

WYRLDE



CODEXALIA WYRLDICA



Antonia E. D'orsay

ADVENTURES IN THE SEVEN CITIES



Wyrld: Adventures in the Seven Cities

CODEXALIA WYRLDICA

THE WAY OF THE WORLD

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For those reading this and wondering "*does she really think that's a possibility?*", the answer is *no, not really*, but it never hurts to include it. After I am dead, I won't care.

DEDICATIONS

To Jerry, Eric, Kat, Anita, Don, Bryn, and the rest
Who put up with all the prior versions and made this what it is today.
Thank you.

For Hellyeah, a very good girl who leaped ahead. For Pixie, who helped inspire it.

For Dave, with whom I will catch up one day. I have so much to tell you about.

For Jax, always unconditional, though I am usually conditional.

V1.0

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I decided, very early on, just to accept life unconditionally; I never expected it to do anything special for me, yet I seemed to accomplish far more than I had ever hoped.

Most of the time it just happened to me without my ever seeking it.

-- Audrey Hepburn

JOURNEY TO WYRLDE

Rovers and Voyagers!

Hold your breath. Make a wish. Come with me.

Let me call to you, to this darkness deep within,
Nay, my good friends, this is no fantasy,
No careless product of wild imagination.

We gather today to look through this life.
A lightning word, life -- it means forever,
And that's a mighty long time.
I will show you there's something else:

The After This World

We'll begin with a spin,
Traveling to a world of our creation
Take my hand, and close your eyes,
Let your spirit shine and light your way,

Like raindrops in the sun, like diamonds on the rough.
Like Flowers in the sun, like Snowflakes in the night
Like raindrops in the flood, in the emptiness of the storm
Let this heart in silence burn, through solemnness and stone, A heart out
front that everyone can see.

Let us travel together, to the edge beyond the shore,
Through time and space to the borders of your waking mind,
Where darkness and light are one.
For within lies a precipice along this peculiar penumbral path.

Yes, there! Breathe deep the gathering gloam.
We move through a desert of Stuff and Substance
Of things and ideas; a place not only of sight and sound,
But of mind and dreams;

'Tis the middle ground, you see,
Twixt Smoke and Mirror,
Light and Shadow,
Mirth and Madness.

There lies The Pit of Fear and
There lies the Summit of Knowledge,
Entangling Science and Superstition,
Indulging Feeling and Emotion

Ah! There! Look yonder! Beyond lies a brave new world.
See the storm, see the fall,
Each drop an idea, Shimmery and sparkly,

Just reach out and grasp,

A handful of dreams,
See what lies within this ocean of imagination;
For what is an ocean but a multitude of drops?

Listen close, listen tight:
See that door floating in the night?
You unlock this world with the key of imagination.

A key of Self and Yearning,
A Door of Passing within the Veil,
A liminal portal beyond the Pale.

Ask not how much of your mind is left,
Ask how much of your time, for we have so little.
Will you go beyond the Pale, and turn the key in your heart?

Ask yourself now: what wonders lay in it?
Yes, look around and know!
For this will only have what you bring to it,

What will you put into it.
Will it be a realm as vast as space
And as timeless as infinity?

Will Xanadu be your decree?
Shall Alph, the sacred river, run on,
Through caverns measureless to man?

Will it be of never-ending happiness,
Where you can always see the sun,
Day or night?

Or a bitter and sallow world,
Where you long to see the sun,
In darkness and screams?

There is no life I know
To compare with your imagination
Living there, you'll be free
If you truly wish to be

Know now, there is no turning back.
For in this place, things are much harder:

Here in the After That World

Cause in this life, you're on your own.

PREFACE

So, it seems you wanna be a Hero in the Age of Icons?

Wyrld: *Adventures in the Seven Cities* is a great place for that. May your journeys be rewarding, and may your life be worthy of the sacrifices you will make within it.

I have been playing D&D since late 1979. I have been a DM since 1980. I started creating worlds in my head, however, in about 1974/75. As is likely common, I started with a fascination with what JRR had done, and went on a whole series of creation, and to this day I still think of the carved mountain home of Skycrest and the struggle between Kure and Kore and how that always went dark.

This is the 13th iteration of a particular world that I created originally in 1981. The primary elements that remained from that initial creation are the core name (sooo original, I know, but originality of name wasn't the goal here), the name of the kingdoms, and several of the Powers That Be. It is, otherwise, quite different from that first one. Into it was added stuff from all the previous iterations, and then some new ones, and then, finally, as is my wont with this particular world setting, I turned to my players.

I have a lot of players. Some of us met in High School, and the very large group that has grown up around that core has played together for most of the last 40 plus years. We prefer a crunchier style of play, and an RP heavy style of play, and we have not always paid attention to the great and grand controversies of the day or time – It was only recently that I learned about the concept of a “West Marches” campaign, and it caused me to laugh, for we have had some variant on that for years (we had to – when you have a huge group of folks, it is easier to do it in chunks, and to operate from a base). We operate what is called a “sandbox” these days, a world that is meant to be explored, an open world that is player driven instead of some story driven effort. There are still stories for us, still adventures, and we have a lot of fancy little adventures.

But we also have very different outlooks, backgrounds, perspectives, and interests, and with so many of us and being so varied in ages, it seemed time to create a world that was informed by the players, but built by the DM. What you have here is the end product of a dozen Q&A sessions for ideas and wants mashed together by a single person who sought to try something different, to break from a set of commonalities, but still achieve something that seems similar on the surface.

That whole effort took five years, and in the interim I created a whole new campaign world in addition and even ran a two-year-long campaign within it. It became a kind of test ground for some of the ideas but was still a separate thing in and of itself.

I started this iteration because regular life once again took me away from my players, across a state line, and into a field of work that was involved and worthwhile and it was meant to help me retain a tie to the folks with whom I still played via Zoom and other avenues, always theater of the Mind, always with a lot of laughter and fond memories.

This iteration is special to me because it will be the last iteration of Wyrld. After this, I will create different worlds, and they will be different, and this will be the last of its kind, for me. I knew that going in, so I had a few ground rules that were very firm.

I wanted to step away from the JRR Tolkien influenced stuff as much as possible. That concept expanded to essentially exclude nearly all of the fantasy works published between 1920 and 1985. That's harder to do than it sounds. It needed to still be a kind of D&D world, but the world had to stand alone, and the rules of the game had to be changed or bent to fit it, not the other way around. That meant it still needed to be some form of Kitchen Sink world, where most things were possible so long as they stayed within the overall ideas and

“You don't choose the day you enter the world
and you don't choose the day you leave.
It's what you do in between that makes all the
difference.”

--Anita Septimus

concepts of the world, and that meant the concepts and ideas needed to be able to be picked up easily, and I would likely have to create some guidelines and systems to guide things.

It needed to include a lot of stuff that was from places and things that were not typical. I go into greater detail about that in the next section, on Influences and Inspirations.

This is a situation in which the basics of the world were created long before any mechanics or rules were applied. This world was created whole cloth without thinking about them, without giving them room or making space for them. Then, once the outline of it was done, once the deeper stuff was created, the rules and mechanics were redesigned to work with the world itself.

A good example of this kind of thing is the original release of *Oriental Adventures*, or the *Dark Sun* campaign – not in specific elements of their themes, but in the idea that the game rules and classes and races and all of that have to bend to fit the world. The world *does not* bend. The world *does not* shift. The world *does not* make space. Chicory will be proud.

What is cool to me is that when I did that, it *added* to the world. Because I knew the world, as I brought things into it from the game in terms of mechanics and systems, I was able to bend rules and systems to fit the world as a whole. The exception is classes, and that’s because classes are derived from archetypes, and archetypes have to be derived from the world itself – so I needed to know what the world was before I could know what the classes would be – but I did know I would have to make them all from scratch.

And then, of course, once I was done with that, I had to make all the rules work together with each other.

Wyrld is the product of a lot of people throwing out ideas and things they would like, and then making them all fit together. Those people shared a common cultural background, and a general familiarity, and so it reflects that.

Wyrld does take in ideas from many other cultures, and it meshes those ideas with those from yet more cultures, and then it fits them into the structure of this world as a whole, so it becomes something that avoids many pitfalls of other places. Trying to describe Qivira as an *Asian-inspired* realm is difficult because it has a lot of “*Arabian Nights*” style stuff in there, and then on top of that is overlaid a dose of several other cultural touchpoints from the perspective of Earth. Dorado is the Wild West influenced by *Lawrence of Arabia*, Durango is a metropolis influenced by Chicago and New York gang wars from several points in the past and then mixed with films again. Antilia is a roiling chaos of democracy struggling with internal divisions because it is where so many kinds of people collide. There is no “Elf Land” and no “Dwarf Land”.

So, it is different, and yet, it is not so different that it isn’t recognizable as being very much similar to other worlds out there.

That all makes Wyrld a collaborative project that draws from the ideas and thoughts of many and attempts to wrestle those ideas into a somewhat decent whole. Much to the surprise of a few, Wyrld is not a “Diversity” world, it is not a particularly original or fresh world. It is still very much a mainstream “kitchen sink” fantasy world. It is different, in that the rules of the game are bent to support the rules of the setting, and the inspirations for the setting are not the same as the core inspirations for D&D. It is surprising to many because among my real-life work is that of Diversity, Equity, Inclusion, and Empowerment.

It is a poor world for edge-lords to play in.

All of that, and what you have here, if you are not one of the group that will be playing in it, is a setting that is a baseline for **you** to pick up and start playing with on your own. It really is little more than bare bones and gives you the ability and the basis from which to have an impact that is unique to you.

There are reasons it is free, not the least of which is that in order to play around with it, to create with it, to adventure within it, you still need to have the core books, and not merely the Basic Rules.

This is where you begin your exploration of the land of Seven Cities.

It is a labor of love, of devotion, and a paean to the promise of a game shown to a girl on a kitchen table in 1979. I used both a top-down and bottom-up approach as a result of many different decisions for organizing it all, changing, separating, coalescing, and more, each section taking a different direction and meeting in the middle which is where they began to diverge according to their purpose.

There is lore throughout this book, and everything here is localized to Wyrld as a setting. Everything was bent to fit the world itself – not as a copy or reflection of our world, but as a world that stands on its own. I have taken enough of your time, and so I bid you...

Welcome to Wyrld!



THE SEVEN SEAS AND EMPIRE OF SIBOLA 1

STARTING UP

This book will assume that you are going to use the Campaign that comes with it. The adventures have been created specifically for this world, and one of the goals of them is to have the players change the world as it is at the start.

Sometime around your initial session when you all make your characters, you should take the time to become familiar with the parts of this book that are of interest to you. You don't need to know it all, you don't need to read it cover to cover. But if you and your character have some ideas – some of the trivia from here or in the Bestiary that can help save you or ease a thing or let you know who to see – it will help you out.

One thing impacts everyone still, for it reshaped the way the world is, and that is [THE BLEAK JOURNEY](#), also called **The Bitter Road**. Other significant events are [THE SKYFALLS](#), which changed the ways that things worked, and of course the whim and whimsy of the Spirits of the World leave impacts across the world.

This book is not able to touch on every little thing. It is merely the start of a little hill of joy.

YOUR IMPACT

“Adventure should be part of everyone's life. It is the whole difference between being fully alive and just existing.”
– Holly Morris

the population lives in or comes from villages, and the absence of them is intentional – a village can be much more flexible a place to deal with than an established City or Town, and allows you to place adventures, modify published materials, and more. This is also why the Section and Villages portions go into more detail.

There are many places where you might see a good location for a nice new kingdom or a fief for you to add in your own flavor, and perhaps even copy elements from others. Your place can fit right in there somewhere. The map of Aviron is a huge area, and there are more cultures coming.

This is *the infrastructure* for you to create a world of your own, a foundation on which you can build. You have enormous flexibility as this is a world that will give you a start, a place to begin, while also giving you a place where you don't have to do it all. There are many, many small little asides in the body of the text here. You can create entire adventures just from them.

GENRE: While the general genre of the whole is Fantasy, there is comedy, drama, western, mystery, chase, spy, fairy tale, horror, surreal, absurd - to name a few. Each adventure is a different genre, so they can vary widely.

TONE: Heroic. This is the kind of game where if you are willing to leap into the unknown, or attempt

As you go through this work, you will note some odds and ends that could be of use if you are a DM or someone looking for a world to turn into your own.

Dates and Names are rather fluid and purposely left open. This is to enable you to add in your own moments of history, your own legends of past adventures, your own bits and pieces so that you can feel as if there is more to this than just the basics.

There are very few villages or hamlets named. Most of

You're not in Kahnsus anymore.
You're on Wyrld, people!
Respect that fact every second of every day.
Out there every living thing that
grows, crawls, flies, swims, burrows, walks, lopes,
or squats in the mud
wants to kill you and eat your eyes for berries.
We have a population of Critters and Creatures that
routinely wipe out whole Villages and Hamlets,
all without breaking a sweat.
They are very hard to kill.
You are going to be born into this world, grow up in
this world, live in this world.
As your Pedant, it is my job to give you knowledge that
will keep you alive.
I will not succeed. Not with all of you.
If you wish to survive, you need to cultivate a strong,
overall fortitude.
You got to obey the rules:
Wyrld Rules!

something certain to kill you but is massively cool, you get points. That help you do it again.

MOOD: Serious, Absurdist, Pop Cultural.

THEMES: Survival. Action. Emotion. Culture Shock. Heroism. Defiance. Glory. Rebellion. Discovery. Consequences. There are heavy ones in the background, as well: Racism. Sexism. Trauma. Colonization.

CONSEQUENCES: Death is a consequence, but a little coin and a quick trip can solve it. The other consequences are often worse -- you can be outlawed, you can be executed, you can be branded or scarred, you can be ostracized, you can lose worldly goods -- the world reacts to the actions of PCs in a realistic way, and those consequences can change everything about a character over time.

GRIT: Social and emotional more than physical. Humor will win over gore every time, and there is a much more complex structure to the nature of alignment and attitude and there is no PVP.

CORE ASSUMPTIONS

In much the same way that once you have a group of people who want to play together assembled and you have a session zero, it should be noted that there are some core assumptions about this game setting that you should know.

PLAY STYLE

Wyrld is a place where the Characters – you – are heroes. They may be epic, they may be anti-, they may be reluctant, they may be all in, but they are *heroes*. They chose to become something more than ordinary, something more than average and typical, someone who seeks glory, fortune, honor, and whatever else in the world that they live in.

Wyrld's structure prioritizes improvisational roleplay, making it an RP heavy setting. This can take a bit of getting used to as the characters come from a world the players may not know that well. This is why there is so much information presented about the world itself.

Wyrld's underlying premise is “Horrific (Science) Fantasy”, with the parenthesis around the part that can mean magic, can mean physics, can mean all manner of things, including the history of the world. It is a place where the apocalypses are over, but there were several of them, and they have scarred the people. Wyrld is also entirely within a sacred space – the rules of our universe not only do not apply to it, but they are also often defied by it.

“Life is either a daring adventure or nothing.”
– Helen Keller

It is a world that is filled with humor, references to pop culture, and emphasizes improvisation over formal planning. It can be an intense game, and there is a strong goal of having you try things that are heroic, that are all in or bust, and be aware and ready for the consequences of it. There are mature themes, a high degree of moral and ethical ambiguity, and even elements of racism and classism built into the game – but they are not Earth's version of those things. Above all else, Wyrld is a separate world, that does not share the history of Earth, and does not represent or speak to issues of Earth. Even the archetypes used in creating it are archetypes grounded in the world itself.

To say that the game uses “modern thinking” or “medieval thinking” ignores the nature of the world – Wyrld is set in a place that is over a thousand years from now, in a place so far removed from Earth that nothing compares – so it is a world where people may understand things like advanced agricultural practices or have regular crops that are genetically modified versions of present-day ones. They will sound a lot like us but be people of their place and time.

Lastly, Wyrld as a campaign will involve hack and slash, comedy and humor, horror and action, mystery and procedural, and cross all the boundaries of genre – yet still be grounded in a world that is actively being kept at a certain state of growth and development by capricious and intent Powers.

Powers that are very much present and real in the day-to-day lives of those who live there.

