earthly belongings upon his/her death, through collectively cremating both possessions and possessor, akin to the burial of Viking kings, complicates the finding of well preserved and classifiable relics from that era. The tradition of cremation in the *Pangaeian* area has been carried on by the Germanic peoples and is still being practiced today in some cultures.

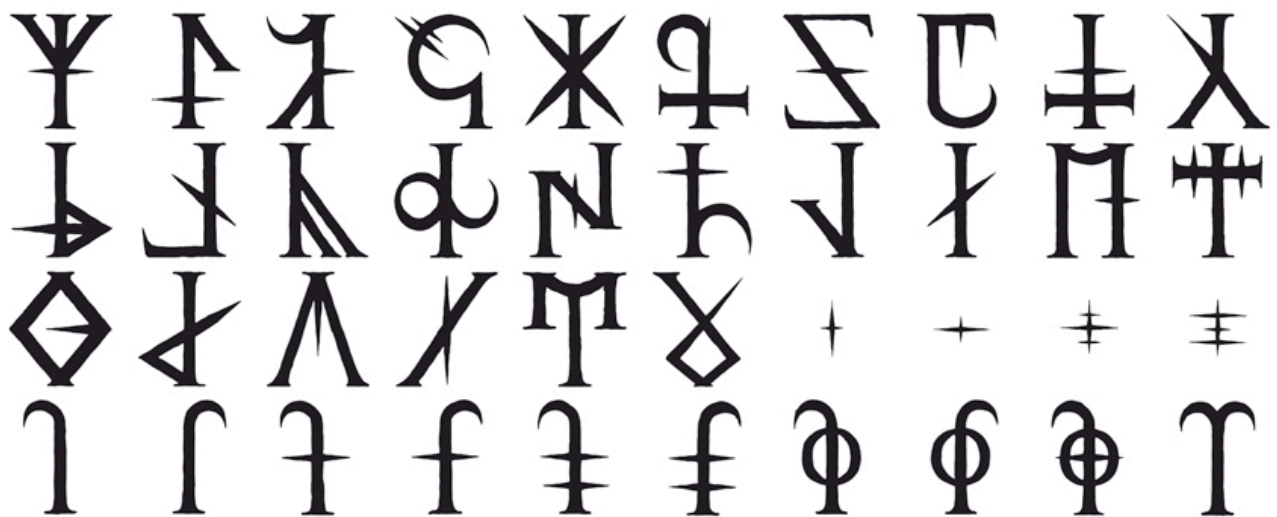
Chronologically, the *Pangaeians* existed between 12,000 and 9,000 BC and spread from Northern Europe and Southbound to the Alps. Lagging far behind the subsequent ancient Mesopotamia, Egypt, Greece and Rome, the history of this innovative society is largely ignored by schools and universities due to the lack of reliable sources, despite the fact that in many aspects it laid the social, cultural and ideological foundation for all ages and cultures to come.

However, aside from the *Pangaeians'* cultural leadership, their sagas, myths, beliefs and spirituality prove genuinely fascinating. This is known as *The Mythology of the G'hahyr* (the term *G'hahyr* will be explained in more detail later). Its ideology, the conflict between good and evil, the mixture of a mono- and polytheistic religion, and the use of several symbols that are still resonant today in

contemporary world religions were original and fundamentally radical. While all roads may lead to Rome, the fountainhead of almost every spiritual current in the western world apparently lies in the *Mythology of the G'hahyr*.

This diverse traditional philosophy is considered the first known human examination of their environment and all its transcendental aspects and, in the cosmic calendar, marks the end of the Stone Age man in his development into a conscious, reflecting individual that contemplates its environment.

According to present knowledge, hundreds of variations of *Pangaeian* characters and symbols form the *Pangaeian* writing system, called *G'hahul*. Since *G'hahul* consists of far more characters than any other contemporary European alphabet, a complete transcription is impossible, whereas a basic reinterpretation of the most important sounds is. There exists merely fragmentary information about the *Pangaeian* language(s), but the majority of the known vocabulary seems to resemble certain future *Old Nordic* languages. Intriguingly the *G'hahul* numbering system is identical to our present decimal system in *Arabic* digits and is thus way ahead of the *Roman* numbering system. It is likely, albeit not verifiable, that this is a direct predecessor of *Arabic* numerals. The scaling of the *G'hahul* numbers could well also have proved an inspiration for note values in modern music notation.



