



DUNGEONS AND DRAGONS CAMPAIGN LORE DOCUMENT: ANABIOSIS

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WORLD

MAP



COUNTRIES

Although the countries of this world are named after some of their most prominent geological features they are not solely wide expanses of their namesake and offer much more varied terrain.

Country	The Islands
Climate	Sunny and Warm
Stereotype	Lots of pirates and sea-based species (merfolk, mermaids, water genasi)
Export	Spices, ornate jewellery, tea
Local food	Seafood, seaweed, rice, heavy spices, corn

The Islands are a nation guided by the sea. Everyone knows how to swim and most know how to sail. Due to the expanses of water that surround them The Islands are often seen as a nation of pirates and scoundrels who would rather take than trade. Although this is true for its origins, most of the nation, apart from a select few islands on the outskirts, are an honest lot. However, the title of ruling body being Pirate king/ queen does not help dissuade the public opinion of the nation.

The current ruler of The Islands is Pirate Queen Elisanda Alcarnade, former captain of The Hearts Cage. She is a good fighter (as one must be given that the crowning ceremony includes defeating the former and other prospective rulers in martial combat) and has a commanding presence.

The capital city of The Islands is Crowns Rose. It is named after the ship of Pirate King Fabial Othoulow who founded the nation of The Islands. This ship now sits in pride of place as the cities largest and most popular pub.

<i>Country</i>	<i>The Hills</i>
<i>Climate</i>	Rolling hills mild temperatures with lots of rain
<i>Stereotype</i>	Close communities, farmers, fae, storytellers (fae, elves, gnomes)
<i>Export</i>	Fresh produce, wool
<i>Local food</i>	fresh vegetables, lamb +beef, apples + pears+ plums

The Hills seem to be a place where the line between the mortal world and that of the fae is very thin. Some speculate the nation itself was originally a part of the faywild and at some point, slipped through the cracks between worlds. This has led to a great number of fae and fairy calling the Hills their home. The closeness between the realm may have also led for the tradition of storytelling that appears across the nation, many of the best stories have their origins within The Hills.

The Hills have a ruling bloodline, with the current ruler being King Alastir Grimm. It is said the Grimm bloodline connects to one of the most powerful fae of the faywild though it is widely debated which one. Whatever the case it does not appear that the Grimm bloodline carries the same amount of magical power that their supposed ancestor does.

The capital city of the Hills is Roldale, this is where the King's main castle is located. It is also the host of the annual harvest festival "Hirizal's Eve". This festival brings people from across the nation to celebrate the harvest, share fairytales, and participate in a city wide feast.

<i>Country</i>	<i>The Jungles</i>
<i>Climate</i>	Rainforest
<i>Stereotype</i>	People who do not want to touch the ground, go with the flow, healers (air genasi, tabaxi)
<i>Export</i>	Exotic fruits, cotton, silks, medicines
<i>Local food</i>	Chocolate, curries, lots of fruits, chicken

The Jungles are seen as a county full of carefree people who love nature and live within the trees. Most cities in the county are built as connected tree houses with rope bridge streets. Contrary to outside belief this is not due the more carefree nature of the citizens, it is actually due to the number of dangerous animals and plants that live across the floors of The Jungles.

The Jungles is a Matriarchal society with 'Mothers' of local communities or towns. These Mothers are often one of the older wise women that has been elected to represent their local community. A Head Mother is elected to by the council of Mothers who deals with nation-wide issues. The current Head Mother is Precious Fenstrom.

Kose is the capital city of The Jungles and its main port hub. Unlike many of the smaller towns and villages of The Jungles, Kose is not located within the trees. Instead, it has a large wall surrounding it that goes up to the sea front.

<i>Country</i>	<i>The Mountains</i>
<i>Climate</i>	Cold harsh weather

<i>Stereotype</i>	Alof inventors, magicians, hardened fighters (goliaths, aasimar, Firbolg)
<i>Export</i>	Schools, magic, weapons
<i>Local food</i>	Stews, salmon, breads

The Mountains is a cold and harsh nation. The towering mountains take up most of the lower lands of this nation and the upper lands, more commonly know as the ‘Wastes’, are arctic tundra. This has caused only two types of people to be able to live here; those who can brute strength the cold and those who can cast magic to keep the cold away. Although these stereotypes are not completely accurate and many families do not fall fully into either category, the harsh winters do require some effort to get through.

The Mountains has two rulers, the Archmagus and the Chief. The Archmagus, currently Elious Skep, is one of the highest trained magic users in the world. They spend their time focusing on the growth of the nation, trade, and magical development. The Chief, on the other hand, focuses on the immediate dangers within The Mountains and the non-magical affairs. The current Chief of the Mountains is Chief Rascul.

The capital city of the Mountains is Oyesea. It is located near the peak of the Obredor mountain and is the home to one of the most prestigious magical academies in The Mountains.

The Mountains is also the home to many of the greatest educational institutions in the world. There both magical and non-magical schools located throughout the country and the biggest library in the world is located within the city of The Gate. Many people believe that the original runic spells were first discovered within The Mountains.

<i>Country</i>	<i>The Forests</i>
<i>Climate</i>	Mild weather
<i>Stereotype</i>	In-tune with nature, big on rules, isolated communities (elves, halflings, half-orcs, earth genasi)
<i>Export</i>	Wood, hides
<i>Local food</i>	Berries, rabbit+ deer, fruit from trees

The Forests is a nation of smaller towns connected by many winding paths. Outsiders may feel that citizens of The Forests are quite strict and focus a lot on rules, but every rule is there for a reason, and the forests can get very dark at night. There are a lot of hunters in The Forests as a deep respect for nature is ingrained into the culture, large scale farming is frowned upon as forcing animals to live in pens is seen to go against nature.

The ruler of The Forests is Queen Elodie Marlingold. The Marlingold family has ruled over The Forests for approximately 700 years having been elected once The Forests as a country had been formed. As Queen, Elodie spends two months out of the year traveling through her nation so she can understand the problems her people face and is currently expanding the routes from the ports so that more people can access the imported goods.