WYRLDE SETTING

This book will assume that you are going to use the Setting described herein. The setting has been created specifically for this world, and all the parts were all designed together, sometimes bottom up, sometimes top down, sometimes in a crazed spiral with a thousand detours.

This book can be used with other settings and other adventures and even other game rules. It operates on a variant of a common system, and so can work well in other places. If you do use other systems, note that there are Seven Mortal Planes, and this book will only deal with one of them: The Ephemeral Dimension of the Plane of Mortality.

You are completely free to set entirely new campaigns on any of the Mortal Planes – they are all reflections of the Ephemeral, all some variant of it, and so the information remains. The default *straight 5e* campaign for Wyrld takes place on Yrthe, the Mortal Realm of the Celestial Plane.

THE POWERS THAT BE

There are many different beings whose mere whimsy or furious rage can have an unforeseen impact on the world. They come in many sorts and types: The Powers That Be, The Old Ones, The Powers of the World, and the Spirits of the World.

The Powers That Be will tell you that they oversee the world. They are many, but most are *not* personifications of something, or manifestations of some idea or concept. They are just as likely to strike down an unbeliever with a lightning bolt as they are to grant them some grand and terrible power.

When they send a message, it could be in person, it could involve a messenger, it might be in the form of a sequence of events, it could be dreams, omens, portents, and signs. It is always through the presence of magic granted to Clerics of various sorts. **They** created the Planes, and their progeny dwell within them. The Powers did **not** create Humans, but they shaped humans into all the other major peoples.

The Powers betrayed the people once, and this betrayal has them struggling to win back the people who have turned from them. Despite all their power, they did not make Humans. The Powers That Be are not omnipotent, omniscient, or ineffable.

The Old Ones are exceptionally Ancient Gods who were long forgotten, their names and powers and ways blended and shifted until they were erased by other, newer stories, but here on Wyrld they found a conduit, even though their names are long forgotten. It remains a question as to if they were the ones that created Humans, but no longer has any real meaning. They are served by some Shamans, who honor and recognize them. The Old Ones are ineffable, inscrutable, and very much unable to have direct impact on the world as a whole.

The Powers of the World are seven very strange people who represent some aspect of the World's Soul, and who were inadvertently made far more powerful by the actions of the Powers That Be. The foremost among them is a woman called Chicory.

Lastly but of great everyday importance, there are the Spirits of the World. These are manifestations of the will and presence of the World itself, a particular place, a kind of space. They range from the Numen to the Dryads and Naiads, and on to the rest. Some are said to be the spirits of ancestors, others are said to be more akin to elementals or perhaps the Fae. Shamans are intimately familiar with all of them.

In terms of the System, The Powers that Be are all Greater Deities, The Old Ones are Vestiges, there are Quasi-deities who have power even over the Powers upon the Material Plane and within The Mortal Plane, and the Planes themselves are filled with **Demigods** and **Denizens** and their descendants and creations. Most significantly is that every plane has a duplicate dimension seven times over, with the People there subject to those being as if they were Powers themselves.

THE WORLD IS UNTAMED

Immense City States hold most of the population in each realm. Dependent Towns supply and assist them. Villages, Hamlets, Steadings, and camps dot the countryside, the people their doing their best to carve out livings in a place where horror, raids, and more mundane terrors can happen. The world does not have huge

populations. In between all of these places there are the occasional ruin, there are bandits and brigands, pirates and the desperate, small Lemurian outposts with Goblins or Thyrns or Grendels, there are Imps everywhere, even in the cities and towns, and they are the masters of the Underdark, an entire massive realm larger than any other that lies a mile or more beneath the surface.

Between these places travel Merchants, always in armed and guarded caravan of wagons, or using the Skyships or the Train, or the Riverboats or Ships. Lone travelers fear bandits, often derived from destroyed steadings or hamlets, and the worst that could happen is being waylaid by a Dragon or a Beholder.

The Boonies are not a safe place, and to help make it safer there are those who seek to protect and defend the world, as well as those who seek to end the threats and promote trade. And beyond them are the folks who have a desire to make a living, get rich, build skill, and experience the world.

They are called **ADVENTURERS**. They are **Clerics** and **Paladins** and **Shrinewards**, **Envoys** and **Corsairs**, **Rangers** and **Gunslingers**, **Bards** and **Shamans**, **Mystics** and **Monks**, **Reeves** and **Outlaws**, **Vanguards** and **Warriors**, **Sorcerers** and **Warlocks**, **Witches** and **Wizards**.

Lest we forget them, there are also Merchants, Physicists, Sages, and Oracles who support them in their ongoing effort to make the world a better place and get something out of it for themselves. It never does to forget the folks who help us survive.

THE WORLD IS OLD

The world we are most familiar with now is about 1500 years old. There is around 1500 years of stuff before that, with a third of that time spent in a war that was waged among the Powers That Be with people as the fodder for it. That time, called **The God's War**, is when and where the Elfin were created, the Dwarfs came to be. It filled the world with monsters and brought Magic to the world. The remainders of the world that was lie in ruins, and there are many of them, and the shape of the world as it is now is not the shape of the world as it was then. Ruins found on one continent may have been built and new upon another.

Despite being old and despite sharing some things in common with many other worlds, it is not them. The things you know from different worlds are not true here, and if they are it is mentioned in the following. There were no Druids in groves here, there were no ancient Tibetan masters, and the armorers of this world are people who learned their craft in ways different from those of yours. There is a wealth of history, but it is Wyrld's history, not that of someplace else.

This is a world that has seen disasters of a magnitude unimaginable, and still perseveres. It is a world where it has ended several times. It is a world where that which was is as unknown and unfathomable as what is would have been to those who walked it as the Ancients of yore.

Wyrld as a plane orbits a star that is in the yolk position within an ovoid space (egg shaped) that contains the entirety of all of creation. The "shell" is called The Firmament. There is nothing beyond it, and it cannot be pierced. Embedded in the firmament are brightly lit balls of fire called stars.

CONFLICT SHAPED HISTORY

The God's War is not the only conflict that shaped history. The hundred years after it were filled with surviving disasters and raids on the rag tag survivors, with some breaking away and others never even knowing there had been an end. Later conflict among people led to the creation of new cities, and the developing idea that it was a great and grand Empire, but even that idea is fraught – and the Gods meddle in everything. The sky itself fell, not once, but twice, and brought with it destruction and change on a grand scale.

There are entire peoples whose sole purpose is to restore the order from before the God's War, to return the vanquished and to conquer the world. Others seek to only build their own realms, and force others into service to them. There is always conflict here, and the forces that shape it are both similar and yet not like what you may know as a player. Here there are no savage and uncivilized people, no mindless hordes. There is no Elfin homeland, no Dwarf stronghold, and yet there are still ills that followed the people here, and linger, fester, and hopefully will be overcome. Here there is a reason for everything, but that reason is not one mortals usually know.

In the present Era, the tension between the Empire of Lemuria and the Empire of Sibola is a roiling and seething bitter opposition that finds its truest expression in the Crusades, where land neither wants is fought over with a ferocity and savagery that cannot be overstated.

THE WORLD IS MAGICAL

History says that over a thousand years ago, at the Cataclysm that presaged the end of the God's War, magic entered the world and suffused everything – but not everyone can use it. Indeed, most people are outright terrified of it. Magic is an uncontrolled thing, and no one knows who may have the ability and who may not. Magic altered the world in ways which no one fully understands, not even those who have had it the longest: The Powers That Be.

Nowhere is this more apparent than in the workings of Imps and Wizards, in the ruins of the ancients warped and changed by the release of magic, in the cunning cruelty of Thyrs Clerics dedicated to the service of old Bill Lyle.

Magic is not something that is inherited, either. For some reason it always skips at least one generation, and this has meant that great Wizards and mighty Sorcerers have no direct family heirs. There are rumors of a different kind of power that has come into the world, and there are many kinds of magic, as well: Arcane, Divine, Eldritch, Mystical, Primal – it is a long list, but all of them follow the rules of Magic, which are determined as ever by the power of the Pale, from whence all magic comes.

HUMANITY

Wyrld is inhabited by People. People is a broader term for the different kinds of beings that live in the world. Here, things are very different from other worlds you may have heard of. The Powers may not have *created* **Humanity**, but they have absolutely *changed* it.

- ❖ **Humans** are the most populous, most in power, most common and typical and present of the People. They have mostly shades of brown for eyes, hair, and complexion in coloring, and are typically noted for a lower variance of height and weight than we are, five and a half to six and a half feet tall (66 to 78 inches tall). It is from Humans that all the others are descended, hence the terms for them.
- ❖ **Demihumans** are descended from a small set of Houses during the God's War, each changed by the Powers they served.
- ❖ **Humanoids** are descended from a small set of Tribes during the God's War, each changed by the Powers they served.
- ❖ **Semihumans** come from a union within two generations with a Planar being.

Collectively, all these beings are called **The People**, even though many humanoids would never acknowledge that, and many humans and demihumans would agree. Perhaps the one place they can all get along.

Humanoid is not based on what they look like, but on what they come from. So, Fairy beings and the creatures of the planes and dimensions are not Humanoid or Demihuman – though they are Denizens.

In the ages since the God's War, there has been a change in the peoples. Following the last Skyfall, among all of the Human and Humanoid sorts, there are new and strange hair colors, and eye colors, and even complexions that have emerged.

NEW WORLD, NEW RULES

“If you don’t get out of the box you’ve been raised in, you won’t understand how much bigger the world is.”
Angelina Jolie

Wyrld as a whole is different from what you will know as part of mainline D&D. Everything here has been considered and evaluated to fit the setting *first*, instead of the setting being made to fit the element, mechanic, or approach. Second were the story elements of the many different plotlines from several campaigns. The traditional game elements all came in third, subject to the whims of the Campaign and the Setting.

Wyrld is **different**. Degrees of Mastery, Professions, Heritages, Homelands, Houses, Adventures, Ability Scores, Challenge Ratings, Aspects, features, your relationships with others; things here will have some familiarity but not to a degree where one can say it is not different.

5E BOOKS

Wyrld’s volumes do not wholly replace the published stuff.

Although Wyrld is recommended for players who understand how to play the game in its normal form first and foremost, it can be played by those with only limited familiarity. For that, we suggest you use **the [free Basic Rules](#)** you can find at the embedded link.

In general, you will still need the Player’s Handbook (**PHB**) and the Dungeon Master’s Guide (**DMG**). This is not a new game or new version of 5e. It also helps to have Tasha’s Guide to Everything (**TGE**) and Xanathar’s Guide to Everything (**XGE**).

However, when a rule is found here, it takes precedence over the rule in the books, and disputes are resolved by the DM.

DICE & DICING

The game is played using an assortment of polyhedral dice, different ones used at different points and times, representing chance and fortune, as Radiance is always present, as well as for creation and engagements. These dice are arranged on something called a Die Scale, and different actions can move the die used up or down the scale.

Dice on Wyrld are Rolled. While table rules may opt to specify a certain default result, the setting as a whole applies the concept of Fate and Destiny, and this is represented by die rolls. The Sisters are the weavers of probability, and the grand tapestry they weave relies on the nature of chance and potential.

The full assortment used by players are a fairly standardized one. They are described using a convention of the letter “d” followed by the number of sides for the die. The normal assortment consists of **D4**, **D6**, **D8**, **D10**, **D12**, and **D20**. On occasion you may be asked to roll “percentile dice” or **2D10**, and one will be the tens and the other will be the ones. This is represented by **D%**.

Wyrld uses additional dice: **D14**, **D16**, **D18**, **D22**, **D24**, **D26**, **D28**, and **D30**. These will typically be rolled by a DM as these dice are not commonly or readily available. Dice combinations can be used if they are not available.

DICE CHAIN & SCALE

One tool Wyrld uses is called the Die Chain or Die scale. This is an assortment of dice from d4 to d24 in even numbers. Moving up the chain increases the die size, moving down the chain decreases the die size. Moving down the scale takes you towards **D4**, moving up the scale takes you towards d%. In most cases, the maximum die move is to **D30**, the minimum is **D4**.

D4	D6	D8	D10	D12	D14	D16	D18	D20	d22	D24	D26	D28	D30
--	--	--	--	--	2d8 -1	3d6 -2	2d10 -2	--	2d12 -2	6d4 -5	5d6 -4	3d10 -2	6d6 -5

This set up will be used throughout the game as a whole. Dice Chain and Dice Scale are synonymous. Magic allows one to move up or down the die chain for spell effects, including damage.

Some people may be familiar with a different dice chain, and there is difficulty in locating the dice, so the common conversions are provided so that people don't have to go buy new dice. Also, those things are pricey. This is still D&D – the dice chain is used for hit points, damage, and similar effects, as well as to determine the challenge of a given encounter.

CREATURE SIZE

Each creature takes up a different amount of space. Size Category Table shows how much space a creature of a particular size controls in combat. This also applies outside of combat and is used to describe the amount of space that a being takes up.

Objects sometimes use the same size categories.

Size Categories		
Size	Space	Height
Micro	1 in by 1 in	
Minute	3 in by 3 in	
Bitty	6 in by 6 in	
Tiny	9 in by 9 in	
Wee	12 in by 12 in	
Little	18 in by 18 in	1 ½ ft. to 2 ft.
Short	24 in by 24 in	2 ft. to 3 ft.
Small	3 ft. by 3 ft.	3 ft to 6 ft
Medium	6 ft. by 6 ft.	6 ft to 9 ft
Large	9 ft. by 9 ft.	9 ft to 12 ft
Big	12 ft. by 12 ft.	12 ft to 15 ft
Huge	15 ft. by 15 ft.	15 ft to 18 ft
Gigantic	18 ft. by 18 ft	
Massive	21 ft. by 21 ft.	
Immense	24 ft. by 24 ft.	
Monstrous	27 ft by 27 ft.	
Humongous	30 ft. by 30 ft	
Gargantuan	36 ft. by 36 ft	
Colossal	42 ft. by 42 ft	
Titanic	48 ft. by 48 ft	

SPACING & FACING

Wyrld uses a 3 foot (1 meter) grid and does apply facing.

DIFFICULTY CHART

Actions taken in the game can rely on rolls of the dice, adding to the roll different modifiers. The most commonly used chart is the Difficulty Chart. This is used when there is some action or task that is being attempted.

A roll of a **D20** is made against the target number as shown.

To use this chart, you need to know how difficult something is. An example is locks: locks will have different ratings – some will be common, others may be Exacting, while others will be Arduous. That will determine the difficulty of the action. To succeed, the roll, after modifiers, must be equal to or greater than the difficulty.

In general, 1 to 5 is *Apprentice Difficulty*, 6 to 10 is *Novice Difficulty*, 11 to 15 is *Yeoman Difficulty*, 16 to 20 is *Adept Difficulty*, 21 to 25 is *Master Difficulty*, and 26 to 30 is *Grandmaster Difficulty*. This breakdown will make sense in a moment.

STANDARD DIFFICULTY CHART

The Standard Difficulty Chart is a simple expansion. The DM decides on the difficulty, usually through using the phrase as a guideline, and then sets that as the DC. Much of Wyrld is like this, an expansion of the normal rules, a deeper dive, with layers of what is sometimes called “crunch”. The basis for much of this is that Wyrld is a *harder* place. The world of mortals is small and simple. The world of greater things is large and difficult, and adventurers seek to cross that boundary.

DEGREE OF DIFFICULTY	DC	DEGREE OF DIFFICULTY	DC	DEGREE OF DIFFICULTY	DC
Trivial	2 - 7	Difficult	15	Exacting	23
Simple	8	Very Difficult	16	Very Exacting	24
Everyday	9	Precise	17	Intense	25
Baseline	10	Challenging	18	Very Intense	26
Common	11	Intricate	19	Very Improbable	27
Uncommon	12	Hard	20	Inconcievable	28
Tricky	13	Very Hard	21	Improbable	29
Very Tricky	14	Expert	22	Miraculous	30

VARIABLE DIFFICULTY CHART

The Variable Difficulty Chart adds an additional layer of complexity; some tasks are easier to do than other ones, even within a particular specific task. An example is lockpicking. A Common DC Lock crafted by a Novice is going to be easier to pick than one crafted by a Grand Master as a result of experience and personal quirks. Wyrld introduces 7 Variables: Inadequate, Adequate, Competent, Remarkable, Exceptional, Incredible,

Amazing. This gives variability within a generalized degree of difficulty and enables a DM to be somewhat more precise. This is useful for objects and puzzles, enabling solving of complex things by roll of dice, or for crafting and complex clockworks or mechanical locks.