A reinterpretation and summary of the *G'hahul* writing based on the English alphabet from A to Z, full stop, comma, exclamation point, question mark, 1-9, 0.



The following is an attempt to summarise all of the incomplete and sometimes paradoxical fragments from various sources.

### ***The Mythology of the G'hahyr***

The ancient *Pangaeian* term *G'hahyr* means *to be together* or *connection of two*. It describes singularity as a connection of two. *The Mythology of the G'hahyr* describes a world of gods, demons and spirits, which comprises the centre of the *Pangaeian religion*.

In the beginning there is nothingness, which is only replete with the goddess *Ma'ghoëm* and the god *Hathyre*. These are almost certainly the first known names of the so-called *Allpair*. In contemporary narratives, the names *Morgana* and *Haythor* are more common, which will feature in this overview. *Haythor* is not to be confused with the Egyptian goddess of love, *Hathor*, although her name may originate from *Hathyre*. The exact circumstance of both deities' emergence from nothingness is not specified anywhere in greater detail, so a chronologically unrestricted omnipresence is to be assumed.

*Morgana* and *Haythor* are shown as both a pair of siblings and a love coupling. This might seem almost degenerate by today's standards, but in the *Pangaeian* culture, relationships within the family were not uncommon. Both deities form a very close bond and love one other unconditionally. *Haythor* is said to originate from the dark, whereas *Morgana* hails from the light, thus both poles are represented. Their love intertwines light and shadow tightly and inseparably, producing an energetic web which grants them the power to create other metaphysical beings, as well as life on earth. From a scientific point of view, this *Pangaeian* principle is similar to today's theory of the Big Bang as the origin of space, time, and matter. When the slightest fluctuation of a billionth more matter than antimatter subsequently formed the whole universe.

The “Big Bang” in the *Mythology of the G'hahyr* is the first and only love act between *Morgana* and *Haythor*, which created the whole universe, with all its stars and the earth. *Pangaeians* don't differentiate between planets, stars/suns, moons and other celestial bodies, apart from what they classed as “our” sun and “our” moon, which would later be symbolically linked to *Morgana* and *Haythor*. Furthermore, earth isn't considered a planet, but the central element, the “child” of *Morgana* and *Haythor*, which stands between them in the centre of the universe, providing a habitat for humanity. There are no records as to whether earth was thought to be flat or spherical or if there was a defined limit beyond today's European continent.

For a prolonged period the divine couple tried to create human beings in their image, but to no avail. An analogy can be drawn here to the Christian history of creation – both *Adam's* creation in the image of god and *Eve's* creation with the help of *Adam's* rib. From the numerous poorly conceived attempts to create human beings, all the plants and living creatures known to us today emerged, with *Haythor* being the creator of all beings of the night - the dark, the deep and the sea, and *Morgana* being the creator of all beings of the day - the light, the sky and the air. Together they create many more beings that are home in more than just one of their respective worlds. But they don't succeed in the creation of man.

As a final selfless attempt, jeopardising her very existence, *Morgana* takes out her entire heart and forms the first human beings from it – 343 of them as legend has it. She survives this act of creation, albeit in a severely weakened state. As a result she is seen by the *Pangaeians* as the *Mother of all human beings*. With the term “Mother”, the aspects of mother love, gratitude and devotion to the *Pangaeians* are henceforth strongly connected to her. Furthermore, *Morgana* is commonly referred to as the *Allmother* – a term, that would later be altered for use in the *Germanic mythology* for *Allfather Odin*.

According to *Pangaeian* legend, not only the first 343, but also all naturally conceived humans who follow receive a piece of *Morgana's* heart, granting them the energy to live. This energy is only borrowed from *Morgana* and is returned to her upon death. Therefore, completing *Morgana* a piece at a time after a long and fulfilling life is regarded as the highest aim and ultimate honour.