The capital of The Forests is Denterain. It is the smallest of the capital cities and is half located within one of the many forests of The Forests. The queen’s manor stands almost entirely engulfed by the forest with its spires poking up above the tree line.

<i>Country</i>	<i>The Midlands</i>
<i>Climate</i>	Mild temperature uneven grounds, canyons and ravines
<i>Stereotype</i>	Miners, inventors (hands-on) / mechanics (warforged, dwarfs, fire genasi)
<i>Export</i>	metals, mechanisms, mead
<i>Local food</i>	Root vegetables, porridges, crackers, pickles, cheese, cured meats

The Midlands is a nation covered in mines, canyons, and ravines, with many towns mined into the sides of them. As many of the citizens spend most of their life underground, long lasting and hearty foods are often preferred. Some of the most impressive forges can be found in The Midlands with a few even using lava to help forge their products.

The leader of The Midlands is democratically elected and is referred to as the President every 10 years a new election is run. The current President is Haringbone Rockfort. He is a famed inventor specialising in magi-tech.

The capital of The Midlands is Pielon. Originally a deep branching canyon, miners decided to carve houses and streets directly into the rockface. Sturdy stone bridges and stairs connect the sides and layers of the canyon turning it into the city that is known today.

The Midlands is also the location of 'The seat of the Council' a massive structure built and influenced by all seven of the nations. This is where The Council meets.

<i>Country</i>	<i>The Beaches</i>
<i>Climate</i>	Warm weather
<i>Stereotype</i>	Rich people who don't know how to look after themselves, religious (Tieflings, humans)
<i>Export</i>	Wine, sugar
<i>Local food</i>	Cakes, wine, seafood, sparkling beverages, duck

In many ways The Beaches concern themselves with how they look more than with how they act. They try to be perceived as a rich nation with regular balls and festivals, they are also a nation of religion with Aman at the centre. Many people do not live in the luxury that they try and display, saving the good food for when guests are there, or are devoted follower to one of the many churches. The religious nature of The Beaches is also a perfect breeding ground for cults, luckily most of the extremist cults are either very small or quickly stamped out by the church of Aman.

The ruler of The Beaches is the High Priest of Aman, currently Velow Frynd. As priest of Aman the main goals of Velow is to keep the continued peace of the world and the nation and focus on justice. Velow has recently started to create a larger armed force within The Beaches with their main aim to cease the sudden growth of cults across the nation.

The capital city of The Beaches is Centralia. A highly decorated city with many theatres and wine bars. In the centre is the Cathedral of Aman with arching stained-glass windows and ornate stone carving. The cathedral also acts as the courthouse for the larger scale crimes of the nation.

NO MANS LAND

In the centre of the map there is an area called “No Mans Land” this is not a county; in fact, it is a space of land that all countries refuse to own. No Mans Land is an expanse of black desert that researchers have yet to find anything capable of growing in. It is speculated that this is the spot of the One’s eventual break and that a deep curse has seeped into the space. As no countries rule this land there is technically no laws so many criminals have attempted to flee into it however, there is no evidence anyone has survived for more than a week.

GM NOTES: PLACES OF INTEREST

There are 14 places of power across the world, one for each of the gods. These places are either where the God discovered the powers that they chose or a place where they have stored a lot of their power.

THE CAVES OF GENUS

A large cave system that contains many traps but holds a large amount of treasure. It is rumoured that a number of legendary items are located within its depths but if anyone has found the caves, they have never made it back out. These caves are located on the coast of one of the middle islands in The Islands.

THE CIRCLE OF OSTOYA

A mushroom circle located in the hearts of The Jungles. All plants inside the circle are perpetually rotting and any thing that walks through the circle is affected by Ostoya’s curse. Ostoya’s curse is a deadly fungal disease that slowly takes a hold of your nervous system eventually forcing you to walk towards the Circle of Ostoya until you die. Due to this many bones and bodies can be found in the nearby area. In the centre of the mushroom circle is a small pond whose water is said to heal any disease.

GM NOTE

Ostoya’s curse most commonly originates from the circle of Ostoya however high level priest of Ostoya can also give people the curse.

HELIOS’ GATE

A massive stone gate located in the centre courtyard of The Gate Library. When activated the gate acts as the only doorway to a pocket dimension that is filled with a copy of every written thing and some key memory stones. There is no system in this library so looking for a particular entry is very difficult.

NAI’S COPSE

A group of trees located at the centre of the biggest forest in The Forests. Here the trees grow so close and thick that sunlight does not pass through the canopy. This is where an entity called The Wolf resides.

GM NOTE

The wolf is the embodiment of the monster that lurks in the dark. It is also the origin of all werewolves and has been spotted across the world although it tends to stay in The Forests the most.

INNO’S CANYON

A deep canyon with a river of lava running through the bottom of it. At the bottom of the canyon the veil between the mortal realm and the hells is the thinnest and many lesser demons and devils try to squeeze through the gaps. The canyon is in the Midlands and houses one of the first forges and inventors' dens.

THE COFIN OF MEROS'MORENUS

Deep in the fields of The Hills lies a glass coffin with a young man in it, it is not known who this man is and every person who look at the coffin sees a slightly different sight. This coffin has been sitting there for almost as long as the gods have existed and yet the body does not rot nor do any flowers placed upon it.

THE HIDDEN TEMPLE OF ASPRA

The hidden temple of Aspra is located in The Jungles, or more specifically its visage is located in the Jungles, but the temple itself is in a demi-plane. You cannot access the temple by walking towards it as the magic of the demi- plane causes travellers to get slightly turned around so no one can access it. To get to the temple someone must have a token or blessing from Aspra'Plutros.

THE SEAT OF THE COUNCIL (COMAT'S ROCK)

Comat's Rock is the first rock that was used to kill another being. It was left on the ground next to the body in this same spot The seat of the Council was built. The seat of the council is where the leaders of all the worlds countries convene to discuss trade, politics and peace.