The Variable Difficulty lists the Standard Difficulty in the first column, then expands that difficulty by the row of how variable something is *within* that general difficulty. A lock made by a Master Locksmith, with a remarkably challenging mechanism, would be a DC 24. One made by a Novice Locksmith, with a similar mechanism, would be a DC 8.

The Central Variable DC is Baseline Common, or 10.

Difficulty	Inadequate	Adequate	Competent	Remarkable	Exceptional	Incredible	Amazing
Very Easy	3	4	5	6	7	8	9
Easy	4	5	6	7	8	9	10
Trivial	5	6	7	8	9	10	11
Simple	6	7	8	9	10	11	12
Everyday	7	8	9	10	11	12	13
Baseline	8	9	10	11	12	13	14
Common	9	10	11	12	13	14	15
Uncommon	10	11	12	13	14	15	16
Tricky	11	12	13	14	15	16	17
Very Tricky	12	13	14	15	16	17	18
Difficult	13	14	15	16	17	18	19
Very Difficult	14	15	16	17	18	19	20
Precise	15	16	17	18	19	20	21
Challenging	16	17	18	19	20	21	22
Intricate	17	18	19	20	21	22	23
Hard	18	19	20	21	22	23	24
Very Hard	19	20	21	22	23	24	25
Expert	20	21	22	23	24	25	26
Exacting	21	22	23	24	25	26	27
Very Exacting	22	23	24	25	26	27	28
Intense	23	24	25	26	27	28	29
Very Intense	24	25	26	27	28	29	30
Very Improbable	25	26	27	28	29	30	31
Inconceivable	26	27	28	29	30	31	32
Improbable	27	28	29	30	31	32	33
Miraculous	28	29	30	31	32	33	34
Unearthly	29	30	31	32	33	34	35

DC PENALTIES

Some actions may have penalties applied to them, such as trying to pick a lock during a battle under a timeline while losing blood from an injury. That penalty is a modifier – all the modifiers are added to the role, negative reducing it and positive increasing it.

Disadvantage and Advantage works the same way – the modifiers are still applied to both rolls.

RECOVERY

Recovery on Wyrld is not as easy or as simple as in typical 5e. You do not gain Hit Dice back on a long rest. You do not gain your full hit points on a long rest.

On Wyrld, magical healing is an important part of the world’s nature – and is far more potent than what is expected.

MAGICAL DAMAGE AND HEALING

Wyrld’s magic system is an oft startling change to the way people are used to seeing it. One of the key aspects to it is the simplified spell damage and healing system. Looking through spell descriptions, you will not usually

find damage numbers. This is because the power of a spell is a combination of the Caster's Level and the Spell Level. The Degree of Complexity determines the die used, the casters level determines the number of them.

	Simple	Rudimentary	Intermediate	Advanced	Expert
Die Used	D6	D8	D10	D12	D14

The number of dice that are rolled is equal to the Caster's level. So, a 3rd level spell cast by a 6th level Mage will harm or heal 6d8 damage – no matter what the spell is. If that same 6th level Mage casts a cantrip, that cantrip will do 6d6 damage.

MASTERY

A concept you will encounter often is the idea of Mastery. Mastery is levels – instead of saying what level are you, you will give your degree of mastery. Degrees are collections of levels, because the darn game uses the word “Level” for far too many things.

Wyrld's design places significant importance on the process and need for learning, for gathering experience and knowledge and shaping them into some form of valuable action or activity.

Each Degree includes several Levels, and a level still reflects your experience and improvement. There are distinct kinds of Degrees according to different factors in play. Mastery is about knowledge and the world around you.

Discipline is about your personal growth and the ability you have to deal with it. Difficulty is about how hard something is to do. Complexity is about how challenging and complicated magic is.

Mastery is the primary form of ranks and has an impact on many things you do.

Discipline is used when your effort results in a development for you, on your terms.

Spells are grouped by complexity of the spell and difficulty in “containing” it.

Degree of Ability	Degrees of Mastery	Degrees of Discipline	Degrees of Complexity
Tier 1 1 to 5	Novice 1 to 4	Novice 1 to 5	Simple Cantrips/0 th to 1 st Level
Tier 2 6 to 11	Yeoman 5 to 8	Competent 6 to 10	Rudimentary 2 nd to 3 rd Level
Tier 3 12 to 15	Adept 9 to 12	Experienced 11 to 15	Intermediate 4 th to 5 th Level
Tier 4 16 to 20	Master 13 to 16	Expert 16 to 20	Advanced 6 th to 7 th Level
Tier 5 21 to 25	Grand Master 17 to 20		Expert 8 th to 9 th Level
Tier 6 26 to 30			

DEGREE OF ABILITY reflects the distinct tiers of capability of a person based on an ability score. This applies to Primary, Derived, and Societal Scores. The greater your mastery in, say, Renown, the more influence and power one has within the guild, in society, in your profession, leading to better and more choice assignments.

DEGREES OF MASTERY play a role throughout the character development process and in navigating the world as you play. One degree of mastery is awarded every four levels. Mastery is how you navigate the world around you on the world's terms. **Degrees of Mastery** are like the Tiers of Play you may be familiar with from the Player's Handbook. They are the way the rules of the world affect you.

DEGREE OF SKILL influences NPCs – non-player characters – heavily, but also influences how you engage with them and what new skills and abilities you gain as you rise in levels. Here you can keep learning a skill, and as you do, you get better at it, and it is presumed you will develop a skill over time.

DEGREES OF DISCIPLINE are akin to the points and places where you push yourself to a greater point, crossing and passing an undefined sense of your ability to challenge the entirety of the world. This is your personal ability to navigate the broader world, on your own terms. They are, then, more about Agency. One degree of discipline is awarded every five levels. You gain Ability Score improvements according to Degrees of Discipline.

DEGREES OF COMPLEXITY are ways of defining how challenging and involved a spell is, and how much effort must go into the knowledge behind that spell, the foundations, and approaches to creating it. Those who put the greatest amount of time and effort into mastering the intricate mental whorls and whirls of highly complex spells do not have a lot of time to devote to other efforts and may often spend hours concentrating and doing little else,

while those who push through in other areas may not be able to fully grasp the intricacies of a complex spell but could easily manage a rudimentary one and struggle only a bit with an intermediate one.

Progression on Wyrld may seem much slower at first glance. In play, however, it should be noted that Wyrld is a more challenging environment, but roughly equal to normal progression.

STACKING

Wyrld is *not* a setting that falls within *bounded accuracy*. In this sense, it is much closer to previous editions. Many things and elements and options will give a character certain additions and subtractions to different aspects of the game mechanically.

Of import to those who seek to maximize and optimize are particular rules:

- 1) No character is unbeatable.
- 2) The maximum number of cumulative effects (stack) is 4.
- 3) The maximum total of factors on a single roll is 20.

LEVELING TABLE

Level	Mastery	XP	MS	PB	Skill	Forté	ASI	Maxims	Precepts	Mysteries	Orders	Esoterica
1	Novice	--	0	0		Yes				Simple	First	
2		2,000	3	0	Yes							Yes
3		5,000	4	0			Yes		Yes			
4		9,000	5	+1				Yes		Rudiments		
5	Yeoman/ Doyen	14,000	6	+1		Yes					Second	
6		20,000	8	+1	Yes							Yes
7		28,000	10	+1			Yes		Yes			
8		38,000	12	+2				Yes		Medial		
9	Adept	50,000	14	+2		Yes					Third	
10		64,000	16	+2	Yes							Yes
11		80,000	18	+2			Yes		Yes			
12		98,000	20	+3				Yes		Advanced		
13	Master	118,000	22	+3		Yes					Fourth	
14		140,000	24	+3	Yes							Yes
15		162,000	26	+3			Yes		Yes			
16		188,000	28	+4				Yes		Expert		
17	Grand Master	216,000	30	+4		Yes					Fifth	
18		246,000	32	+4	Yes							Yes
19		278,000	34	+4			Yes		Yes			
20		312,000	36	+5				Yes				

MS: Milestone Points. If your DM chooses to use Milestones, this is how advancement works. Note that these are a hybrid system, meant to trigger on achieving certain storyline goals.

PB: This is the Proficiency Bonus for that level.

SKILL: This is when you gain an additional Skill Point.

FORTE: This is when you gain an additional capability in your Profession that is unique to that profession.

ASI: This is when you gain a certain number of points to add to your Ability Scores.

MAXIMS: This is when you gain an additional Maxim as an Aspect of your character.

PRECEPTS: This is when you gain an additional Precept as an Aspect of your character.

MYSTERIES: this is when you learn new mysteries about magic.

ORDER: This is when you can learn a new aspect of combat and fighting.

ESOTERICA: This is when you gain a new aspect of the Esoterica type.

ASPECTS are essentially akin to a combination of Features and Feats from 5e, that enable your character to do much more than just the default stuff, for there are no sub-Classes on Wyrld.

PCs & THE DREAD FOES

The Dread Peoples, or Foes, (Goblins, Orcs, Merow, Thyrs, Imps, Grendels, and Kobolds) are not available as PC races. These beings are not *inherently* evil, are not all of one mind or one heart or one way of being. However, for most of them, they are trapped in rigid, cruel, destructive, ruthless cultures that have no tolerance for deviation and that are treated as kill on sight by the Empire as a whole.

There are active Resistances that could one day lead to rebellion, and many will escape to arrive in Antilia. Of them all, Kobolds are the ones no one fully understands on any side in the tripartite conflict between the Dread Host, the Bright Host, and the Shadow Host.

Goblins all come from the 125 Great Houses that were conscripted to serve the Dread Host in the same way that those who became the Elfin and Triton and Dwarfs volunteered. They were infused with the *faij* of the Necrotic, Infernal, and Nether planes, which twisted and gave entirely new ways to be. The horror of Goblin and Merow attacks comes in part from the fact that they take slaves, eat the living and the dead, raping and pillaging often leaving behind or carrying with them the progeny from such, who are orcs. Orcs are a challenge, destroying their hosts on birth, and raised in conditions that create near mindlessness. They will be released ahead of a raid, and they, too, will engage in horrible acts of depravity and ferociousness, but what they may leave behind are Ogres.

Evil on Wyrld is a concept that is more about actions and the viewpoints that lead to that action. The Dread Peoples are not given that freedom, though one never knows – it is always possible that escaping slaves may be aided by a goblin who feels they can survive on the dead, or perhaps a Thyrs will jump ship and choose to survive out from under the thumb of the Matriarx there. Those truths will come as the DM decides, for Wyrld is intended to be used for several Campaigns.

PEDANTS

Throughout Wyrld, though especially within the Empire, there are compounds where people learn and engage called **Tanjins**. Tanjins are divided into several classes, mostly by age groups but not exclusively, and each class is led by a Pedant, and focusing on a particular aspect of what people need to know.

To help you come to know the world better, you are going to be given a Pedant, or a teacher, who will help to guide you through the assorted parts of the world. Different Pedants will guide you in different areas. Note that she does not know everything, and that she, too, has biases and prejudices; that she is a part of the World and is ultimately in service to one of the Powers (even if she did not choose it). She has her own ways. But she will help you going forward. The same can be said of the others – it is always useful to be aware that there are limits to what they can tell you.

Not everyone can afford to send their children to a Tanjin, even though they are generally open to anyone – and many people don't see a need to do so, so there is a higher than typical level of ignorance and illiteracy on Wyrld.

In order to help guide you through this process, we have three Pedants awaiting, and they in turn have brought some folks to be with them.

Your Pedant for knowledge about the Wyrld in general – the culture, history, and places -- is an Ikon; a very powerful, chosen representative of a given Power That Is – named [ARABESQUE](#).

For things related to the development of characters and understanding many of the rules, your Pedant will be the currently liminal faery lass who goes by the name of [TINGHABEL](#).

The three pedants are not always absolutely aware of everything.

They are the products of their world, and familiar with the ins and outs and subject to those same things for the realms and backgrounds that they have, from their heritage to their roles in the wider world.

Their perspective is the perspective of those who dwell in the Empire.

They have all assured that they are doing their best to remain as unbiased as they can, but such work is inevitably going to have some bias on the part of the pedant who is teaching you.

For Magic's often ineffable nature and the difficulties in explaining it, your pedant is a grumpy, self-important, irascible and indomitable Grand Master Wizard of the most prestigious College in all of Akadia – and she will tell you that herself. Her name (and no, not her True Name), is [RAFAEL](#).

RAFAEL



I am Grand Master Wizard Rafael of Akadia, Grand Pedant of the College of Abjuration in Gateway, Member of the Mage Council, and close personal friend of the Great Wazoo. I have been asked by my erstwhile companions to elucidate you on the nature and fashion of Magic within the Wyrld, and I deign to do so because I have been assured that you will listen close, listen well, and listen deep. Very well then, oh thank Heavens, the auditor left.

I'm Rafael. I, too, am an Incarnate. It is why several of us met. Where I come from, a place called Earth, I used to play a game that allowed me to be a wizard. Then I was attacked by a person with leprosy and the next thing I knew I was born a gal in a world and learned to be a wizard for real.

Memories get sucked into stone and brick over time, and you can feel them if you have magic. The worse the weather is, the more it seems

to come out. The memories will be thinned by age, watered down by time until instead of terror and despair, the background is a disturbing melancholy, but...yeah. This was a world I could only pretend about before. Let's tell you about Magic!

TINGHABEL

Ahyi!

I'm Ting. Well, Tinghabel, but call me Ting. I am not much for formality.

While I am waiting for my friends to resurrect me, I was asked to hop in here and give you a bit of info on how things work if this was a pretend game. We all know it isn't, but my Da in the Fairywilde says that games are a favorite thing of folks in Mortality, so I'm gonna do it that way.

There is a secret, though. One I kept my whole life, and probably this new one I have coming.

I wasn't from here. Like Ara, I'm an Incarnate. I was reborn into this world and imagine my surprise to find I was only two and a half feet tall and had sparkly wings and my Da was a Fae Lord, of all things. Now, I wasn't much for that when I was alive before, but I had a



friend who was really into playing games that are a lot like what it is like to live here.

So, I will be using that to guide you, to help you learn, and hey, if we are lucky, maybe we will run into each other! Ok, yeah, I won't remember because I'm dead right now, but it would be kinda cool to meet someone that I helped when I was dead.

And if we are both incarnates and from the same place, maybe we can compare notes. There are a lot of places though; mine had these big ole companies that ran everything and we had lasers and computers and err, um, sorry. I get distracted a lot in this life. Everything is so big!

I wasn't going to talk about magic much, and you wouldn't want to hear it from me, so I asked my Wizard friend Rafael to pop in when it comes to that part because he, like, gets all that stuff in a way I don't and wouldn't want to.

Me? Oh, my job is being a Corsair, which had a really different meaning where I was from before – it was a place called “Earth”. They call me a corsair. I have a sometime boyfriend here, too, though he cusses me out a lot. He hangs out with a Cambion that does Reeve type work in a place called the Hollows over in Durango.

And with that all out of the way, let's get you into the body you will be using this time around the Cycle...

ARABESQUE

Greetings!

I am [ARABESQUE](#). I am the current [IKON](#) for [ANTELLE](#).

I will be one of your Pedants for your journey, sharing with you what I know and have learned of this cruel, crazy, wonderful world. The notes, comments, and content that comes from me about the world is meant to be listened to. Get comfy, cozy, snuggle into those warm blankets, and ensure your warm drink is by your side; it will be a long night for you...

I am a Witch. As an Ikon of Antelle, it is my duty to bring Her Word and Blessings to the world, and to ensure that she is represented among the people. I am her Chosen vehicle for Her will. Of all the many Powers That Be, she is closest to the annoying, bossy one called Chicory, and so I must deal with her a lot as well.