The dark side of this creation takes place outside the earthly frontiers: Rendered inept by the loss of *Morgana's* heart and the capacity to give *Haythor* the love he believes he deserves, he flies into a rage. With the power of a cosmic storm he rids himself of all the light inside him, forcing apart light and dark and ripping the universe in two: *Morgana's Realm of Light* and *Haythor's Realm of Shadows*. With both of them asserting a claim to their respective creations, they pull the earth from opposing sides, making it move from light to dark time and time again, causing day and night. Both deities are visible to humans and are as perceptible as hot and cold, or indeed the sun and the moon. The *Pangaeians* don't consider these two celestial bodies as part of other “stars”, but as visual evidence for the existence and power struggle of the *Allpair*. For instance, lunar phenomena are explained thus: since *Haythor* still feels boundless love for *Morgana*, he is unable to take his eye off her. His gaze constantly wanders over to her and is lit by *Morgana's* rays. The varying degrees to which this becomes illuminated form the different phases of the moon.

Every few years the imbalance between the living and the dead is so critical that it fills up her heart to the extent that for a brief moment she is able to feel love for *Haythor* again. She faces him and lets the night fill her eye, hence creating a solar eclipse. The seasons are explained as follows: a divine/cosmic breath takes significantly longer than that of a human and depending on the strength of both parties there are times where the earth stays more or less entirely in the light or the dark. By implication, this gives us a geographical hint about the original centre of the *Pangaeian* civilisation. It was most likely initially located in near-pole latitudes in the Northern Hemisphere.

While *Morgana* is mostly engaged in exchanging energy with her “children”, *Haythor* continues his endeavour to win human hearts over. He betrays them into selfishness, for he is selfish himself. Self-centred behaviour taints the heart's purity, and an overly black heart can never find its way back to *Morgana*, instead passing into *Haythor's* possession. In this manner *Haythor* tries to reclaim *Morgana's* heart at least partially. However his conduct is not maliciously motivated. Instead, he acts out of blind love, pain, and anger over the loss of his counterpart. An untimely, self-inflicted death, a reckless attitude to life (either one's own or other people's), or death on the battlefield (subsequently considered heroic in other cultures), are all actions that are regarded as selfish. This is where the *G'hahyr* legends differ from almost every other mythologies and world religions. The true meaning of life is not to be found in the salvation of death, but in life itself. There is no afterlife, no paradise, no reincarnation. There is but one earthly life, which is to be respected and cherished to the highest degree.

For the *Allpair*, there is only one way to reunite as a coherent entity: the irreversible coalescence of light and dark, another love act between *Morgana* and *Haythor*. This would also mean the inevitable obliteration of all life on earth - the apocalypse, the *Coithyr G'hahyr*, the *Second Encounter*. In order to prevent this second love act and *Morgana* going back to *Haythor*, every human strives to return a piece to *Morgana's* heart by living a valuable life, so she remains willing to create new life for all mankind. Those people who selflessly help their fellow human to lead a good life, and place as much emphasis on the well being of others as they do their own, get the opportunity to return more to *Morgana* than they received in the first place. This can be viewed as a predecessor of Christian charity. In this way, a *Pangaeian* can not only literally surpass himself, but also compensate for all the black hearts that would otherwise pass into *Haythor's* possession and would thus create an irreversible imbalance.

At the core of this philosophy, human existence justifies itself. If man ceases to exist, light and dark coalesce and all life on earth will be obliterated. In reverse, this makes humans the most precious and responsible being. Furthermore, this mutual dependence between gods and humanity

represents an almost isolated instance in the history of the world. It's not about living in fear of the god(s), but rather about an equal cycle of reciprocal love and gratitude.

In the process of creation, the divine couple made a variety of demigods, demons, spirits and intermediate beings from parts of the earth and stars, some existing on earth and others in metaphysical form. Some of these creatures possess neither a distinct positive or negative orientation. The *Spirits of the G'hahyr*, however, are always clearly on *Morgana's* side and support her. The *Demons of the G'hahyr* fulfill the equivalent duties under *Haythor's* reign. The most important of them are listed and explained below. Since these creatures have multiple names, originating from various traditions of the *G'hahyr*, only the most popular and widely used will be cited.

## ***Morgana***

One of the two deities, female, the *Allmother*, *Mother of all humans*, symbolised by all light and the sun (the latter of which displays her face), she stands for altruism and selflessness, unconditional love, for mother love, protection and responsibility. She is both the beginning and the end of every good human. *Haythor's* love-hate feelings for *Morgana* is manifested in the nickname he gave her. Since he understands light as non-tangible nothingness, he calls her the *Goddess of the void*. In later tradition, often translated from the ancient *Inchenorian* language, *Morgana* is referred to as the *Queen of Crystals*, or, due to misinterpreted traditions, *The Queen of Glass*. Amazingly enough, the general visual depiction of all the characters in the *G'hahyr Mythology* is eerie and somewhat disturbing, even for the creatures of light. Characters are mostly represented naked and equipped with visual attributes and/or bearing items. The frequent portrayal of metal articles – presumably dating back to late *Pangaeian culture* from the bronze age – is historically debatable. *Morgana* has a very feminine body. She carries a star-like light on her forehead, is without a mouth and has a big, gaping hole in her chest where her heart used to be. Her right hand is mostly shown empty, in the other hand she holds a dagger, as the symbol for light.