HYRO'S STAIRCASE

Underneath Hollow Hill in The Forests is a spiral staircase. The staircase is made of stone and is lined with torches that never extinguish. Between the torches there are many paintings from all over the world. Many people have ventured down the staircase but only a few have made their way out and most of those have lost their minds. Of those that have escaped with their mind they state that the staircase seems endless.

THE FIELDS OF IDOU

The fields of Idou are located in The Beaches. They are a set of fields within which the world goes eerily quiet and venturing across them seems to take double the amount of time than expected. Located at the centre of The Fields of Idou is a small town. Due to the power of Tenari'Idou this town has a stronger bond of community but also suffers from isolation making it an echo chamber for the residence's views.

AURAN'S PIT

In the centre of The Islands at the bottom of the ocean is a giant pit. The pit seems to go on forever and opens directly into the plane of water. The pit is lined with giant shells and bones of creatures far bigger than exist currently. Some people who know of the pit's existence use it as a dumping ground for things they wish not to resurface.

CYL'S CAVE

Near the peak of the highest mountain in The Mountains is a small cave. The walls of the cave are covered in arching lines creating almost a web of carvings. These lines follow the magical energies they flow through the world and, in places where they interconnect, ancient runes are formed.

THE GARDEN OF ZYROS

The Garden of Zyros is statue garden located in The Hills. The centre the garden is a small greenhouse that houses a small pool. When looking into the pool you can see dreams and prophecies. The surrounding areas are scattered with statues that bear a slight dreamlike or uncanny valley quality to them.

BISOURUM'S SPRING

Bisourum's Spring is found on the northern coast of The Beaches. It is a small spring that seems to bubble up from a cavern underneath it. Bisourum's spring does not contain any water, the liquid inside is blood. It is undetermined what creature this blood matches and the spring is constantly at around 27 degrees Celsius.

WORLD POLITICS

As the nations of this world began to form there was obviously some issues. Tribes fought over land, resources, and power. Then when tribes grouped together and formed countries, they fought with each other over the same things. 500 years ago, Archmagus Cevestin called the leaders of the seven existing nations together and organised a peace treaty. His main aims were to take away the focus from fighting one another and move it to progressing knowledge and trade. It took 10 years but eventually borders, trade routes and peace were all agreed upon. After peace was declared 'The Council' was created so that any issues that formed between nations could be solved. The Council consists of all the leaders of each county.

It is rumoured that Archmagus Cevestin was an oracle and his sudden desire for world peace was caused by a prophecy that he received however there is no evidence to support this theory.

GM NOTE

Archmagus Cevestin was an oracle and the prophesy he received was a vision of a city rising from blackened sand and as the last brick is placed into one of then main roads of the city the world cracks apart and a god of annihilation rises from the gaping maw. This prophecy, kept as a memory stone, and the written version, "a city born in a land of blackened sand, with the final brick placed extinction shall rise", are kept in Helios' Gate.

GODS

Some people believe there are 28 Gods, some good some malicious however, there are only 14 real Gods they just happen to all have a second face. If a god can give something, then they can take it away. Due to this every God goes by two names.

God	Calos	Genus
<i>Domain</i>	Money, Merchants, Trading	Thieves, Gambling, Debt
<i>Pronouns</i>	He/They	He/They
<i>Symbol</i>	A stack of three coins	Two six-sided dice

<i>Common Worshipers</i>	Bankers, merchants	Thieves, Gamblers, money lenders
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God	Hirizal	Ostoya
<i>Domain</i>	Harvest, Food, Farm Animals	Famine, Pestilence
<i>Pronouns</i>	He/ They	She/He
<i>Symbol</i>	A bushel of wheat	A fly
<i>Common Worshipers</i>	Farmers, Cooks	People who are envious of a neighbour's prosperity

God	Berweldi	Nai
<i>Domain</i>	Light, Day, Honesty	Dark, Night, Deception
<i>Pronouns</i>	They/It	It/Its
<i>Symbol</i>	The sun	The moon
<i>Common Worshipers</i>	Judges	Rouges

God	Inno	Cybe
<i>Domain</i>	Fire, Metal	Destruction, Ice
<i>Pronouns</i>	They/Them	They/It
<i>Symbol</i>	A flame	A snowflake
<i>Common Worshipers</i>	Blacksmiths, Inventors	People from the Mountains

God	Meros	Morenus
<i>Domain</i>	Life	Death
<i>Pronouns</i>	He/It	She/It
<i>Symbol</i>	An eight-pointed star	A humanoid skull
<i>Common Worshipers</i>	Healers, Midwives	Gravediggers, warriors

God	Helios	Telos
<i>Domain</i>	Knowledge	Surveillance, Ignorance
<i>Pronouns</i>	He/Him	He/Him
<i>Symbol</i>	Open book	An open eye
<i>Common Worshipers</i>	Academics	Leaders, jailors, people with paranoia

God	Ursina	Bisorum
<i>Domain</i>	Flesh, The Body, Healing	Blood, Disease
<i>Pronouns</i>	She/Her	He/They
<i>Symbol</i>	Open palms	A bowl of boiling liquid often blood
<i>Common Worshipers</i>	Healers, Medics	Healers, Medics

God	Aspra	Plutros
<i>Domain</i>	Nature, Animals, Earth	Hunting, Rot, Decay

<i>Pronouns</i>	She/They	They/It
<i>Symbol</i>	A leaf	A deer skull
<i>Common Worshipers</i>	Druids, Rangers	Hunters

God	Tenari	Idou
<i>Domain</i>	Community, Love, Marriage, Home	Betrayal, Isolation
<i>Pronouns</i>	She/Her	She/Her
<i>Symbol</i>	A ring	A broken chain
<i>Common Worshipers</i>	Households, couples	People who feel betrayed, Hermits

God	Aman	Comat
<i>Domain</i>	Peace, Justice	War, Fighting
<i>Pronouns</i>	He/Him	He/Him
<i>Symbol</i>	A bell	Weaponry often axes
<i>Common Worshipers</i>	Judges, guards, Rulers	Soldiers, Rulers