Welcome to the Wyrld. Here the Powers That Be walk among us and *they* have a sense of humor, and the world is as deadly as it can get. Here, *we* are the interlopers. But we are not going anywhere and so we need to make the best of what we can.



I did not plan this. I am an Incarnate -- I was reincarnated here, on Wyrld, after an accident when and where I was from, and I retained all my old memories even as I grew up again in the outskirts of Sibola. My parents were simple folk, and my father passed away when I was only six. My mother and I went outside the city to live with relatives, but we were victims of a raid by Goblins, and I soon found myself apprenticed to a hedge witch who traded with both Sibola and Aztlan. It was quite a heady experience, let me tell you. The majesty of Sibola, the glorious flower that is Aztlan; it was a wonderful youth. I must stress something from my experience: Wyrld is not my beloved home, not this strange place called Earth, not Caerlion, not Whorled – not any of them, nor any I haven't met people from. The things you

know from there, the reality you are familiar with; it means nothing here.

Our ship was capsized one fateful night, and Antelle came to me and made me an offer that would enable me to continue to practice the Craft, but I would be hers, body and soul, and her Tool on this plane. I accepted, and since have roamed the width and breadth of the world to gain much knowledge and insight.

One thing you should know immediately is that The Powers That Be of Wyrld are not beloved by all and sundry. They are deeply resented, and faith is a precious commodity here. The Powers That Be are many, even after so many of them died.

Long ago there was an immense war, lasting for 500 years, between the Powers That Be, for who would have domain over the world. Their soldiers were us, the people, the ones who live in the muck and the dirt and who struggle to gain even the merest amount of power or material gain or knowledge. It was a cataclysmic time, and when it ended suddenly, the Powers That Be vanished and left the few survivors, so few, to fend for themselves. There were no clerical healers because the Powers That Be were gone. There was no blessing or guidance or divination – and for a hundred years the people of the world wandered and starved and died of thirst and deprivation in the event called **THE BLEAK JOURNEY**, until finally they came to the place we call **SIBOLA** and began anew.

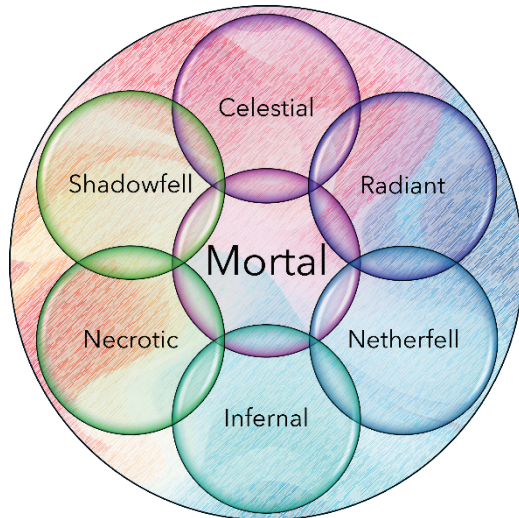
It was many years after that we saw miracles again, healing, and, of course, Ikons, like me, were chosen as the Powers That Be recovered from their labors. That is why I am here to speak on Her behalf – those who have faith must work to earn it, among others. And they must do so even as others do the same. Including the Old Ones. This is the world in which you live now – you should embrace it and hope that you survive it. And if you do not, well, there are the seven levels in the Infernal dimension. Pray you do not end up among the Demons.

All things considered that seems like a great place to start: the Planes and their Dimensions.

“Don’t let anyone rob you of your imagination, your creativity, or your curiosity. It’s your place in the world; it’s your life. Go on and do all you can with it and make it the life you want to live.”

Mae Jemison

COSMOLOGY



Wyrld exists in a closed off shell of spacetime that is the size of a solar system and surrounded by tens of thousands of various burning gas clusters that are usually called stars.

It was removed from the space-time continuum that it was once part of and sealed by the combined power of the Powers That Be in what ultimately proved to be a mistake.

This space is considered to be the Known Universe and is normally referred to as the Ephemeral Dimension of the Plane of Mortality, or the Mortal Plane.

MORTALITY rests at the nexus of several other planes, created by the overlapping, competing, and commingling of those forces that the planes represent. All the Planes occupy the same space, the same moment, the same whole, and the same world, but are different realities that are called Dimensions, with each

Plane having four Dimensions and the space between the Planes and the Dimensions having even more dimensions. Planes are essentially containers of a sort for the Dimensions, not distinct places themselves – They are more than a mere tool for grouping, having an impact and a kind of influence on the Dimensions within them that creates a commonality, but they are not truly a place one can go, in and of themselves. Only the Dimensions can be visited.

Each plane is a stack of four distinct **DIMENSIONS**, or realities, each coexisting with other Dimensions, and the whole creates a complete multiverse – and within the greater **COSMOLOGY** they are merely a part of a larger one. Should you pass into to one of the Dimensions or **cross the Veil** and **go beyond the Pale**, you will still be on Wyrld, in the same place, but **the place will be different**.

There will be other people – possibly even another you, in every Dimension in every Plane and that's 28 Dimensions that exist in total that we know. When you cross into any of the other dimensions from the Ephemeral, the Powers of that Dimension are the beings we call Denizens who are the children and descendants of the Powers That Be from the Plane of Mortality. So, should one Journey to the Infernal Plane, the Powers that Be are all Devils, Demons, and Hags, still subject to the greater oversight of the Powers of the Plane of Mortality, who created the Cosmos.

In some Dimensions, there is no magic at all. I have watched a person die and seen a Power snatch that same person from a different Dimension and put them back exactly where the previous them was. This is because all the Dimensions are reflections, echoes, shadows of our own; sometimes off a little, sometimes off a lot.

Throughout all these many realities is **THE PALE**, acting as a kind of permeable borderland in which dwell the **ELEMENTALS** and the **VEIL GATES** that both brings them together and keeps them separate. Crossing this is going **BEYOND THE PALE**.

To move among the Planes requires one to deeply understand **THE VEIL** and **THE PALE**.

THE VEIL

THE VEIL is the edge of a reality or a plane, yet is not fixed, for it is everywhere and nowhere all at once. Doors, windows, arches all have some aspect of the Veil within them, and the veil is formed by the warp of the plane it surrounds, protects, and preserves and weft of the Pale that infuses and establishes everything. The Veil is always associated with passages. The Veil is a Liminal Space, simultaneously existing and not existing, always combining one thing with its opposite.

The Veil is the **FABRIC OF REALITY**, always able to be touched by those who know how, such as Mystics, yet never seen until it is too late. To **CROSS THE VEIL** is to step beyond what we can see and hear and feel and touch, and

ever so few have that ability. The Veil is the fabric of the Planes, spun and shaped and woven (some say by the Triplets) – it is both what contains and protects the Planes from each other, and from themselves.

The Veil sits between and around all the Planes, keeping them distinct. Each of the seven planes is separated from the other by the Veils, and each of the layers within each of those planes is separated from the others by the Veils.

THE PALE

THE PALE is part and parcel of everything that Is, that Was, and that Will Be; it suffuses everything, invisibly for the most part, and it is what makes each of the Seven Planes unique, while also acting as a kind of buffer, occupying the limitless space between the Veils, the veils themselves, and is often confused with Magic among those who have not studied cosmology. It was released from wherever it came from into the planes and filled them all at the end of the God's War.

Imagine a vast globe within which floats seven spheres all occupying the same place at the same time but vibrating just a bit off from each other, like different frequencies, and within each of those spheres there are dimensions that do that same, all of these things bumping and jostling and shifting and moving around within the larger sphere.

Now fill that larger sphere with a liquid that also flows around and through the different ones inside, acting like a lubricant, and that after one passes through any Veil, you must now cross the Pale itself to reach another Veil, before crossing it. That fluid, liquid, intangible stuff that lies between all the Veils, is the Pale; an energy field, present within all things, living or not, everywhere, in everything. It surrounds us, and penetrates us, it binds us, and flows between us. To **go beyond the Pale** is to cross outside of Mortal Realms, something few can grasp, what they can know, to translate into the ineffable, to move beyond the ken of mortal kinds. Magic comes from the interaction of the Pale with each of the Planes, and how they differ, and so magic is different, yet still the same.

It is a swirling, nebulous, cloudy expanse from which one travels to the other planes, or if The Pale so wills, finds things lost. Mortals are not meant to go beyond the Pale, and The Pale will work at it, for The Pale is sentient. The Pale is the *source* of all magic, and all that it is contains and shapes The Pale – it is in, of, and about everything.

That magic, in turn, comes in five “flavors”, or natures, or kinds: **ARCANE**, **DIVINE**, **ELDRITCH**, **MYSTICAL**, and **PRIMAL**. Each of these five kinds of magic influences the world in a slightly different way – they vibrate at different speeds, give off different frequencies, function somehow beyond our ken in different ways.

The Pale is a division boundary between the Veils of all the Planes and Dimensions. It flows and exists as a barrier between all of them and must be crossed to travel among the planes. It is a space *in between*, that must be crossed to find the places to pass through the Veils that separate the assorted planes.

The Pale is also among the places the Elementals reside in fabricated spaces that some powerful and potent **ELEMENTAL LORD** has created for themselves and their minions and servants and subjects.

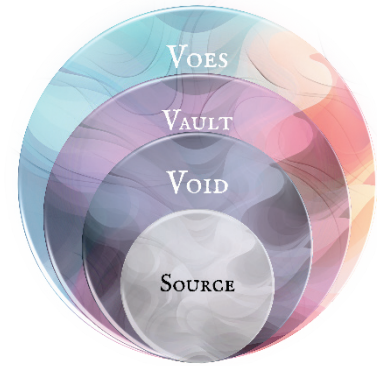
The Pale is not a static, simple place. There are vast rivers and streams, there are pocket dimensions and Demiplanes, there are people of many sorts, and Denizens moving throughout, and it can be quite a busy place – though most of us will rarely see much beyond the consistent swirling effervescence.

THE VOES

THE VOES resembles a stream of bright, sparkling, prismatic sand made of tiny gemstones in a glowing cold plasma. The Voes is **THE ETERNAL RIVER**, and crosses through every plane and dimension, and is itself a conduit among them, protecting those who travel along its lengths. The Voes is not always visible, nor is it always easy to find – it appears and seemingly moves around according to some greater purpose or reason than mortals can comprehend, and no force can alter it beyond itself. Like the Pale, the Voes is sentient.

When following along it, one must walk either along the banks, which does not ensure safety, or travel within it; quite a dangerous thing as it has peculiar currents and eddies that can trap and drown the unwary. It always appears to be about eight feet deep, may pass through anything, about eight feet wide, and the banks are about four feet wide on either side – it can also flow through the air itself, suspended between one and four feet off the ground, rushing and tumbling along as if disturbed by invisible, unseen rocks beneath its sparking surface. The Voes appears randomly everywhere and anywhere, at any time, according to rules that only make sense to the **SOURCE**. It is attracted to people who have a strong chance of surviving it, for not everyone does. Within the Voes, one hears whispering in voices from the past, the future, and the present speaking to you, cursing, lying, telling truths, blessing, thanking, condemning, and similar contradictory sentiments.

The Voes always flows through a series of caverns or rooms. They each have the functions of essentially tearing apart anything crossing through them, but how they do it varies. Passing through them is like trying to walk through a foot-thick wall of tree sap. It is sticky, and tough, and the more you push the harder it gets -- they have their own speed. One must move with the current or go with the flow. The Voes is a physical path to the other planes, but it does not always flow cleanly, and may pass through several layers of a given plane.



THE PLANAR RIVERS

The planes are all linked by tributaries of the Voes, each with a peculiar quality to it. All the rivers flow through all the planes, so a ride down one of them will take you to all the planes in the end. These Tributaries are:

- ❖ The River Styx, the river of death, horror, and wickedness.
- ❖ The River Lethe, the river where memory flows.
- ❖ The River Vaitarna, the river which purifies all vices, linking radiance, purity, and freedom.
- ❖ The River Ifing, the swift barrier.
- ❖ The River Sambation, the river of Exile.
- ❖ The River Prisma, the river of color and light.

All of them ultimately flow into the Voes, and it is key to note that the way that each river is perceived is according to the nature of the person who sees it.

Any time one crosses the Veil, there is a chance they will run into one of the rivers, even when crossing from the Pale into a Dimension, or a Dimension into the Pale.

It seems as if only Erebus and Charon can use a craft upon these rivers. Eshu might be able to. Depends. Chicory, as usual, does whatever she wants. The seven of them were the ones to discover the Voes before it was lost and took the first journey into the Vault.

THE VAULT

The Vault is a space that is distinct and on its own, reached by passing through a many-colored Veil Gate found only in the Pale or by going along with the call of The Voes, which always ends at the Vault. Beyond the Pale, and through the Veil, one will find the Vault, which is a vast emptiness without feature or form, and this is called The Void.

To enter the Vault, one must pass three Trials, and each Trial conducts a test, puts the subject through an Ordeal: the [TRIAL OF THE FLESH](#), the [TRIAL OF THE HEART](#), and the [TRIAL OF THE SPIRIT](#). These tests are for worthiness, for the Vault contains The Void and in the heart of The Void lies The Source.

The [TRIAL OF THE FLESH](#) is filled with pain and suffering, a physical force that can destroy or rebuild the traveler many times in the instant of crossing the Veil. It tears apart the physicality of the person. Every single moment of pain or pleasure that a person has felt physically is revisited in the crossing. It turns you inside out and reassembles you, so long as you are not still hung up on your passage through the Veil.

The [TRIAL OF THE HEART](#), measures and judges the Heart – the personality, history, emotions, and values of the traveler, a mind wrenching horror as all that one has done and has been is given back in the form of a test. It tears apart the personality, memories, emotions, and heart of the person, forcing them to look at themselves and their history and their actions towards others. It reveals every lie, no matter how inconsequential, every regret, every moment of doubt, every glimpse of forgotten faith, and allows one to remember everything they have ever experienced in gruesome detail and ongoing consequence.

The [TRIAL OF THE SPIRIT](#) measures and judges the Soul and the Spirit of the person, weighing them against a measure that only the Veil or the Void knows. It weighs and judges you on the terms you have set for yourself-- every value and every sin you have ever held, discarded, admired, disavowed, all of them are tested against you, and the failure is unimaginably painful.

Once begun, you must continue, for the moment one starts to pass through the Trials, there is no turning back, though one can do so before you start. The Powers That Be learned this horribly, for when they started with their companions, many were lost. Many will turn back, if they are allowed, when facing the Triple Veil of the Vault, for failure will result in complete destruction in some way of the person or result in being trapped in The Void for eternity in whatever damaged form The Void chooses.

And The Void **does not choose well**.

THE VOID

Within the Vault is [THE VOID](#) itself, and here there is nothing. Time is all that one brings with oneself as you enter it, and it is a vast empty space, save for something that may or may not appear on entry, for the Void is the location of The Source. It should be noted there is no air in the Void, but there is also no life, no death, no real, no unreal. It is the Void, and it is a contradiction, and it is inhabited by those who failed the tests.

THE SOURCE

Now and again, you will hear about [THE SOURCE](#), or [THE WELL](#), and people will say things like [SOULS](#), and [MAGIC](#), and [POWER](#). The Source is all those things. It wanders the Void, and it is known that all the Powers That Be have been to the Source at least once. The Source does not always appear to everyone who reaches the Void.

The Source *sometimes* appears to a person who survives the tests, and the form of it varies according to judgment of the Void. Typically, it has been seen as a small old turn crank well with a rickety bucket and a frayed rope, a fire that burns but consumes nothing, a brilliant light, or a bottomless darkness.

It is said that those who see The Well of Souls become tied to the world, those who see the Eternal Flame become tied to the planes, those who see the Light at The End, are given to the Celestial, and those who see The Deep Dark are given to the Infernal, with other forms and ways for other Planes. How this happens remains a mystery, for those who have reached the Source and been changed do not speak of it, while those who have reached The Source and not been changed cannot say.

In the [CANTICLE OF CHICORY](#), it is said that the seven Powers of the World were the first to come to The Source, and that they found the Well of Souls, and not the Everlasting Flame, and so had their thirst quenched and became a part of the world itself, whereas the Powers aside from them came to find only the flame and so were burned by it.