## ***Haythor***

The second deity, male, symbolised by all dark and the moon, which explains his gaze towards *Morgana*. He stands for selfishness, desire, harm and possessive love, for unintentional evil borne out of despair and fear. Every worthlessly lived life finds its end in him. Although *Haythor* is a direct opposite pole to *Morgana* in almost every concern, he isn't a complete embodiment of all evil, such as the *Devil* in *Christianity*; however, an absolute personification of evil is absent from the *Mythology of the G'hahyr*. *Haythor* has a black halo around his double horned head, in which are no eyes to be seen. His „eyesight“, depicted by our moon, apparently isn't based on the common understanding of a sense of vision. His torso has scarification marks of a heptagram contained in the shape of a half moon bowl. Also, he has three serpents as a phallus.





## The five most important light creatures, the *Spirits of the G'hahyr*:

### *Loreley*

*Loreley* is a female spirit and demigoddess, often referred to as the *Sun Spirit* or the *Guardian of the Fire*. Only demigods are in contact with *Morgana* or *Haythor*. She conveys the dead into *Morgana's Realm of the Sun*, redolent of what we today call *Heaven*. She is the most direct link between humans and their maker. As mentioned before, a *Pangaeian's* remains are cremated along with their belongings so the body can ascend into *Morgana's Realm* free of any earthly bond. "Will I meet *Morgana* soon?" is one of the most frequently used phrases of a dying *Pangaeian*. "May the flames carry you!" is a common expression when a person is dying as well as when interring the dead. At the same time, this idiom is used as an encouragement towards those about to undertake something potentially perilous. The *Pangaeian* society doesn't mourn the dead. In times of war, the warlord even comforts his soldier by saying "Give me your lives, and I shall give you the flames!". Thereby, he grants them cremation upon their death in order to ascend to *Morgana* – aware that such false promises ultimately irreversibly obstruct the way to *Morgana*. *Loreley* is commonly depicted as having four arms and an aureola around her head, which is made of arrows or short lances that pierce her skull. Any connection to today's *Loreley*, the *murmuring rock*, is considered debatable.



## ***Edriel***

Also known as *Warmth of the Light*, *Edriel* stands for the energy and transport of all light. He provides the energy to raise humans into the light, so *Loreley* can convey them into *Morgana's Realm*. *Edriel* puts energy back into dead meat if held over a fire, hence bringing it closer to life and making it more edible for humans. He also gives the warmth of life when the sun is shining at daytime, as if *Morgana* faced humankind and he carried the light energy towards the earth. *Edriel* possesses two pairs of eyes (one above the other), long, flame-like hair surrounding his body and burning hands.





## *Katali*

The *Spirit of Conviction*, often mistaken for the *Spirit of War*, since wars are mostly fought out of conviction and both words apparently have the same meaning in *Native Pangaeian*. This Spirit (of no definitive gender) grants the power to fulfill one's own beliefs. Everybody needs *Katali's* support in hard times to remain steadfast through their adversity. Every *Pangaeian* who does so and gives everything they have for their beliefs without harming others leads a life following the example of *Morgana* and are therefore entitled to go to her after their death. *Katali* doesn't have a primary sexual organ, but a long beard and bare female breasts. There's a yawning hole in place of a right eye and two long crosswise swords spear the torso and his hands simultaneously.



## *Lif*

*Lif* is the *Spirit of Origin* or *Spirit of Home*. She represents affinity to the homeland. It is she who a man senses when he is feeling nostalgic. She protects one's village, settlement, family and homeland from harm. Any entrance to a village or settlement is furnished by the *Pangaeians* with scriptures, symbols and/o portrayals of *Lif* to show that it is protected by her. This is also thought to be the origin of the term *Lifrhen*, the *Pangaeian* word for "guard", since everyone executing this office always did so at the mercy of this spirit. The very few records of this terminology are unclear about whether it is about humans working as guards or about the protection by *Lif* herself. Despite her gender, *Lif's* appearance is androgynous and lean. Chains wind her body and her torso merges into tree roots instead of legs.