God	Hyro	Stigula
<i>Domain</i>	Art, Creativity, Invention	Madness, Chaos
<i>Pronouns</i>	They/It	It/She
<i>Symbol</i>	Music notes	An open door
<i>Common Worshipers</i>	Inventors, bards, Artists	Those who have lost their path, Wanderers

God	Zyos	Elgan
<i>Domain</i>	Spirit, Prophecy, Dreams	Revenge, Luck
<i>Pronouns</i>	They/Them	They/He
<i>Symbol</i>	A mask	Key
<i>Common Worshipers</i>	Oracles	Gamblers, those seeking revenge

God	Auran	Alu
<i>Domain</i>	Sky, Weather, Sea	Storms, Natural Disasters
<i>Pronouns</i>	He/She	She/He
<i>Symbol</i>	Clouds	Lightning
<i>Common Worshipers</i>	Sailors, those who can fly	Sailors, farmers

God	Cyl	Basid
<i>Domain</i>	Freedom, Magic	Control, Manipulation
<i>Pronouns</i>	They/Them	He/Them
<i>Symbol</i>	Three four pointed stars	A knot
<i>Common Worshipers</i>	Magic users, wanderers	Leaders

CALENDER

There are 10 months to a year, 4 weeks to a month and 7 days to a week (280 days total).

The first day of the year is marked by the “Day of Creation” which is the day that the gods came to be. The calendar has been handed down from the gods and therefore revolves around their own creation and not the creation of the planet, universe or mortal sentence.

The year at time of playing is 3570 AC (after creation).

CREATION MYTH

In the beginning, there was the One. It existed outside of time and space for neither of those existed yet. But the infinite nothingness wears on any being no matter its power. And so, the One broke and time started.

It broke into the Many, all still connected but no longer singular. And as time wore on, they began to create. They pulled on each other's creations fashioning everything. And as they created they poured themselves into the planes they made. Until every grain of sand had a piece of the many inside it. But as they created, they weakened until only a spark of the many remained. With this final spark, the Many came together in unity to create the gods.

The gods arrived on the plains with no purpose, so they sought a meaning. They found this within the sentient creatures that now roamed the dimensions before them. Each god chose aspects to attend to, ensuring the balance in each to allow for their creatures to grow. But as each god vowed themselves to an aspect of the worlds the opposite broke free of them creating a much darker mirror of every god. Some believe these opposites are always fighting and arguing against one another trying to push what they embody further onto the world to drive the other out. Whereas others believe that the mirrored gods live in harmony trying to promote a balanced universe. And a select few believe that they are not separate gods but two faces to the same god as one cannot live without the other.

MAGIC

ORIGINS OF MAGIC

The base origins of magic come from tapping into the innate grain of the Many that exists inside everything.

However, the main categories of magic use different methods to access this innate magic.

ARCANE

Originally arcane magic started as large circular runes with intersecting lines that represented the natural flow of magic and guided it into the shape that the caster desired. This technique has progressed and now most spells do not require their archaic symbology to be present to work. Simpler runes have been created for many spells this combined with verbal and material components, can guide the energies into the form the spellcaster wishes.

DIVINE

Divine magic, unsurprisingly, is fuelled by the gods. However divine casters still need to be able to connect to their own mote of the Many to form the connections between themselves and their god/ gods. The gods in turn will send some of their own power to be funnelled by the spellcaster into their divine spell. The presence of the gods has never been in question as they regularly reveal their power and talk through high or impactful members of their followers. This means that divine magic is one of the older magics to exist in the world.

PRIMAL

Divine magic may be old but primal magic is the oldest. This form of magic is found most commonly within non-sentient species. This magic comes from something's innate connection within itself to draw and power the part of the Many within. Some sentient creatures can access a small amount of this power innately, casting in a way that is more akin to muscle memory than actual spellcasting knowledge. After spending a long time in nature, some sentient creatures can learn how to control this form of magic.

OCCULT

Occult magic is one of the newer forms of magic. It acts similarly to Divine magic but the fuelling force behind the magic is not that of a god. This magic is often given through deals with a being of greater magic, some arch-mages and high priests have even been on the giving ends of these deals. However sometimes a deal does not need to be struck, and magic can be drained from another source forcefully.

LATENT

Latent magic is a form of casting that very little is known about. It occurs when someone connects with their innate magic by accident. Talented individuals can replicate the conditions that caused this magic and learn to control it. This form of magic is seen most often in bards or in people with more powerfully magical lineage. Some people view this as the "non- magically inclined persons magic" however that is untrue.

CITY MAGIC

Many cities in this world have magical auras. These are often low-level spell auras that can: promote healing (pluses to AC, temporary hit points, additional hit die), building integrity (pluses to inanimate object AC), public safety (pluses or advantage to saving throws) etc.

The size and grandeur of a town/ city can determine how strong of a magical aura it produces but, aside from a few high-level city planners, no one knows what causes the magical auras. The capital cities in each nation are unique as their size allows for multiple auras to exist across different districts, people have tried to replicate this technique but so far all have failed.

The origin of this technique is unknown but many believe the first magical cities were built by the gods themselves.

GM NOTE

City Magic is caused by the main streets of a town/city mimicking the lines of the ancient spell runes. Due to the progress of magic these more complex runes are not commonly used, apart from in the creation of new spells.

City magic is based on circular runes with 8 points each point has letters associated with it. A central point is established (often the town square) and the spells name is written out in main streets from the central point.