PLANAR TRAVEL

Across all the [SEVEN PLANES](#) it should be noted that they are not meant for us, and so the longer we remain the more exhausted and drained we begin to feel, with the ultimate risk, of course, being death, unless there is some way to protect oneself. This is not helped by the fact that it is almost impossible to eat on those planes from anything that is upon them – the exception to this being [THE SEVEN MORTAL REALMS](#).

This is why you never eat food from Fairywilde.

Because of the nature of the greater Creation, Planes tend to have stronger Veils, especially around the Mortal Realms, but other dimensions can often be reached directly, much like with Fairywilde, though not entirely as easily. This has led to the perception among layfolk that they are all merely one step away, and caused the less well informed to suppose that there are “wheels” and a multitude of dimensions, and to confuse Dimension and Plane as terms.

Travel to the other dimensions is accomplished in two ways: a gate, or a summoning. For a summoning, the name of the being must be known, which helps greatly to avoid having people randomly snagged. Although it is far from perfect, it is said that Ululani set up a shield to prevent Demons from summoning mortals after a particularly nasty incident involving one of her Grand Master Clerics.

Gateways require effort to open to most locales – the Astral, the Ethereal, and the Fairywilde are all very close and don't need complex gates. The Astral dimension is said to have natural gates within it, but most permanent gates are in The Pale in the form of Veil Gates.

There are ways to craft Gates to many other dimensions, bypassing the Planar Veils in some cases, such as weaving a rug that can take one to a pocket dimension, or traveling in a vehicle designed to rupture the Veil in a precise way to reach a given dimension such as the Eighth. Reaching other Dimensions is a trick few know, and many try, seeking power, prestige, secret knowledge, or even just a meal. The motivations of those who do so are so varied that trying to explain it is beyond me.

PLANAR TRAVEL EFFECTS

The Pale is filled with swirling maelstroms that are different colors, and within it are storms of many colors, whirlwinds that glitter in a thousand hues. There are peculiar storms that can range from no larger than the palm of your hand to massive continent sized things. These storms appear only to those who do not belong there and seem to dim the brightness of the world around them, reduce contrast, as a sort of suggestion of what is coming, the edges of things becoming blurry and indistinct, and then it hits, a massive cacophonous storm of thought that is not a physical thing, but a thing of psyche and mana, a smashing against the walls of our thoughts and feelings and dreams and fears.

These storms were created by travelers from all the planes as they crossed through, and are formed of lost memories, forgotten thoughts, minor yearnings and deep anxieties, subconscious fears, and spasms of despair. Of note is that the denizens of that plane will not see the storm or experience it. And that does mean that here on Wyrld those from elsewhere **do**.

These storms can strike one anywhere except the plane to which one is tied, or bound, in that Cycle of their existence.

One cannot survive on food from Dimensions other than one's home in the Cycle. Nor can you slake thirst from those dimensions, and as water is a planar conductor, even if one were to carry it with you, it can cause problems. Other beverages brought with can be consumed, just as with food, but this places a practical limitation on travel that is often forgotten or unknown.

Another well-known effect is the sheer fatigue that begins to weigh on people when they are off the Seven Mortal Realms. In a strange quirk, those seven places are the only ones where a traveler from one of them does not over time become exhausted simply from the ever-present pressure and dissonance of existing in that place when one does not belong. Each day is a step of fatigue, leading to exhaustion, and few can stay more than a week.

This also only appears to affect Mortals when they leave the Mortal Realms, and not any of the other planar denizens. Yet, it is obvious that The Mortal Realms have much in common, for they are truly like places of respite from the other dimensions.

VEIL GATES

A **VEIL GATE** is a dangerous thing indeed, for they are the paths through the Veil that one finds within the greatness that is the Pale. Each gate manifests as a storm, a swirling column of prismatic clouds lit by colored lightning that used to mark and guide one to where that Veil Gate leads.

It is important to note that while **VEIL STORMS** only very rarely appear on the Mortal Plane, they can appear on the other planes much more readily – the other planes are ultimately just reflections, or shadows, of the Mortal Plane, and so these storms can appear and sweep up much. There are more than a few myths about Veil Storms appearing elsewhere and transferring entire cities to Wyrld – but such an event has not happened in centuries, and those cities now lie in ruins.

Magic can be used to open a gate on the material plane, in the form of complex spells. These allows for limited passages to and from.

Some ancient ruins have constructed gates, and legend says that at one time they were used to move between the many cities, but these days they are mostly broken, and some do lead to other planes. The Gates are often seen with peculiar symbols and are a form of highly complex sigil themselves, and experienced people have learned to decipher them, though this takes dozens of trips and intense, close study to be able to do. The very slight shade differences mean that most inexperienced travelers will find themselves in the wrong layer of a given plane.

Veil Gates have a specific color to them. Even though one can open a gate to a particular layer of it, the color of that gate is merely a shade of the Plane itself.

All combined, it means that only people who have undertaken many dozens of trips and spent the time to learn and understand the planes and the nature of the veil gates, are able to determine where one leads with any precision. Because of time differentials, planar compositions, assorted risks and dangers, and the limitations of a body that cannot eat, these people are very few, and rarely of whole or rational mind.

PRIME: Green, with shades of White

SHADOW: Violet, with shades of Purple

NETHER: Magenta, with shades of Yellow

CELESTIAL: Golden, with shades of Silver

INFERNAL: Orange, with shades of Black

RADIANT: Blue, with shades of Green

NECROTIC: Red, with shades of Gray.

PLANAR SUMMONING

Each plane is inhabited, and the nature of the planes and the beings there has combined to impact them in different ways. Some are exceedingly powerful, potent, and dangerous. Others are considered weak and subject to the powers of those above them according to the nature of the world there.

There is little back and forth travel between the Planes and the Mortal Plane, except among the dimensions of the Mortal Plane. Each plane has its own set of peoples and its own dimensions, and those in turn are also thought to be easier to pass through. To cross between the greater planes, the Seven of them, one must put forth enormous energy and effort, and there is always risk. While you could get lucky on a general summoning and bring across some nameless beast from a different plane, should you bring across a sentient being you should always be extra careful. Even more so if you seek to bargain or command them.

All summoning is done through rituals, with engraved spaces, though on occasion some coven will try to do it without a fixed or precise basis, and the tales that accompany that are horrific.

These are sentient beings, and they are not people, and they are dangerous and dislike being subject to the will of others, particularly mortal ones. A small error in crafting a summoning can result in them being called, but then them taking the summoner back to serve them as a slave.

Worse: once they have been summoned by you, they can then in turn summon you to them once released. Many a great and mighty mage has fallen, and we shall not speak to the effects this can have on the unlearned. Summoning is covered in more depth later.

All three Pedants agree: do not summon anything. Especially accidentally.

PLANAR PHENOMENA

There are some things it is useful to know about the planes, and what one can encounter while moving among, through, or around them. By and large, it should be understood that a Plane is a Greater concept within which exist the variant Dimensions. A Plane is like the greater part of a coordinate, a Dimension is the lesser part of one. When traveling through Dimensions or Planes, one has to pass through the Veil, and go Beyond the Pale, and in each of these circumstances, there is a reason these terms are also used to describe death.

Crossing a Veil or the Pale can be deadly. The more times you do it, the greater the impact. Each time a Veil is crossed, one experiences a point of fatigue. Each time one crosses the Pale, you experience 2 points.

Additionally, for mortal beings of the Ephemeral, food and water from any place other than the Mortal Realms does not sustain or nourish a person unless they come from that Dimension. This does include traversal within a plane – the food of the Feywild, Astral, or Ethereal dimensions does not sustain us, even though we may think it does.

DIMENSIONAL RIFTS

On occasion, Dimensional Rifts will open. Mystics are very handy to have around because some of them have learned the skill of weaving the Fabric of the Veil back together, often using a bit of themselves in the process.

Dimensional rifts allow beings to cross willy-nilly, and while this sounds charming and all, it also means that those from the other dimensions can cross over to here, and they are not often friendly. Indeed, they are three times more likely to be unfriendly or upset at encountering a rift – especially if they get trapped on this side of it.

Dimensional Rifts are, however, rarely directly encountered or approachable. There is usually some quirk to them, such as spinning widdershins thrice or coming from a very precise direction after having done certain things in a certain order. This can make locating them very challenging in order to begin closing them.

DEMIPLANES

DEMIPLANES can and do exist within the cosmology, forged by powerful magics that unite various aspects to create them. This is due to the presence and will of The Pale, which is ultimately the source of all magic. All Demiplanes are Dimensions, themselves, but are separate from the greater Planes and the normal Dimensions, hence the *Demiplane* moniker – Dimensional Planes.

Very powerful beings will often create a Demiplane and tie it to a place where the fabric of the Veil is thin or threadbare, worn, and weak. It is possible that Baba Yaga, the Hag Queen, has formed and forgotten a thousand Demiplanes in her immortal life.

Rumor, hushed whispers and hastily scribbled lore has led to the belief that there are some beings who are punished by the Powers through the use of Demiplanes.

MOURAMA

The **MOURAE** are described as traveling to the demiplane of **MOURAMA** within the Pale while sitting on a stone that can float in the air or water. Inside caves, under rocks and under the earth many legends say there exist palaces with treasures. A **MOURA** is a likely a Fell Fae, a **STONE WOMAN**, capable of changing shape.

THE ELEMENTAL PLANES

The Elemental Planes are *all* Demiplanes, and there are a lot of them. The Elemental Planes are exceptionally hazardous for People to enter, for they are realms comprised mostly of that element; crossing into the plane of Stone can prove instantly fatal to anything not able to breathe rock. Worse, there is no “single” elemental

demiplane for any element – all have dozens if not hundreds of minor little ones, where the greatest of those within are akin to the Gods of that space.

The Elemental Planes are [ACID](#), [AIR](#), [EARTH](#), [FIRE](#), [FROST](#), [LIGHTNING](#), [POISON](#), [STONE](#), [SAND](#), [SMOKE](#), [SPIRIT](#), [SUN](#), [THUNDER](#), and [WATER](#). Elementals live within the wholeness of their element, and there are birds, beasts, fish, and people that live and exist within them. There is a frequent use of the term [FORCE](#) as an Element, but it is not properly so.

Elementals are the total masters of these regions. The Pale is also filled with innumerable pocket dimensions, some lived in, others untouched or unclaimed, but very few ever stumble on one for the Veil hides them as it surrounds them. [GOB](#), [PERALDA](#), [DJIN](#), and [NECKSA](#) all make their homes in Demiplanes within the Pale, from whence come the many incredible elemental beings. Those four, in particular, are considered the Rulers of the Planes, and direct children of Powers That Be.

Often counted as an element is [VOID](#) (a direct conduit to The Void), but not a safe one. Don't open a passage there elementally. It never ends well. This may be why no spells truly use it – no one has survived the experience, since the caster is always subject to the Void themselves, and *nothing can control or direct the Void* except for the Void itself – even the Pale. Also, no one has ever seen a void elemental, or even verify if there is such. Even *spheres of annihilation* don't connect there.

SPATIAL DISTORTIONS

It is not wholly uncommon for those who use magic to carve out distinct, separate Demiplanes themselves, and perhaps even affix those spaces to objects. These spatial distortions are themselves Demiplanes – and often do not have constraints such as time or vacuum in them; they may also not have air and space.

PLANAR BREAKDOWN

When one combines the Planar Alignments, Cycles, Emotions, Dimensions, and Denizens into a single practical chart, the relationships between each and their relationship to Mortality (which is either a mix of them all or the source of them all) you get something like the table that will follow.

MORTALS are those beings who can die. Even if they do not want to. All Mortal beings go through The Cycle upon death.

IMMORTALS are those beings who cannot die. Even if they want to. Immortal beings cannot be killed, at all. They have access to typically greater powers. It is possible to destroy a *shell*, or a corporeal form, of an Immortal being, if they actually take one; but this does not kill them. Immortal beings do not go through The Cycle. They return to the dimension of origin and reform.

ALIGNMENT is the collection of forces that shape the greater cosmos. Alignment is given by priority.

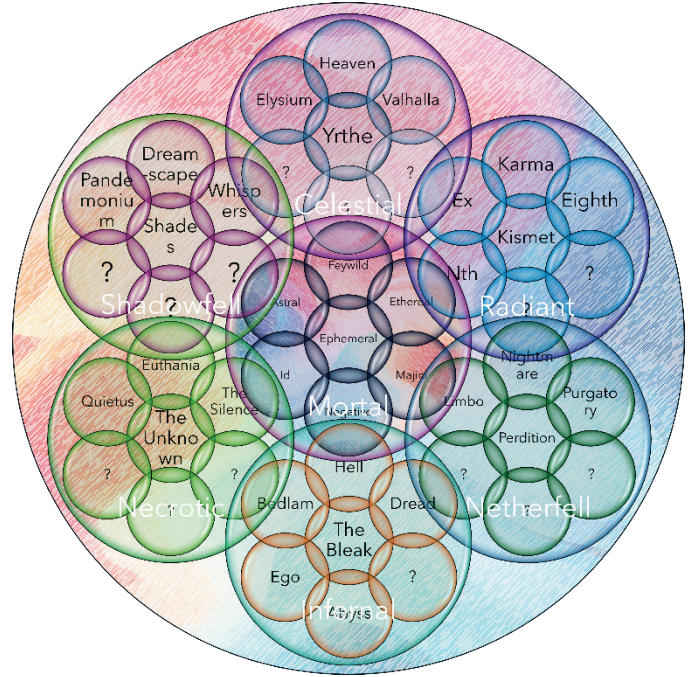
THE CYCLE is which parts of the Five Selves – The Quintelan -- are kept from the last incarnation.

EMOTION is the emotion that are strongest within that plane and impact the way the planar energies operate.

DIMENSIONS are the dimension of that plane, in order to their equivalents within Mortality (Ephemeral, Fairywilde, Astral, Ethereal).

DENIZENS are the beings that live there, starting with the primary occupants of the Seven Mortal Realms.