## *Pari*

The *Spirit of the Continuously Smaller*, also known as *Spirit of the Assembled*, less commonly the *Spirit of Sustenance*. He stands for the smaller elements that make up the whole. He allows for everything to be broken down, with every part being made of continuously smaller pieces. The *Pangaeians* believe in infinite divisibility of everything with the only limit being the boundaries of human imagination. They are convinced that in that way they could trace the eternal cycle of food and life. Accordingly you could also break up a human so that it eventually becomes its own food again. Some records suggest that *Pangaeians* also gave thought to the properties of small things compared to those of the whole. In a sense this spirit epitomises the primal force of *Morgana*, whose heart is severed into an endless number of fragments that take a new shape in human beings. Similar to a *Janus face*, *Pari* has two different faces, looking in opposite directions. He holds his hands together, as if wanting to grab on to himself. Multiple chains, fixed in various places all over his upper body, pull him into several directions.



## **The five most important shadow creatures, the *Demons of the G'hahyr*:**

### ***Naxxar***

The seven horned demigod *Naxxar* conveys the deceased into *Haythor's Realm of Shadows*, which makes him the direct counterpart of *Loreley*, albeit without any help needed from *Edriel*, since all of the dead considered unworthy for *Morgana's Realm* turn into ashes and are raised from earth purely by the wind. Thus "Go with the ashes!" is a common *Pangaeian* insult, comparable to today's "Go to hell!". The bereaved never know whether the deceased ascends to *Morgana* or to *Haythor*, but a strong breeze during or shortly after the cremation is an unwelcome portent according to *Pangaeian* belief. Significantly, in the *G'hahyr*, both heaven and hell (from today's point of view) are located in the "kingdom of heaven". Night-time, as an allegory for *Haythor's Realm*, is spent as soundly asleep as possible in order to limit exposure to the power of the night. Conceiving children after sunset and deliberately procreating life before the very eyes of *Haythor* is frowned upon. The resultant *Barnoth* (*Child of the Night*) is considered a highly pejorative term among *Pangaeians*. People prone to be awake at night-time are often referred to as *Negricor* (*Blackheart*). Furthermore, skipping a *Pangaeian's* cremation denies him/her the ascent to the realms of *Haythor* or *Morgana*. Abandoning a corpse is considered especially cruel and is deemed to be a punishment befitting the likes of murderers. Besides his horns, *Naxxar* carries some kind of long hook in his only hand. His second arm is severed at the shoulder. Black blood runs from his mouth in numerous directions in defiance of gravity.





## *Zagon*

This demon of indefinite gender is the *Guardian of Creatures*, also known as *Force of the Earth*. *Zagon* puts every being into place, ensuring that fish don't fly, birds don't swim and that humans roam the earth and don't attempt to venture into the Realms of Light or Shadow, like demons and spirits. *Zagon* lets everything fall back to earth that is not in its proper place, so he could be viewed as a *Guardian of Gravity*. *Zagon* has a sturdy, rather masculine physique. He is clutching a long lance which is piercing his body diagonally, giving him stability despite the resulting injury. He has no visible mouth and brutish looking pitch-black eyes.





## *Shangho*

The *Demon of Resistance*. He stands for the courage to revolt, the will to challenge the accepted norms, opposing the views of the majority, and for standing one's ground. From a modern perspective these characteristics do not appear remarkable. However given the more restricted *Pangaeian* world view such values were considered sufficiently unorthodox to classify *Shangho* as a shadow demon. The resemblance of his name to that of the African god of thunder, *Shango* (or *Xango*) is most likely coincidental. There are two heads on *Shango's* shoulders, one head with eyes shut being yelled at by the other. The first head uses one hand to receive light on his side. The other hand holds a knife to the first head's throat. Both sides of the body seem to fall apart, being held together by only a bandage.