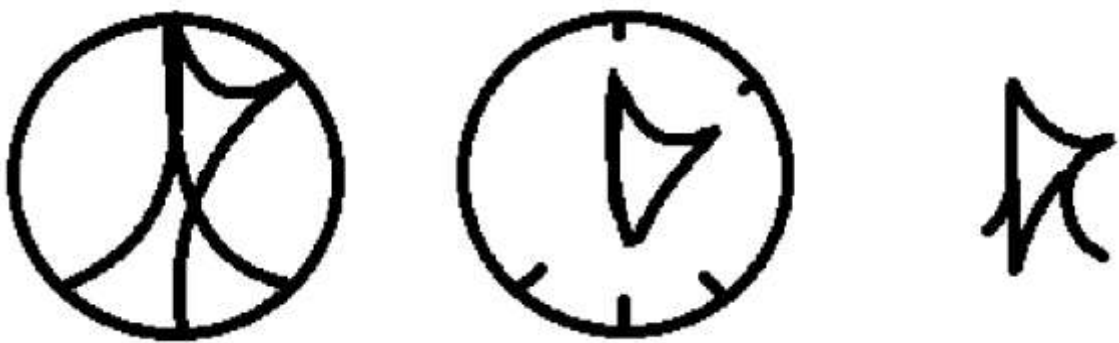
Common city spells

Spell	Effect
Antidote	Resistance to poison
Health	+5 temp hp
Fortify	Double building ac
Trade	Desire to buy increases
Armor	+2 to ac
Breath	Can breathe
Community	Feel more social
Truth	Disadvantage on stealth
Magic	One spell a day can be cast at a higher level
Sharpen	Blades do +3

WIZARDS

CASTING

Wizards cast spells by pushing personal magic (mana) through runes. There are 3 types of magical runes: Ancient Runes, Modern Runes, and Runic Symbols. Ancient Runes are the most complicated of all runes and the basis of all spells. The ability to create these runes have been lost to time. Modern Runes are simplified versions of Ancient Runes. These are the runes that are standardly taught and used within the world. Runic Symbols are hyper simplified Modern Runes. While these runes save on space, they have to be drawn very accurately as many can be very similar.



(Ancient Rune, Modern Rune, Runic Symbol. All depicting the spell Fireball)

MAGICAL ACADEMIES

Wizarding academies are split into two categories; adventuring and research. Adventuring academies focus on practical spells and casting speed whereas research academies look at altering and perfecting spells. Some of the top research academies also have an ongoing project into Ancient Runes and how they are created.

Wizarding academies can also further specialise into one of the seven schools of magic (Transmutation, Illusion, Necromancy, Evocation, Enchantment, Divination, Conjuraton, and Abjuration). As a general there tends to be friendly competition between academies of differing specialisations and categories.

The biggest adventuring and research academies are located in Oyesea and have dedicated facilities to all schools of magic. Archmagus Skep was the headmaster of the research academy prior to taking on the Archmagus position.

SPELLBOOKS

The size of a wizard's spell book often correlates with their standing and power. When a wizard begins their schooling, they often start with a standard notebook sized spellbook so they can learn the basics of mana control and rune writing. Once the basics are understood a wizard may choose to move to a different spellbook. These are often linked to the category the wizard has chosen.

ADVENTURING SPELLBOOKS

Adventuring wizards focus on speed and portability. This causes their spellbooks to get smaller. Most adventuring wizards have pocket sized spellbooks. The most powerful adventuring wizards have very small spellbooks and such a familiarity with them that they know what page each spell is on without having to look. The difficulty of a smaller spellbook is that the runes within may be harder to draw precisely leading to less efficient mana consumption of slightly changed spells. The usage of such small spellbooks has caused many adventuring stores to sell very thin pens.

STAFF CASTING

Some Adventuring wizards use staffs to channel their magic. To do this they engrave the Runic Symbols of their spells into the staff. These symbols must be constantly maintained as any scuff or scratch could turn the spell into something completely different.

RESEARCH SPELLBOOKS

Research wizards focus on complete precision in their spells and adding minute detail changes to adjust a spell to their liking. This leads to larger spellbooks. The most powerful research wizards have giant spellbooks some requiring multiple people to lift. The difficulty of larger spellbooks is that you must have a very steady hand when drawing your spells and any waiver in a line can minutely alter the spell in an unknown way.

WORSHIP

GENERAL ATTITUDES

While all worship to the gods will involve their domains and most churches will practice in similar ways, the day-to-day worship of a standard individual will change in relation to their country's view of religion.

THE ISLANDS

As people who have come from the sea those of The Islands hold an attitude of being self-sufficient and deserving what they earn. Therefore, the greatest act of worship in their eyes is offerings. These offerings can be burnt, thrown into the sea, or even buried. This is also where the idea of buried treasure originates.

THE BEACHES

The people of The Beaches hold order in very high esteem. This results in structured weekly services that are normally held in designated spaces or churches. These are often led by a dedicated person and follow the same or similar structure every week. The people of The Beaches also love to show off and celebrate, so many festivals are held across the year in dedication to the gods.

THE JUNGLES

Although the people of The Jungles are very communal their worship is very personal. People tend to set aside time in their day to pray alone and may have personal rituals that they follow. As most people standardly do not commit themselves to just one god these prayer and rituals can differ day to day.

THE MIDLANDS

The Midlands are full of inventors. This has led to their main form of worship being dedication. Dedications were popularised as a form of worship because people would often find themselves in the frenzy of creation and forget to set aside time for prayer. Dedications come in the form of naming things after a god, stating an act is in the honour of a god, and pursuing knowledge and development in a domain of a god.

THE FORESTS

The people of The Forests are often isolated within their communities for extended periods of time this has led to a desire for a closer and more familial view of the gods. This has resulted in shrine-based worship. Within The Forests you will find a range of shrines from personal, household, and communal. People will normally pray at these shrines and leave small offering of food or coin.

THE HILLS

In The Hills there is a tradition of storytelling which has seeped into how the people of The Hills worship. They hold regular weekly services that often focus around a story about a god or their domain. These services are much less structured than those of The Beaches but still have dedicated leaders. When not retelling the story of a god, the stories will often have a meaning or a lesson attached to them, this lesson can range from, be kind to your neighbours to the importance of crop rotation.

THE MOUNTAINS

The Mountains can be a very dangerous place where people must leave their town to hunt for food for days at a time. This has caused people to prefer to carry tokens of their gods. Many people will often dedicate their campsite or attach their tokens to their hunting equipment when out of town.