The **PLANE OF MORTALITY** is:



Alignment	Cycle	Magic	Emotions	Dimensions	Denizens
Pattern	Soul	Enchantment	All	Ephemeral	Mortals
Structure				Fairywilde	Fae
Balance	Spirit			Astral	Specters
Life				Ethereal	Phantasms

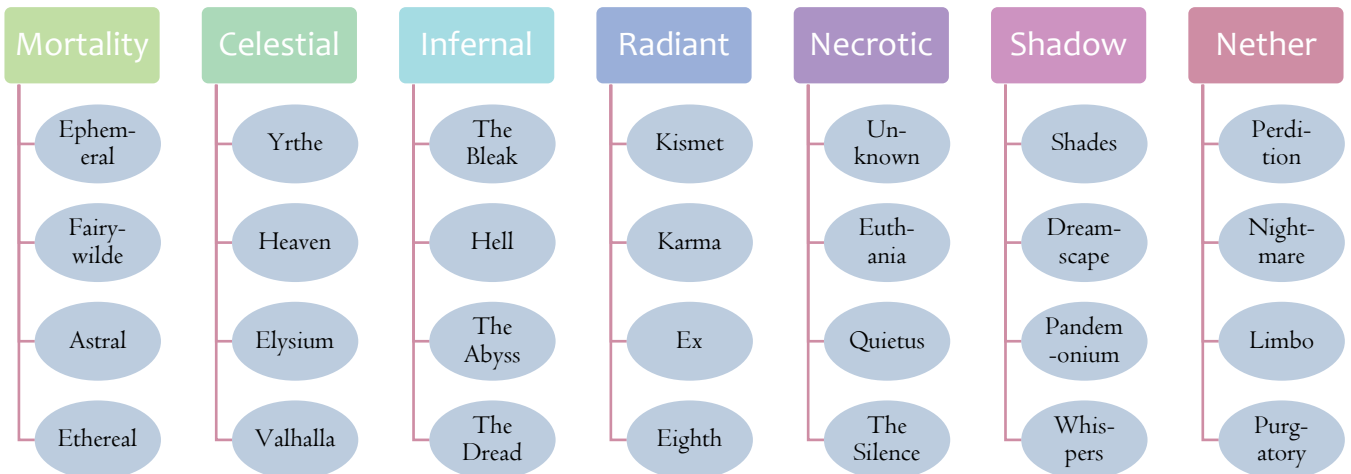
	Celestial	Radiant	Shadow	Infernal	Necrotic	Nether
Dimensions	Yrthe	Kismet	Shades	Bleak	Unknown	Perdition
	Heaven	Karma	Dreamscape	Hell	Euthania	Nightmare
	Elysium	Ex	Pandemonium	Bedlam	Quietus	Limbo
	Valhalla	Eighth	Whispers	Dread	Silence	Purgatory
	?	?	?	?	?	?
	?	Nth	?	Ego	?	?
	?	?	?	Abyss	?	?
Denizens	Mortals	Mortals	Mortals	Mortals	Mortals	Mortals
	Angels	Kauns	Shadows	Devils	Miasmas	Nightmares
	Valkyries	Kryos	Yuma	Demons	Ghouls	Wraiths
	Malakim	Lunos	Wisps	Hags	Ghasts	Wights

	Celestial	Radiant	Shadow	Infernal	Necrotic	Nether
Alignment	Beneifice	Independence	Agency	Malefice	Death	Balance
	Structure	Agency	Self	Agency	Structure	Dependence
	Balance	Self	Imbalance	Chaos	Pattern	Unity
	Pattern	Life	Independence	Imbalance	Unity	Pattern
	Unity	Chaos	Beneifice	Self	Balance	Death
	Dependence	Beneifice	Life	Independence	Malefice	Structure
	Life	Imbalance	Chaos	Death	Dependence	Malefice
Selves	Soul	Spirit	Soul	Soul	Spirit	Spirit
Body	Heart	Mind	Heart	Body	Mind	
Magic	Divination	Abjuration	Transmutation	Illusion	Necromancy	Evocation
Color	Gold	Blue	Violet	Orange	Red	Magenta
Emotion	Accepted	Amazed	Apathy	Aggression	Alienated	Abandoned
	Amused	Astonished	Boredom	Anger	Anxious	Aversive
	Confident	Awe-Filled	Embarrassment	Criticalness	Disrespected	Avoidant
	Content	Confused	Guilt	Frustration	Fear	Awful
	Courageous	Disillusioned	Ignored	Hatefulness	Frightened	Depressed
	Ecstatic	Dismayed	Indifference	Hostility	Humiliated	Despairing
	Fulfilled	Eager	Isolation	Hurt	Inadequate	Detestable
	Happy	Energetic	Liberation	Infuriation	Inferior	Disappointment
	Inquisitive	Excited	Loneliness	Insecurity	Insignificant	Disapproval
	Intimate	Fortunate	Powerlessness	Irritation	Overwhelmed	Disgust
	Joyful	Hopeful	Provocation	Jealousy	Rejected	Hesitant
	Loving	Inspired	Remorse	Resentment	Ridiculed	Judgmental
	Optimistic	Perplexed	Sadness	Sarcasm	Scared	Loathing
	Peaceful	Playful	Shame	Suspicious	Terrified	Pessimistic
	Proud	Startled	Skeptical	Threatening	Unloved	Repugnant
	Respected	Surprise	Unseen	Violation	Worried	Revulsion
	Sensitive	Unfortunate	Vulnerability	Withdrawn	Worthless	Unworthy

DOMAIN RELATIONSHIPS

Each Domain reflects some aspect of the Plane of Mortality, both as a whole and in its parts. For example, Wyrlde is a part of the Ephemeral Dimension, and is reflected by Yrthe, Kismet, and Shades in different ways. Likewise, Heaven, Hell, The Dreamscape and Nightmare are all reflections of the Fairywilde, as well, and this follows throughout.

Sometimes it helps to have it laid out simply, for understanding, but it always essential that one remain aware that all of them occupy the same are, just “out of phase” or “at a different frequency” from one another, like a bunch of marbles all in the same space at the same time.



This shows the relationships between the assorted dimensions, and thereby the relationships between beings like the miasmata, Fae, Angels, Devils, Shadows and Nightmares.

In terms of cooperative natures, Celestial/Radiant/Shadow and Infernal/Necrotic/Nether are the best known.

There are obvious oppositions in play Celestial vs Infernal, Radiant vs Necrotic, Shadow vs Nether. There are also less obvious oppositions: Shadow vs Necrotic, Radiant vs Nether, Radiant vs Shadow, Nether vs Necrotic.

There are conflicts of a tripartite nature beyond those: Celestial/Nether/Necrotic, Infernal/Shadow/Radiant. The relationships and hostilities are constant and involved and become issues that the Powers must deal with when engaging the service of Denizens.

DENIZENS RELATIONS

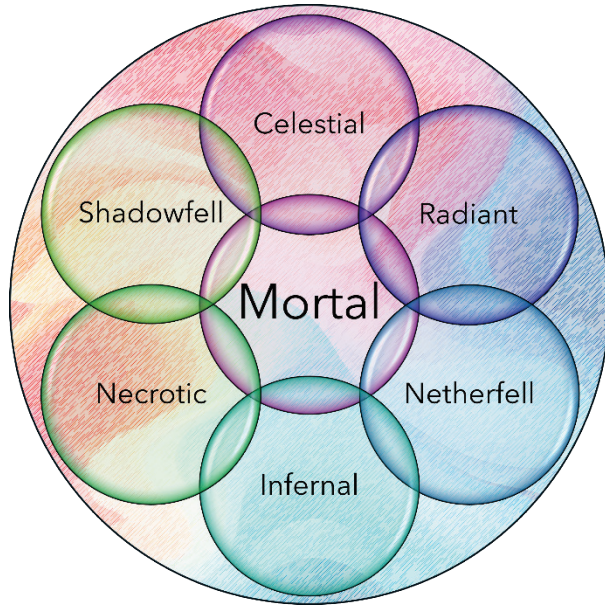
The assorted Denizens of the Planes have a somewhat complex relationship to the others. In most cases, this relationship can be described in a single term, the ambiguity of each fully embracing the possible ways in which these beings engage with one another. It should be noted that all the major beings are ultimately the children and grandchildren of the Powers That Be, and that their relationships with those Powers are distinct and separate from how they relate to each other.

In all cases, the Denizens of the Planes can be counted on or found serving assorted Powers in varying capacities, most often acting as servants, messengers, and general support staff for the Powers. Sometimes they are given tasks to handle within the Material such as guarding a potential Ikon or supporting someone of interest to a particular Power.

A single Power may have a Devil, Demon, Wraith, Angel, Valkyrie, Ghast, Ghoul, and so forth all serving them at the same time in the same place. This does not mean they get along, however. The following charts show the most common general reactions of the assorted Denizens to one another.

		Planes						
		Mortality	Celestial	Infernal	Radiant	Necrotic	Nether	Shadow
Planes	Mortality	Dependence	Confused	Desired	Concerned	Fear	Avoid	Fear
	Celestial	Benefice	--	Opposed	Allied	Avoid	Confused	Avoid
	Infernal	Malefice	Opposed	--	Avoid	Allied	Concerned	Confused
	Radiant	Chaos	Allied	Concerned	--	Opposed	Avoid	Concerned
	Necrotic	Pattern	Fear	Allied	Opposed	--	Confused	Avoid
	Shadow	Imbalance	Concerned	Avoid	Fear	Concerned	Opposed	--
	Nether	Balance	Avoid	Confused	Confused	Confused	--	Opposed

THE SEVEN PLANES



The many different planes are all inhabited by other beings.

If the current theory holds, then every person on Wyrld has a match in a different dimension, but those beings aren't always people, like us, even if they are, in fact, people who have once existed and passed on.

All the principal residents of the assorted planes are ultimately descended from the events before the God's War. We call them **DENIZENS**.

They are the literal children and grandchildren of Gods. They were often cast out by Belial when he ruled all, and more than a few are his issue. Later, some of them were turned to for help during the God's War (notably the Fairywilde).

The Seven Planes each have their own structure, their own way of being. We call each of the Dimensions within each plane a particular thing, often from concepts

handed down through the eons by the Ancient Ones. Each of them can be startlingly different in and of themselves.

The Dimensions are all separated from each other by a Veil, and the veils are separated by the Pale, and so they connect and sit beside and within each other, each occupying the exact same space but still set apart by the Veils.

This is readily shown by the status of the Dimensions of the Mortality: Ephemeral, Fairywilde, Astral, and Ethereal. Each Plane reflects these same four Dimensions back throughout, and so some correlation can be made among them.

It is key to note that each Plane has people who are beholden to it, and that at least one of the Dimensions in each of the Planes is essentially a complete mirror of Wyrld.

These complete mirrors are called The Seven Mortal Realms, for they are the central aspect of each of the planes in the same way that Ephemeral is the center of the Mortal Plane.

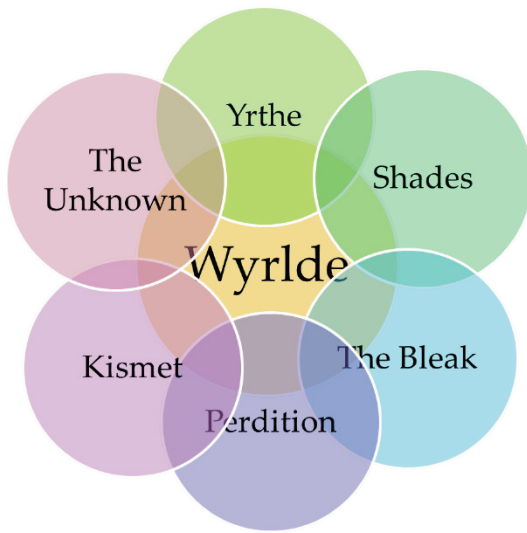
The six outer planes, as well, are *emotional*. When one is there, you feel the emotions tied to them more strongly, and when they come to the mortal plane, they often seek to instill those emotions in mortal beings, to use those emotions to drive us and manipulate us. While the seven axes of alignment may have some oversight on the nature of each plane, the emotions are what guides it, what suffuses it, and what empowers it.

This is why happiness is linked to kindness, and why anger is linked to cruelty. Why the necrotic realm is filled with grief and disgust, and the Nether realm is filled with fear and terror. Why Devils seek to corrupt, Demons seek to madden, and Hags seek to inspire vengeance.

It is also why all the planes are still of equal importance, and why each Mortal Realm is distinct.

Some will tell you that within each of the seven planes there are actually six dimensions and a mortal dimension, all reflecting this back. Here we have given you what we know, not what we suppose.

THE SEVEN MORTAL REALMS



One of the Dimensions for each Plane is always a Mortal Realm, and Mortal realms are echoes, reflections, shadows, or some form of variant of each other. It is a difficult explanation to give more accurately, since the planet could be completely different, with different names for everything and may not even have magic (as it is said is true of Shades). And yet, they are all part of the same cycle and ultimately are the afterlives we often speak of.

Sometimes people from them travel to us, while people from here have sometimes gone to those places, excepting Shades, from which no one has ever returned. In some of them, the Gods live and exist under different names, perhaps with the Old Ones being more powerful or the Powers behaving completely differently.

Each Mortal Realm has an additional challenge in that just as there is the Fairywilde and the Astral and the Ethereal here,

they have their own reflections and interact in similar ways with that realm.

Yrthe



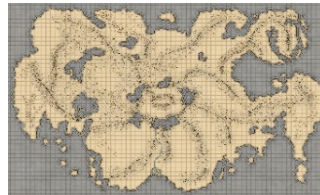
Shades



The Bleak



Perdition



Kismet



The Unknown



Of the Mortal Realms, the two that are closest in nature to Wyrld are Yrthe and The Bleak.

Yrthe is similar in many ways, though they call Professions there “classes” and they have very different ways of understanding things that often create confusion when they cross over here, or we cross over there.

The Bleak is essentially Wyrld but without magic as we understand it. There it seems a lot of folks have mental mind powers similar to our psychic ones.

Shades, as noted before, has no magic, no mind powers, noting. It is a strange place that reacts very badly to those who do appear if they are seen doing things using magic to arrive. The downside to it is that once beyond the gate or path of arrival, there is no magic, and so there is no chance of return. People do not regain Mana there, and it bleeds out of them slowly, eventually leaving them with little more than dregs.

THE CYCLE

From the end of the God's War, everyone born on Wyrld grows old and dies, and is reborn in another of the seven mortal worlds based on what they did while they were here, starting The Cycle. Every person on Wyrld is given to them by the Sisters five Spans of years, and while tide and time may conspire to take from one those years, that is the allotment they are given. Their alignment determines that order, that sequence, and they will live and die on each of those worlds before returning to Wyrld, born again.

Each passing divides the Five Selves anew and recycles the parts unused. The five Selves are Body, Heart, Mind, Soul, and Spirit. This is called the [QUINTELAN](#).

In this, these core parts of each person's Self, we know the body is the flesh, the mind is thought, the heart is emotion, the soul is essence, and the spirit is purpose. For each of the Mortal Realms beyond the Ephemeral, only two parts are saved, until they come back to Wyrld, and their parts are reunited for another start to the cycle.

In rare or unusual circumstances, someone may be *summoned* or *reincarnated* from outside the Cycle, outside the Cosmos. They are Incarnates, and are considered uniformly weird, but they, too, are subject to the Cycle thereafter. Antelle calls it the "*hotel kalifornya* complex".

MORTALITY

The dimensions of The Mortal Plane consist of the four dimensions that all interact and connect in some way: [THE ASTRAL](#), [THE ETHEREAL](#), [FAIRYWILDE](#), and [THE EPHEMERAL](#).

The Mortal Plane combines all the emotions, and the form of magic that is most closely tied to it is Enchantment.

It blends the alignments, and Heirs of Power are the Fae, Specters, and Phantasms.

THE EPHEMERAL (THE WYRLDE)

This is the dimension we all exist in. For those crossing into the Mortal Plane and any of its dimensions, the greatest potential threats are [MORTALITY](#) and [ENFLESHMENT](#), for just as the other planes contain risks for visitors from here, those from there *do* face risks coming here. Also, the immediate attention of Chicory, which is why the threats are a risk.

In this case, those beings will find themselves given a fleshy form (save for Demons, who seem to be gifted to be more malleable) and are afflicted with mortality (they can have those fleshy forms slain). To the best of our ability, research has shown that even when forced into mortality, those beings who are Heirs of Power do not have their Quintelan stolen or dispersed, and simply reform upon the Dimension of their birth some period of sevens after their apparent destruction.

The Ephemeral is the central part of the Plane of Mortality. While for us it is nothing, for those traveling here, it *could* mean that they are bound to flesh, and so locked into the Cycle, and that that fleshy form will itself become mortal, and so subject to the same mortal risks we have. It is this part which leads us to believe that in some circumstances, one can be reborn within The Cycle as a member of one of the Denizen species, for while there are certainly Heirs to Power that are not sent into the cycle, there are Denizens who are.

THE ASTRAL

This is the Astral Dimension, which sits just beyond the Veil.

When one [ASTRAL PROJECTS](#) one gains the ability to cross the Veil to this dimension, which is dangerous and risky even at the best of times. An astral form is a [SPIRITUAL](#) form, always tied to a body by a thin, endless, Silver Cord that if severed, will sever Body and Heart from Spirit, Soul, and Mind. It is theorized that some Ghosts are the victims of such a rite gone awry.

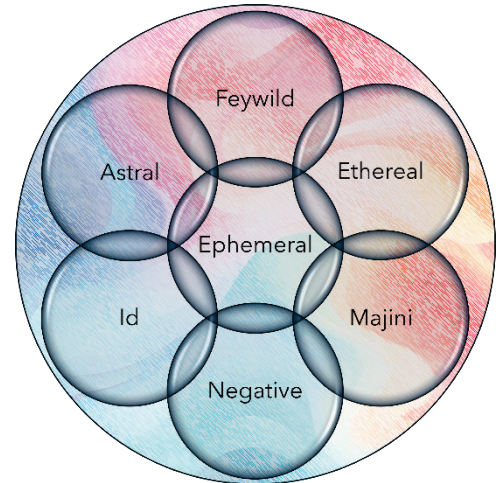
All manner of creatures make their homes here, but the most common and most dangerous are [PHANTASMS](#), who in the Astral are the manifestations of the Ego of people of the Mortal Realms. Phantasms sometimes cross to Wyrld, and are exceptionally dangerous beings, for they can sever that connection – or potentially rip a person into their discrete parts (Mind, Soul, Spirit, Body, Anima). They seek to sever the astral cords and use them to take over the body.