## ***Valefhar***

*Valefhar* is the *Demon of the Yonder* or *Demon Saint of Travellers*. She reflects the drive for exploration. If a man is struck by wanderlust, he can be certain of *Valefhar's* protection along the way. With the *Pangaeian* mindset towards *Morgana* and consequently all the spirits under her command, *Valefhar* seems to convey less protection than her counterpart *Lif*. This could also explain why the *Pangaeians* are not much of a travelling civilisation. Whether or not this choice of patron saint explains the slow expansion towards the South or prevented the expansion down to the Mediterranean is hard to ascertain. *Valefhar* doesn't have a lower jaw, as well as a pair of white non-functional eyes and seven snakes slithering like intestines out of her open stomach. She presents the palms of her hands, which are both filled with one eye each.





## *Habarym*

The *Demon of Connection* or *Demon of Coalescence* is called *Habarym*. He is the reason why something new can emerge from separate elements, such as bread from grain, water and other ingredients, or the earth from land, mountain and water. This demon stands for *Haythor's* primordial will to merge human kind in its entirety into *Morgana's* heart. While this would complete her heart, it would also still deprive him of her love due to the subsequent extinction of all of humanity. This would prevent the development of balance, as described by the *Pangaeian Apocalypse* (which is explained in greater detail further on). *Habarym* is credited with both the good and bad outcomes of a merging of any kind. Visualisations show him with his head thrown back and looking up, his face distorted with pain. He opens up his ribcage like a curtain, with another face coming out of it.



Besides all the spirits and demons of the *G'hahyr*, there is also a special formation of nonpartisan supporters:

### ***The Mortarian***

The 343-strong army of the *Mortarian* is best comparable with an army of angels. It consists of the 343 souls of the first deceased humans. This army is always fighting for the “right” side and tries to balance unstable power structures. As a connecting link between *Morgana* and *Haythor*, it is the third part of the trivium of divine power. Comparisons to the still insufficiently defined *Holy Spirit* of *Christianity* as part of the well-known *Holy Trinity* are problematic. The *Mortarian* embody the original mutual instinct of the divine couple to create life and thereby do good. From the *Mortarian* viewpoint, both *Morgana's* and *Haythor's* motives are understandable, but they also see the mistakes that have been made on both sides. It wasn't only *Haythor's* actions that were affected by selfishness, *Morgana's* behaviour was also stubborn, inconsiderate and, in some way, self serving. This understanding of both sides makes the army waver between the two parties, trying to maintain the balance of power. The *Mortarian* are disembodied, aerial beings that are only visible as silhouettes, if at all.

### ***Coithyr G'hahyr - The Apocalypse of the G'hahyr***

*Spinarhos*, meaning *rose thorn*, is the epitome of all that is good and beautiful yet which still possesses an opposite, negative pole. This metaphor can also be found in the *Pangaeian* term for the end of the world. When the thorn of a rose is the only thing to survive after the rose has withered, it is time for the *Second Encounter*, the *Coithyr G'hahyr*. The rose is assumed to be a metaphor for the vigour of life, and perhaps for humankind itself. According to current knowledge, the *Mythology of the G'hahyr* ends with the *Second Encounter*. However, the end of the earthly world after another coalescence of light and dark is not described as pure destruction, but as the creation of a new, androgynous hybrid creature made from both parts of the *Allpair*: The *Thorngod*. Inaccurate records lead to “god” being confused with the word “star”, which resulted in *Spinarstjarna*, the *Thornstar*. He appears as a mixture of *Morgana* and *Haythor* with a star on his forehead, resembling a heptagram a black halo, two horns as well as large breasts. Besides the hole in his chest, he carries his heart in one of his hands. The other one holds an upside down cross. A web of thorns is wrapped around his scarred body. In place of the eyes, there are two mouths opened wide and seemingly screaming. Similar to the world fire in the *Nordic Mythology*, *Thornstar* is largely responsible for the destruction of the earth, but at the same time he is the creator of a new world order and the redefinition of balance.





Photography by Franz Schepers

Artwork by VDPictures & Chris Harms

Drawings by Anja Mensch

G'hahyr Character Re-Interpretation, Character Design and Watercolour Paintings by Chris Harms

G'hahul Writing adapted and re-designed by Chris Harms

Logos and G'hahul Font Digitalisation by Pedro Stoehr

G'hahyr Character Personification:

Thornstar/Morgana/Haythor/Lif: Chris

Katali: π

Edriel/Naxxar: Class

Loreley/Valefhar: Gared

Zagon: Nik

Shango: π/Gared

Pari: Class/Nik

Habarym: Nik/π