COUNTRY INFORMATION

THE ISLANDS

LEADERS

A new leader of The Islands is chosen when the old leader dies, steps down or is determined unfit (weak, bad ruler etc.). Any person is allowed to call a challenge for the throne, including the current ruler, and this challenge is called automatically in the event of death. When this happens many captains, community leaders and anyone else who wishes to try their hand for the crown gather in Crowns Rose. A tournament is held in the central colosseum where all prospective rulers and current ruler (where applicable) battle until only one remains standing. This person is then crowned Pirate King/ Queen. The current ruler of The Islands is Pirate Queen Elisandra Alcarade.

INTERNAL STRUCTURE

The idea of blood family is not widely held within The Islands, instead the entire community is seen as family. Some sailors may find themselves with multiple 'families' if there are regular ports that they stop at. Community leaders tend to be the most experienced people within a community; this results in many retired ships captains becoming community leaders once they leave their ships. Community leaders oversee their community whether it is just their city or an entire island and they report to the Pirate King/Queen.

POLITICAL RELATIONS

The founding citizens of The Islands were pirates that left The Beaches in search of their own place away from the rigidity of The Beaches laws. Eccentric travellers and pirates from all nations ended up joining them. This has caused a widespread view that the other nations are stuffy. The Islands has had no particular border or land troubles with any nation and hold the view "don't mess with us and we won't mess

with you”. Currently The Islands have trade routes to all nations and the biggest of those go to The Beaches, The Hills and The Jungles.

GENERAL KNOWLEDGE & WIDESPREAD RUMOURS

Everyone in The Islands knows how to swim and most know how to fish and sail. Everyone is aware of the current reigning Pirate King/Queen however a change in ruler may take a week to reach the further corners of The Islands. Children games often include some forms of bartering, bluffing or slight of hand so most citizens have at minimum a basic level of skill in these.

It is widely known that Pirate Queen Elisanda is a lesbian but there are constant rumours as to whether she has a partner and who that might be.

SUPERSTITIONS & FOLKTALES

- People believe that a boat must have a name or Auran will not be able to see it or protect it, some people further this superstition insisting every boat needs a unique name so that Auran does not get confused.
- There is a tale about a dark beast that hides under the cover of night who steals away those who wander without a light. It is said this beast breathes in both air and water and moves from shadow to shadow never being seen fully.
- The first catch of the day or the first fruit from a harvest should be offered to the gods to ensure the rest of the harvest is fruitful.
- Some people say hidden deep within The Islands is a cave filled with Pirate King Fabial Othoulow's treasure. It is also said that this cave is guarded by a serpent who feeds on the greed of those who are searching for the treasure and grows more powerful with every adventurer.

THE MOUNTAINS

LEADERS

There are two leaders of The Mountains, the Archmagus and the Chief. The Archmagus is responsible for the magical academies, trade and the growth of the nation. The Archmagus is voted in by a council that comprises of the heads of the main magical academies and trade leaders. The Chief is responsible for the protection and non-magical affairs of The Mountains. The Chief is decided upon by a collection of city chiefs. This decision-making process can come in the form of an election, a non-combat challenge or a battle. Both positions are lifetime roles with the option to step down. The current Archmagus is Elious Skep and he was elected due to his position as headmaster of the main research wizarding academy and his contributions to the understanding of Ancient Runes. The current Chief is Rascul who was unanimously voted into the position.

INTERNAL STRUCTURE

Due to the harsh and long winters of The Mountains, communities tend to be quite close and closed off. There is a widespread belief of “protect what's mine” where families will protect their own over anyone else. From the outside this viewpoint may seem cold but it is a practical way to survive the environments in The Mountains. Families will still share and sell what they have in excess and hoarding is not common but a hunter will always make sure their family gets the meat they need before looking to the community. There are also many nomadic communities especially in the wastes. These communities sometimes act as traders and messaging services between established townships. When leaving town to hunt, travel or for any other reason people tend to travel in groups for safety.

POLITICAL RELATIONS

The people of The Mountains are hardy and resourceful and will sometimes look down upon those from The Jungles, The Beaches and The Islands for their carefree nature. There are slight tensions between The Mountains and The Forests as there used to be a history of these two nations fighting over their borders. This was ultimately solved during the peace talks but some people still hold a grudge.

GENERAL KNOWLEDGE & WIDESPREAD RUMOURS

Everyone knows how to care for hypothermia and most people know the basics of trap setting, river fishing and foraging. Most people can also recognise the three different types of magical runes.

There are rumours that Archmagus Skep is a vampire. Some people think that Chief Rascul was unanimously voted into his position because one of the gods appeared at picked him. There are rumours of an underground society of wizards. There is a continual rumour that one of the rulers is trying to defeat the other, this rumour has continued through many changes of rule.

SUPERSTITIONS & FOLKTALES

- Many people are aware of the “cold wash of hope” (a brief feeling of cold washing over you as you start to feel hopeful) and it is believed this feeling comes from the gods looking down on you with favour.
- People believe that if the bears hibernate fat and full then the coming winter will be a good one.
- Seeing a snowy owlbear is seen to be good luck.
- There is a tale that tells of beasts that lie in the shadows of the forests and the wastes who prey on those that are wandering by themselves.

THE JUNGLES

LEADERS

The leader of The Jungles is called the Head Mother. She is elected by a council of Mothers and tends to be the oldest and most experienced of their ranks. Most Mothers are town elders and so the position of Head Mother changes hand more frequently than the leaders of most nations. The current Head Mother is Precious Fenstrom.

INTERNAL STRUCTURE

Towns are normally suspended within the trees of The Jungles and run by town Mothers. Mothers are town elders who look after the day-to-day life and delegate tasks to ensure the town upkeep is maintained. Sharing and looking after one’s elders is a very important belief within The Jungles and communities tend to be very helpful and accepting to everyone. Working with nature is also very important to the people of The Jungles.

POLITICAL RELATIONS

The Jungles used to be comprised of a number of tribes that slowly joined together into a country around 900 years ago. The Jungles have not delt with many border disputes and have quite friendly relationships with their neighbours. They also have a thriving trade relationship with The Islands and many port towns hear a lot of gossip from The Islands.