The Astral is difficult to remain in; it has a sense of magic and mayhem that do not match our own and is often thought of as a place of sheer chaos, filled with massive shapes and forms that seem as if they are planets connected by long rods, or floating globules. Vast beings and miniscule ones occupy this dimension, with castles that might fit in the palm of your hand or that might contain entire cities.

THE ETHEREAL

The Ethereal is like a vast space of thick pea soup, but a uniform pearlescent gray.

It is to this dimension that many beings shunt physical mass when they become Ethereal, crossing the Veil back and forth, and using it to move around without physical limits in Fairywilde or Mortal Plane. Of all the local dimensions, this one is the strangest, for it seems to be empty, and yet you can see everything there if you look



at it out of the corner of your eye. You can pass through buildings and walls, and the denizens can scream and flee if they perceive you. The Ethereal is **IMMATERIAL**, a way of wholly existing in between the spaces of things which are perceived as solid, and a counterpart to **SPIRITUAL**. It is supposed that if one were to be a natural denizen there, and you were to see the passage of folks from here, we would appear as ghosts and similar strange apparitions.

The Ethereal is filled with wild and peculiar tornadoes, whirlwinds and changestorms. These are serpentine columns that spin through the dimension. They appear abruptly, distorting and uprooting ethereal forms in their path and carrying the debris for leagues.

Being trapped in a change storm can change a person, and yet if they are using the power of the dimension, such as if they are passing ethereally, then those changes won't be visible on the body. If they travel in the flesh, however, they can be, and it can be both painful and startling.

Many beings seem to have deep links to this dimension, and can see into it or walk through it, or somehow dwell across the threshold as liminal beings.

FAIRYWILDE

Because of longstanding vagaries within the Veil between the Ephemeral and Fairywilde, we know more about this dimension than we do any other, as there is often and frequent travel (willing and unwilling) twixt the two dimensions.

This dimension is a land of pastoral wonder, beautiful and magnificent, primal, and untamed. It is lit throughout with a soft light that is strong and joyful, with a light breeze throughout – always warm, never day nor night.

It mirrors and reflects the contours of the Wyrld, but as if it were long before the God's War, and with every step a new delight and wonder to behold. A sense of Awe permeates the entirety of the Fairywilde.

Let not this sylvan and bucolic land fool you, however. Time is not stable here, warping differently for each person, and memory is variable. This is not a realm that is safe or right and is dangerous for us.

The Fairywilde is populated by the Fae – dryads, satyrs, pixies, sprites, as well as things such as faerie dragons, blink dogs, displacer beasts, unicorns, and treants. They refer to the Fairywilde as "**FAERIE**," meaning the plane they come from.

The Fae are not malevolent, even the Fell Fae; they are instead quite alien to our ways of thinking, our value systems, and our brief lifespans. The Fae do not like people. Especially humans. Except, perhaps, as pets and curios, diversions, and delights, as zoo occupants and sideshow freaks – often with some aspect of them twisted.

The Fae do not seem quite right to humans of any sort – they are the obverse of us, the unreal made present, and are unnerving and peculiar. They shun the use of smithed and swained and wrought materials, and seek simplicity and harmony, unless it is of exquisite make, and exceptionally beautiful.

The Fae live in different groups and gatherings called **COURTS** among themselves. There are two broad categories of Fae: **FEY** and **FELL**. This is different from their Courts.

The **FEY** are aesthetically pleasing to look on and gifted with wondrous powers that allow them to carry a piece of the Fairywilde wherever they go. The **FELL** are not. Fells exist in many planes (especially the Shadow and the Nether), and some argue that Fells are not actually of the Fairywilde. Fae are, like all Heirs of Power, immortal – that is, they cannot die, though their mortal forms can be dispersed for a time.

It should also be pointed out that as a result of the Fell Fae, the term Fell has come to be synonymous with beings from other lanes and Dimensions as well. Netherfells and Shadowfells are good examples of this.

COURTS

The Fae are governed by a series of Kings and Queens, who are known to all be related, who oversee the several Courts. It is not a place of cities so much as a place of individual whim, the persistent manifestation of whimsy

and peculiarity. Courts are fluid and flexible in their space and time – each is seemingly unending, and yet they all can be crossed and traveled among by those with the knowledge of how.

There are many different courts in the Fairywilde, and no two of them are alike.

MAG MELL

THE PLEASANT PLAIN. A vast Plain that stretches for miles, often confused with the Summerlands by those from elsewhere, it is a realm of rolling hills and pleasant steppe. Mag Mell is always a lonely place in feeling and is the home of **THE SOLITARY COURT**. It is ruled by **PUCK**, composed of those who owe fealty to none but themselves, and who grudgingly allow Puck to haphazardly rule them.

Solitary Fae are dangerous and potent and should be avoided more than others.

EHVANABLAKH

THE ORCHARD OF GOLDEN APPLES. It is ruled by **TITANIA**, the magnificent Fae whose brilliance and beauty is only marred by their alienness and is the heart of **THE SEELIE COURT**.

TIERSNANOG

THE LAND OF YOUTH, and possibly the only true city in all of the Fairywilde as we understand them. It is ruled by **OBERON**, chief of **THE SLEEPING COURT**. He is often called the Good Fairy, whose lusts and whims have ever been a challenge for those of us on the Mortal Plane.

ARBOREA

THE WILD FOREST. It is said the trees here are so tall and that their tops are so broad, that one can enter the Wild Forest, and never see the stars or the sun – but you can always see the moonlight. It is **THE COURT OF WHISPERS**, ruled by **THE MORRIGANS**.

BEASTLANDS

The Court between all other Courts and The **HEART OF FAERIE**. It is the heart of **THE UNSEELIE COURT**, ruled by of **ARAWN**, whose stag horns wax and wane with the seasons, and whose court is filled with things around death and fate.

SUMMERLAND

The realm of lakes and rivers, meadows, and flowers. It is ruled by the **COURT OF TROOPING**, beneath sweet **RHIANNON**, always moving with each season, forever following the path of Spring. It is said that a mortal who gazes upon Rhiannon cannot help but falling in love with her.

ANUEVIN

THE SINISTER BOG. It is ruled by **KERNABOG**, whose rule is fierce, harsh, and bloody. It is almost exclusively filled with Fell, and they can surprise, for **THE NIGHT COURT** is never as scary as it can appear.

INCLINATIONS

Fae have strong attachments and fondness for Rowan Trees, Ashoka Trees, Hawthorn Trees, and Sal Trees, which they cannot find in Fairywilde.

They consider these things sacred and holy, and as most Fae are animists and animistic beings, this can have a lot of effect.

Fae also have a fondness for Mistletoe, St John's Wort, selfless kindness, small harness bells called "sweet bells", cream, fresh bread, sugar, honey, and falling in love.

Fae do not like and will avoid people who are wearing clothes inside out, Timing Bells (and clocks in general), four leaf clovers, marjoram, thyme, and burnt sage.

CROSSINGS

The Fairywilde is awfully close to Wyrld, and the folk there like to keep it close and firmly attached, and so create a host of ways to pass in and out with strange rituals around the points of entry. The Fairywilde can be reached through these crossings fashioned by the Fae themselves, often as traps to lure new toys to play with. They cross mostly during Dusk and Dawn, avoiding other times of day to cross over. It is known to be the most easily reached of all the different planes, and the riskiest, for there is little they cherish more than new pets and fresh diversions – fey are immortal.

They like Mortality and very often desire it for themselves – though the motivations for that are as varied and changeable as the uncounted number of Fae themselves.

Should you ever have cause to investigate a Fae place, when you approach do so from either the South or the East, and with North your guide, circle the site a time of three, either widdershins or sunward, occasionally moonward, before trying to enter, to avoid any Glamours or enchantments, or being sucked into the Fairywilde.

FAIRY MOUNDS

Also known as Fairy Hills or Fairy Forts, these are the stone circles, ringforts, hillforts, or other circular dwellings.

These remains are said to be either homes for fairies and other supernatural creatures, or portals to the Fairywilde.

FAIRY RINGS

Fairy Rings are rings of mushrooms caused by fairies and Elfin dancing around in a circle at night that are said to be locations where fairies congregate.

If any person who stumbles upon these festivities enters the fairy ring, they are forced to dance until they are driven mad, die, or pass out from exhaustion.

Some fairy rings will draw you into the Fairywilde, and there you will be lost and subject to strange experiences.

FAE TRICKS

The Fae employ several tricks and tweaks that sometimes act to lure Mortals into their realm, or to give them a chance to abduct them, or sometimes just to avoid being seen. Perhaps the most obvious trick is how when spoken the names of much of this sound alike, and it is possible that ultimately all of them share the same name, and it is us who are confused.

CHANGELINGS

Sickly or malformed Fae babies undesired by the Fae that are left in place after secretly kidnapping their actual baby. Using glamours, the child will grow within the home of their mortal hosts, often ill and in poor health, as the dimension is not their own, and while some do survive to adulthood, it is rare enough that they are very unlikely to ever be aware of their origins.

GLAMOUR

A gift of the Fae that allows them to appear as if they are Human (specifically). It is a form of illusion that all Fae can perform. Mages across all the Affinities have found ways to mimic the capability, but never exactly the same.

FAIRY GOLD

A bespelled object often used by the Fae when dealing with people, a form of payment often far more than what is owed in order to encourage the taker.

Fairy gold is often leaves, stones, and similar otherwise worthless stuff that is bespelled or glamoured to appear to be actual coin.

TRUTH TELLERS

It is often said that Fae cannot lie – this is not true – they do, and often, if it benefits them, but they often do not *benefit* from spoken lies, and they are crafty to avoid acknowledged debt.

It is wiser to say that they speak truth because they live immense lives and lies have a way of catching up to one, binding them in a debt of their own making, over the centuries of eternity.

DEBT COUNTERS

It is Debt that has significant weight within Fae cultures, and just about the only seemingly universal trait they have.

FAIRY OINTMENT

Allows one to see through the Glamours that Fae use, which is a form of Fairywilde magic akin to our own. It is exceedingly difficult to make here, as we lack some of the ingredients.

It is often used by Fae to enable those they kidnap for slaves to be able to see.

CELESTIAL DOMAIN

The plane of celestial form, sometimes called Divinity, is almost an amalgam of the others, resembling a ghostly version of the Mortal Plane but lifeless save where the Powers and Denizens and such tread -- they cause life to bloom there. It is said that Yrthe comes from them having walked every inch of it.

Here the colors are muted, duller, as if in shadow. Even the sky seems to be dimmed somehow. It is warm, and there is a gentle breeze, and there is peace and fun to be had, and the occupants range from those who fashion delightful playgrounds for themselves to the Giants who fashion cities of fancy.

It is not a glum place, but rather it is infused with a soft mirth that has an edge to it, like a cutting joke that has lost its bite. The risk here is losing one's spirit -- not their soul, but the very force that animates and gives them life, free of the burden of experience and memory.

The Celestial Domain is a domain where the emotions of Happiness, Joy, Pride, Acceptance, Peacefulness, Intimacy, Optimism, Ecstasy, Amusement, Inquisitiveness, Confidence, Respected, Fulfillment, Contentment, Courage, Love, and Sensitivity are strongest. It is a realm where Benefice and Benevolence is strongest as a feeling, a sense, and as an energy.

YRTHE

Yrthe is a reflection of Wyrld, and of all of the Mortal Realms, it is the one we have seen people come from the most. Yrthe appears to be very much the same, and yet there are an incredible number of subtle differences. Among a certain group of scholars, there is a thought experiment that suggests that if the universe had rules, like a game, that Yrthe would be the rules for one version, and Wyrld would be the rules for another, although it is always the same game being played. Naturally, most scholars scoff at this notion as even having a glimmer of possibility, but even they will rely on the thought experiment.

HEAVEN

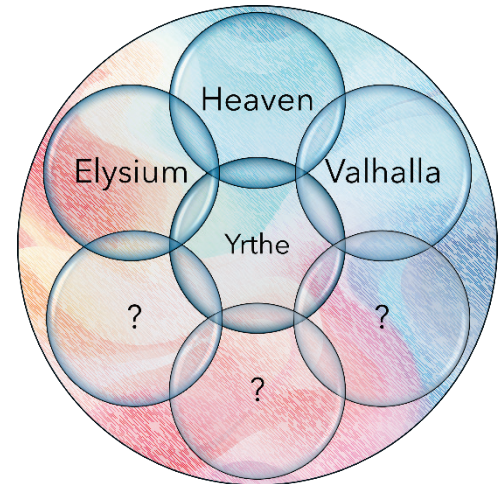
Heaven is the equivalent reflection, or shadow, or echo of The Fairywilde for the Celestial Plane. In relation to Yrthe, it often has breakthroughs and touches consistently, and it is Angels who interact the most there with the people that dwell upon it.

ELYSIUM

The realm of the Malakim, it is a place of mutual interdependence, and shared commonality.

VALHALA

Home to Valkyries, this is a realm of gustatorial happiness and joy. Valhalla is a bizarre plane of massive floating islands, trailing vines and roots off into the misty spaces, and upon each island lies a Steading that inevitably features some sort of house or other building. The floating islands move about, and travel between them is often by winged steed or flying carriages.



INFERNAL DOMAIN

This plane is suffused with despair, anger, and madness. It is a place that makes one feel paranoid, because the Denizens of this realm make The Bleak into a place of sadness, terror, and suffering. It is the home to much darkness and evil, as well as rumored to be the place to which the Dread Powers That Be are tied, though their prison itself crosses other planes to seal them.

The Infernal Domain is a realm where Malefice and Malevolence are the normal way of things. The emotions that are strongest here are Threatened, Hateful, Mad, Hurt, Aggression, Frustration, Aloof, Critical, Sarcastic, Skeptical, Suspicious, Withdrawn, Irritated, Hostile, Enraged, Violated, Resentful, Jealousy, and Embarrassed.

THE BLEAK

Half dead, ruined, blasted, The Bleak is a world that would likely be our lot should the Fairywilde ever gain the ability to conquer that the Hell has. The air is tinged with red, is gritty, rough, abrasive, and there is always a hot wind blowing. The world of The Bleak has no winter, and no rain, and water is a precious commodity. Centuries ago, some great effort breached the Veil, and since then the Devils of Hell have had near free reign. There are a thousand tiny kingdoms here, always at war with one another, the nobility always being a devil.

This arrangement does not please either the Hags or the Demons, who are forever causing havoc in an attempt to create their own breach – attempts which often have led them here to Wyrld.

HELL

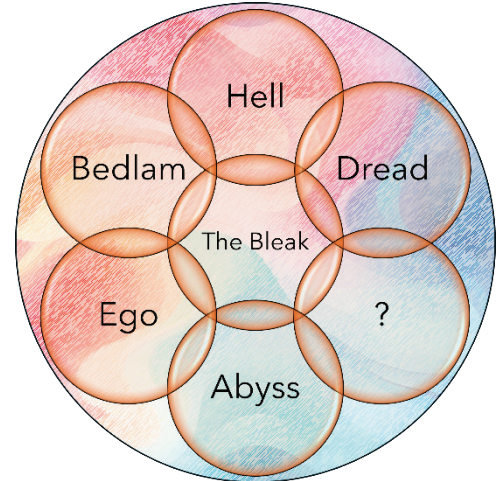
The layer of Hell is the home of Devils, who seek flesh and corruption. Hell is sulfurous in smell, the skies are thick and black clouds with red and yellow flashes, the landscape is barren. Hell's main landscape rises in a ziggurat-like vast mountain that has a flat, broad top, the size of which is like unto a vast empire of its own. Beneath this immense mesa, arranged in broad rings, lie the seven hells themselves, each having many smaller sections, often dedicated to specific forms of torture and corruption, of subjugation and experimentation. Between each ring and the inner one is a deep and wide crevasse, pitch black even when light is thrown in, that leads to a bottomless pit. Above, the Hell above it stretches a thousand feet, and even the lowest level stretches a thousand feet above a vast field of always boiling lava and worse, the sea of doom and horror stretching to the horizon around this immense and hard to believe mountain of despair.