GENERAL KNOWLEDGE & WIDESPREAD RUMOURS

Everyone in The Jungles know how to climb and navigate through the trees. A lot of herbal healing and dexting herbal remedies are widespread knowledge and most people can distinguish between the more dangerous flora of The Jungle and those that are safe.

SUPERSTITIONS & FOLKTALES

- When someone is dying a crown of branches is made and placed on their head, people believe this crown helps to save this person memories in the trees of The Jungles.
- There is a tale about a beast who roams the jungle floor whose bite can transform someone to their base animalistic instincts.
- Mushrooms are believed to usher someone or something to death or destruction. People tend to avoid using them in cooking and will give trees with mushroom growth or large mushroom patches a wide berth when traveling.
- There is a tale of a hidden city lost within The Jungles. Some people believe it is the house of the gods while others believe that it is used to belong to an ancient and advanced civilisation. While there are tales of people seeing the city there have never been any confirmed accounts of people finding a way in.

THE BEACHES

LEADERS

The leader of The Beaches is also the High Priest of Aman. When the beaches were formed the residence believed strongly in the leadership and guidance of the gods. It was decided that Aman, the god of peace and justice, would be the most capable to select a worthy leader of the nation. Being the High Priest of Aman, the leader of the beaches has a direct connection to the country's patron god. Aman himself is the one to pick his High Priest and his decision can shift at any point. The current High Priest of Aman is Vellow Frynd.

INTERNAL STRUCTURE

The internal title hierarchy within the leadership of the beaches is as follows: The High Priest to Aman, Lord, Baron, Knight. Most titles and therefore leadership positions have bloodline succession but the High Priest to Aman can also remove and bestow titles. Knight is the only title that is entirely bestowed. There is also a rigid hierarchy within the churches of The Beaches, this is as follows: High Priest, Priest, Preacher, follower of the faith. These titles are gained in order but the level and process to ranking up depends on the god. The Beaches prides itself on its appearances both on a personal and on a community basis, this means there is less sharing and a more competitive nature between households. Gossip and party talk is widespread and often the quickest way for information to spread within The Beaches.

POLITICAL RELATIONS

The Beaches has a more strenuous relationship with the Islands as many people view those from The Islands as deserters. The borders of The Beaches have been fairly stable since the founding of the nation so there is a fairly friendly relationship between The Beaches and neighbouring nations. The Beaches also has a very close relationship with The Hills as they have very similar leadership structures.

GENERAL KNOWLEDGE & WIDESPREAD RUMOURS

Most people in The Beaches know the names of all the gods and attend a regular service to one of the gods. Lots of people know how to differentiate between different jewels, metals and wines.

There are rumours that some of the gods are losing their power and this is why there has been such an influx of cults in recent years. There are also rumours that High Priest Vellow's campaign to build up the armed forces of The Beaches is not just for the suppression of the recent growth of harmful cults.

SUPERSTITIONS & FOLKTALES

- There are tales of eyes appearing on houses and in gardens of people who use a gods' name to do selfish actions
- People believe that it is unlucky to use one's finest dishes and silverware for normal day to day eating, this means most families have at least two sets of plates and silverware
- There is a children's tale that says that those who disobey the gods may be turned into ferocious beasts who stalk through the night and act out in anger against the gods who turned them
- Some people think that dreams can be messages from the gods. This has resulted in many people in The Beaches keeping dream journals

THE HILLS

LEADERS

The Hills have a ruling bloodline who are said to be descended from an archfae. The current ruler is king Alistair Grimm. He currently has one child, Princess Abella Grimm, and a brother who has two children. One of the King's nephews has been appointed successor due to the poor health of Princess Abella.

INTERNAL STRUCTURE

The Internal hierarchy of power within The Hills is as follows: King/Queen, Prince/Princess, Lord, Viscount, Earl and Knight. All titles bar Knight can be inherited and the ruler is the only person who can give to remove a title. The people of The Hills are very friendly but quite cautious due to the high population fae folk. Stories are entrenched in most aspects of life from lessons to remembrance to entertainment. Storytellers are a highly honoured profession and most towns have at least one.

POLITICAL RELATIONS

The hills have a thriving trade relationship with The Islands and The Beaches. There is also some political relationship between The Hills and the Faywild although the details are unknown to all but the King and some members of the royal family.

GENERAL KNOWLEDGE & WIDESPREAD RUMOURS

Everyone knows the basics of fae interaction; don't give your full name, don't make promises you can't keep, don't wander through tree hollows or into mushroom circles. Everyone has at least one story they know by heart.

There are rumours that the King's oldest nephew was sent away to boarding school when he was younger due to some personal problems and many people think he may have been sent to The Beaches or The Mountains. Some people also speculate that Princess Abella's illness is due to constant poisoning or a curse.

SUPERSTITION & FOLKLORE

- There is a belief leaving out a small dish of milk or sugar water helps appease the smaller and mischievous fae and stops them from messing with you or your home.
- Some people tell a tale of a creature that had the body and head of a bear and the legs and antlers of a deer. This creature seems to sit and stare through windows at night and is always described as having too many eyes.

- There are many tales about people who wander too far or step in the wrong place who never return. Some of these tales talk about the fae taking people while others talk about great beasts and planes of darkness.
- Many people sleep with a painted pebble under their pillow as it is said to help ensure good health as the illness must travel through the twisting lines of the paint before they can reach the person.

THE MIDLANDS

LEADERS

The leader of The Midlands is democratically elected and serves a term of 10 years. Each person can serve a maximum of 2 terms. To nominate oneself for presidential election the candidate must have lived in The Midlands for a minimum of 20 years and create a document discussing their stances and what changes and progression they wish to achieve during their term in power. This document must be magically signed to ensure the actions within are truthful and are acted upon. The current President is Harringbone Rockfort.

INTERNAL STRUCTURE

The people of The Midlands are hardy and industrious. Most people like to work with their hands and creation of all kinds is highly praised. Due to the rocky terrain many towns are built partially or fully underground, some being built into the faces of canyons and ravines. There is a heavy presence of magic-tech that has helped build a faster transport system through The Midlands in the form of trains. This ease of transport has allowed communities to grow beyond towns and the nation act more unified than others. Each township has an elected city council that helps take care of the town's infrastructure, and trading agreements.

POLITICAL RELATIONS

While The Midlands mostly keeps to themselves, they are also the holder of The Seat of the Council. Due to this The Midlands tries to stay on top of the news from all nations and remain as a neutral ground for all conflicts that arise.

GENERAL KNOWLEDGE & WIDESPREAD RUMOURS

Most people have a basic understanding of rock quality and use. Everyone knows at least one form of creation; painting, sculpting, farming, metal working, magic-tech, ect.

There are rumours of hidden underground forges and workshops that are working on dangerous and unimaginable things.

SUPERSTITIONS & FOLKTALES

- There is a tale about a metal beast that wanders through the caverns of The Midlands. It is said it feeds off ideas and creativity and if you ever hear its footsteps outside your workshop, it is said the current project you are working on will be successful.
- Many doorways are imbedded with rock salt as there is a superstition that devils and demons cannot step over salt.
- There are tales about people wandering through the deepest cave systems and coming back wilder and more animalistic.
- Many who live underground will keep small birds such as robins, tits, fire crests and siskins. This originated as a way to warn people of harmful gasses but the invention of a magic-tech warning system the birds are no longer used in such a way.

THE FORESTS

LEADERS

The Forests have a ruling family who were originally elected into the position due to their key contributions of connecting the towns of The Forests into one country. The Forests are the youngest nation, only being formed 200 years before the peace treaty. The current leader of The Forests is Queen Elodie Marlingold.

INTERNAL STRUCTURE

Communities in The Forests are very isolated due to the difficulty of traveling in the thick forest of the land. This has resulted in very tight knit communities that can be a bit standoffish to outsiders. Community leaders can be chosen in many different ways and this varies from town to town. The ruler's main role within The Forests is to act as a spokesperson for the nation and to keep the whole nation in mind when making decisions and talking to other nations. The ruler is responsible for helping connect the nation together and build the infrastructure required while also respecting the nature of the nation.

POLITICAL RELATIONS

The Queen is currently working quite closely with The Midlands to improve transport around The Forests with magi-tech. The Forests and The Mountains have a light tension due to previous border disputes. The Forests are currently in the process of expanding their seafaring trade and, in turn, improving their relationship with The Islands.

GENERAL KNOWLEDGE & WIDESPREAD RUMOURS

Most people in The Forests have a great respect for nature and the cycle of life. They learn how to hunt and forage in the surrounding forests while also maintaining a balance with the ecosystem. Many people know how to cook and prepare food for longer storage (salting, smoking, pickling, etc.).

There are rumours of a remote town full of wolf-like people. Some people believe that the trees of The Forests can move and shift during the night and that is why so many people get lost within them.

SUPERSTITIONS & FOLKTALES

- The Forests have a tale very similar to Little Red Riding Hood. In this tale, a young girl in a red cape wanders through the woods in search of her grandmother. The girl gets lost and stumbles upon a copse of trees that grow so thick sunlight cannot touch the ground. Within these trees the girl comes across a wolf who whispers to her the secrets of death and of darkness. There are a few different endings to this tale; in some the girl runs away in fear and finds herself back on track to her grandmother, in other she is so intrigued that she takes off her red cape and walks further into that darkness following the wolf.
- Most towns will grow wolfsbane around their borders as a way to scare off any wolves and as a source of poison for hunting.
- There have been tales of doors found in the side of hills. These doors are told to lead to staircases and hallways that lead deep into the hills and that seem endless. Some say these areas are parts of the Faywild whereas others say these places lead to Pandemonium.
- Some people believe that leaving your laundry out to dry at night is unlucky and allows the animals that live within the forests to learn your scent.

GM NOTE: BEASTS OF POWER

As the gods were finding their domains they would get together and experiment. Some of these experimentations resulted in beasts that could feed on emotion (gains power by being around this emotion) and contained a great deal of power. Most of these beasts have since died but there are 7 that remain. Each has found a home in a different nation but they all tend to travel around fairly frequently often guided by their hunger.

THE WOLF

The wolf is a wolf-like beast that feeds on the fear of the unknown. It is also the only creature that can create werewolves. The Wolf tends to live in Nai's Copse in The Forrest but is the most active of all the beasts when it comes to traveling to each nation. There is a tale inspired by The Wolf that is common place in every nation.

THE LADY OF THE LAKE

The Lady of the Lake is a serpentine ice dragon that feeds on people's hope for the future. It lives in a lake close to the city of Odathe, a city within The Mountains. Its presence often brings a feeling of cold resolve to those near it.

THE MECHANICAL BEAST

The Mechanical Beast is a metal automaton bull. It has encased its hide with failed creative projects it finds making it look like a patchwork of art, metal, porcelain and rock. It feeds on the joy of creation and has a sense of when a project will work out how the creator hopes. It currently wanders the caverns within The Midlands.

THE TREE OF PAST LIVES

The Tree of Past Lives is an ancient tree located in the middle of The Jungles whose roots cover the entirety of the nation. This is the only Beast that cannot move and the only one who takes away what it eats from the person. The Tree of Past Lives eats memories and stores them within itself. If someone visits the tree, they can ask the tree to retell any of the memories it stores.

THE GUARDIAN

The Guardian is a serpent who feeds off greed and the pursuit of treasure. It currently lives in the Caves of Genus as the final test before travellers can get to the treasure inside the caves. Currently no one has found a way to defeat The Guardian.

THE EYES

The Eyes are a hivemind of crabs that live in The Beaches. They do not feed like most of the other Beasts, instead they gain energy and enjoyment from observing the world. While you will often find a group of The Eyes together, they do often travel alone in search of interesting events and progressions within the world.

THE WATCHER

The watcher is a bear-deer hybrid creature that feeds on dreams and nightmares. It does this by watching people as they sleep. The Watcher is most commonly found within the Hills and the Faywild but will appear in other nations especially in the presence of prophetic dreams.