Each ring is of equal size even as they expand out, and from atop the great mesa, one can look down and see all the horrors. Within each Ring there is a Duke, and above them all sits a Prince, and beneath them are assorted nobility of Earls, Counts, Barons, and more, though these names for such are the ones they use.

Each Duke has several nobles attending them, sworn by complex bonds of magical and other bonds that are meant to ensure loyalty among a people whose entire world is built on the idea of corrupting a soul so that it is sweeter when it is consumed. Backstabbing, betrayal, and distrust are the normal order of things in Hell. Hell thrives on those captured and taken from other planes, with the people struggling to live under the brutal and cruel leadership of the Legions. Since the conquest of The Bleak, they have been slowly stripping it of all things and this is likely why the Bleak is seen as the afterlife of those who were cruel and evil and unjust.

The three most powerful of the Dukes are Asmodeus, Astaroth, and Samael, occupying the second, third, and fourth rings. Accounts are confused about who the Prince of Hell is. As of Ara's last check, it was Asmodeus, the Black Heart of Hell. As recently as 100 years ago, it was Samael, The Black Fist of Hell. Astaroth, The Black Prayer of Hell, has been known to hold the seat.

The lower hells are forever squabbling and shifting and changing in leadership, but it is believed that one particular Devil is beginning to become a very strong force – strong enough to possibly challenge even Asmodeus if she can keep her wits about her.



THE ABYSS

The Abyss is a vast world without sun or moon, stars or comets, a vast and unending eternity of simple absence that stretches forever away from an immense world size cylindrical pit that stretches off eternally. From any place on the surface of the vast world of the Abyss, when you look directly up above you, all you can see is the rest of the Abyss and if you had the time, you could walk around to it. To see the black void, you must look past only the two edge horizons, for the inside of the cylinder is the abyss, and the outside cannot, and many say will not support life.

Like the Feywild, the Abyss as a place is alive, and thinks and plots and punishes.

When standing on the surface, the curve is only visible at the furthest edge of the horizon, and it is only the strange massive spires, broad at their base and narrowing into needlelike towers, that provide light, each equidistant from the rest in a pattern that can be seen to be staggered when you look up, so that there is always light somewhere in sight – even if your great Spire is currently dark as the furnaces that power them are cleaned. The furnaces are fueled by the corpses of those who fall into the hands of a powerful demon and are always those that are no longer of any use.

The abyss is cold, and when a wind blows it is bitterly cold, though there is never snow and rarely ice, and little is going to be allowed to stop the ongoing farming that all the lesser beings are responsible for. In the Abyss, the farms are filled with strange, worm-like things, always wriggling in their upright position, always rooted in the soil, and all of them suffering and broadcasting the emotions they feel to the demons that work, rule, and thrive on the consumption of emotions and dreams, on the possibility and potential, of each of those tiny, sapient, living things grown like wheat in a field. Each of them is a living being from somewhere else, reduced to a lemure in torment, and held for as long as possible until they have finally passed – at which point they go to serve in the great furnace spires.

The Abyss has no rulers, no government, and is very much an *everyone for themselves* realm.

DREAD DOMAIN

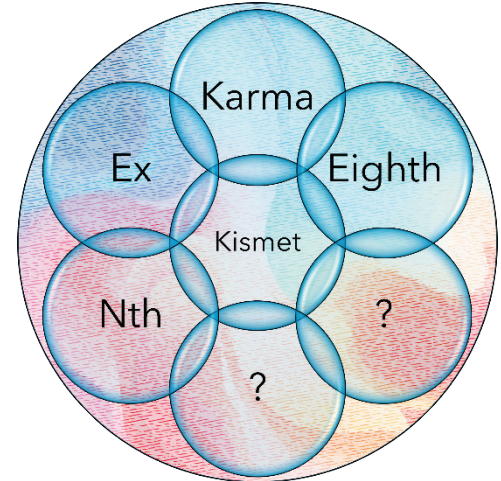
Here, Power and Fear sustain all. It is the planar home of the Dread Powers of the Host. This is the realm to which the Hags were banished. The Hags are ruled by Baba Yaga. As near as anyone can tell, the Dread Domain is an unending swamp.

RADIANT REALM

The source of Radiant energy. At least a couple of The Powers That Be make their homes here. Radiant energy seems to be linked in the mind of many to something noble and pure and good to things like the sun. The Radiant realm is indeed bright, and it is said that there are no shadows in any of its parts, but when the darkness is not visible, it merely hides.

Radiant beings are amazingly lucky or unlucky, and they often will toss it at others.

The Radiant realm is a place of Independence and Individuality, with emotions such as Excitement, Amazement, Startlement, Bemusement, Dismay, Disillusionment, Eagerness, Perplexment, Astonishment, and Surprise are strongest.



KISMET

The reflection of Wyrld. It is said to be one of the most wonderful places – or one of the worst. Depends on how fortunate you are.

KARMA

It is said this is where the spirits of cats pass on to. Of note is that a startling number of the beings here appear to be variations on Black Cats. At some point during the Bleak Journey, a Kaun named Lepre appeared to the wandering folks and provided aid for a time that always seemed to have some strange catch associated with it. So enduring is the tale in some form or other than to this day, their name has become synonymous among the unlearned for beings from this realm.

EX

For good or for ill, one can always find what one seeks here – so a lot of people do not look for anything. Ex, sometimes just called Dimension X, is home to the many, many different kinds of Khrysos, including but not limited to the shikigami, pokegami, and the kuregami.

EIGHTH

The home of Lunos. It is said that all luck comes from this dimension, but that seems a bit farfetched to me, although all the fables, myths, and legends do indicate that it is highly likely the Sisters have some sort of domicile within the realm, and if so, then it may be true – few have the will to resist destiny.

The Eighth Dimension is impossible to explain beyond simply saying that it is somewhere past the second star to the right, over the rainbow, and beyond the reach of Night. Dogs are rumored to come from here.

NECROTIC REALM

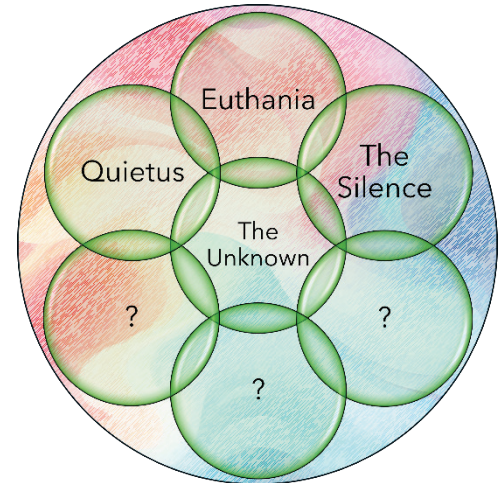
Source of Necrotic energy. The Necrotic realm is the land of Death, or unLife, of the cruel vagaries of the daily life. It is a land of extremism and undaunted will. It is the realm of the power that drives the undead and that brings harm.

It is part of where Liches and Vampires draw from for their horrific powers, even though they, themselves, are not undead.

The psychic emanations occasionally encountered on Wyrld owe half their weight to this realm, and half to its competing neighbor.

The necrotic realm is battled fiercely with by the Shrinewards, who must find ways to overcome and help defeat the senses of Fear, Humiliation Rejection, Anxiousness, Ridicule, Alienation, Inadequacy, Insignificance, Worthlessness, Disrespect, Inferiority, Inadequacy, Worry, Fright, and Terror that follow and flow from anything associated with this plane, which is perhaps more feared even than the Infernal.

It is to be expected of a realm to which necromancy is tied.



THE UNKNOWN

The Unknown is one of the Seven Mortal Realms, known for constantly dealing with the battles between the living and the dead. It is said that among the many smaller realms of this Plane are those of history and myth, legend and superstition. It is also said that the rulers of the World are indeed Vampires.

The Unknown is a blasted and twisted world, filled with the walking dead, haunted by angry and vengeful spirits. Here, the phrase “into the unknown” means to walk out one’s door, to try and live a life that has meaning, for while the Unknown is one of the closest of all the reflections there are, it is a world where the dead walk, where death is not an end, merely a fresh horror, and where grave means risk, but not a place.

There is an uneasy truce between The Unknown and both Quietus and The Silence, for the walking and living dead have a predator or two, and those are the Ghosts and the Ghouls, though both also like a bit of the ole freshy fresh.

Some have argued that things cannot possibly be as bad as they seem to be – only to be reminded that the dead far outnumber the living, and so the entire world is an ever-ongoing challenge of both survival and trying to live a normal life.

EUTHANIA

This is where the power to animate zombies, skeletons, mummies, and other undead springs forth. As a space, it occupies much the same kind of strangeness that the Fairywilde does, but instead of being a tangible, physical place, it is entirely and wholly spiritual, immaterial, intangible. Euthania is filled with what is called **NIGHT AIR**. This is the swirling mists and clouds that make up the whole of this plane.

Within the night air, the strange spirits known as **VAPOURS**, **MIASMAS**, **PNEUMAS**, **ZYMA**, and **HUMOURS** exist. They are spiritual things, wholly without flesh, and they survive outside the Night Air only for minutes unless they do the simplest thing in the world for them – possess and inhabit the dead. If it can move, they can inhabit it and give it motion, and while they cannot slow down the decomposition of it, they can keep it moving so long as enough of it can be articulated they the ever-shifting mists of which they are composed.

Should their host fail, they can seek a new one, but it must be quick, and it cannot be something still alive. It is for this reason that these same beings are used to manipulate and move golems and similar contraptions, and it is said that Dreadnaughts are empowered by them.

QUIETUS

A quiet and solemn plane. Home of Ghouls. Everything in the vast plains of Quietus is seemingly muted, dampened, slowed. It is otherwise a beautiful realm, filled with all manner of wildlife and an incredible diversity of plants, but nothing larger than a horse, and ghouls cannot eat living things – only the dead.

SILENCE

Lycanthropic curses appear to draw from this plane, and it is where Ghosts come from. The Silence is exactly that – silent. No sound exists here, though it is an otherwise pastoral place. There is no wind, and there are trees said to be as old as the Powers here.

There are, however, only two things that live within this realm of absolute silence: Ghosts and their primary prey, the [GORMEN](#). Gormen are swift, four limbed, broadly built and stout beings occasionally finding themselves within Wyrld and there they are called [MINOTAURS](#). They are the prey and predators of Ghosts, and the same is true for them.

Fire does not burn here, and it is said that the air is so poisonous that only those two beings have survived.

THE SHADOWFELL

The land of shadows, of smoke without substance, of reflections of that which is imagined, or half seen, is one of the most powerful of the planes. It is said the sun never rises here. And that it has never set.

The **SHADOW LANDS** are home to some of the Powers that Be, especially among the Five of the Host. They are one of the most well-known among mages, who will turn to the power of Shadow for all manner of spells (or did you think invisibility came from nowhere?). Many magical items draw on the power of Shadow, which has peculiar properties in the Material. The Shadowlands are home to the power of Shadow, which is dangerous to heart.

The Shadowland are a realm where Sadness, Guilt, Loneliness, Boredom, Remorse, Shame, Ignored, Powerlessness,

Vulnerability, Isolation, Liberation, Provocation, Skeptical, Embarrassment, Apathy, Indifference, and feeling Unseen are all part of the normal process of life. Tied to transmutation, it is a place of constant changeability, chaotic and dreary.

Fairywilde is deeply attached in some way to the Shadowlands, which have a reputation for being eviler than they really are.

SHADES

This is the mirror of Wyrld. Shades is best known for a horrifying truth that no one dares mention often: there is no magic on Shades, and thus those who go there and not through Pandemonium, Nightmare, or Whispers, are forever trapped.

DREAMSCAPE

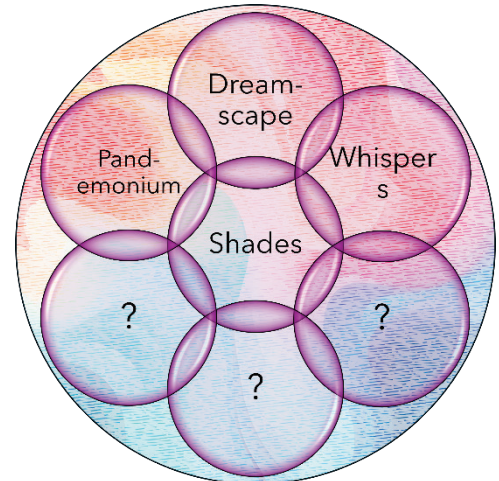
The Dreamscape is a place where the thoughts of people are made real. It is often used by Demons as a place of hunting. The dreamscape is where all dreams come from. The realm of Dreamscape is in a War with Nightmare

PANDEMONIUM

An almost perfect manifestation of chaos, this is a protean dimension of constant change and unending variability.

WHISPERS

This is a realm where all thoughts are heard, all utterances are echoes, and all hopes are made manifest. It is a place of, well, whispers and Wisps.



THE NETHERFELL

This plane is featureless save for what has been built upon it. It is surrounded by a pale blue sky, but there is no warmth to it, though one can see. There is no wind, no waves, no motion here save what the denizens and occupants bring with them.

That isn't exaggerating, either. The Nether realm is the source of Psychic emanations and powers, and Wraiths are feared in part so greatly because they cause psychic damage, not physical.

The [DREAMSCAPE](#) is a dimension within the Shadow Realm, just as [NIGHTMARE](#) is one in the Nether Realm.

PERDITION

Those in Perdition are always struggling to move, to travel, to explore, to venture. The great cities of Perdition are overseen by a Power called the [LADY OF PAIN](#).

Perdition is said to be unpleasant, and the people there tend towards action over the apathy of Limbo. One person described it as a never-ending party, where the most superficial and ostentatious of things are given the greatest import.

NIGHTMARE

Nightmare is as one expects – the place where nightmares are real, given flesh and blood and shape and form. All Nightmares comes from this Dimension. The denizens of Nightmare are in a war with those of the Dreamscape. Nightmare, after all, has every nightmarish being ever dreamed.

Nightmare, and the Netherfells that inhabit it, are also engaged in a series of ongoing and fascinating battles with the assorted Mortal Realms, seeking a way to invade them. It began when they approached different people and made a bargain: Defend your dimension using your best warriors in single combat with the chosen of Nightmare. Now this ongoing series of mortal combats is held throughout different Mortal Realms.

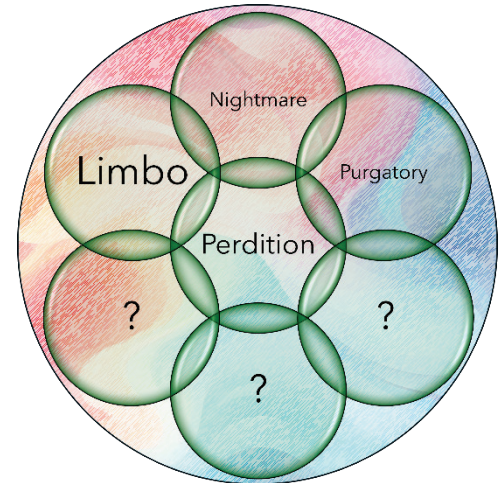
LIMBO

It is said that Limbo is one of the seven great afterlives, and if so, it is a mighty boring one. Limbo is pretty much a reflection of all the most boring parts of life on Wyrld. Nothing exciting ever happens here, it seems. People go to work, they come home, they do the same things over and over again, and the one thing that disrupts any of it is forgotten almost as fast as it happens.

That thing is Wraith attacks. They live on the souls of the people, and should a wraith kill you in Limbo, you are removed from the Cycle and the Arenas.

PURGATORY

It is often said that those whose horrors in life were filled with cruelty and loathing are tossed to Perdition in the hopes they will be taken to Purgatory. One does not seek to visit Purgatory. It is said that once there, the magic is so different from our own that you can become trapped there forever.



THE POWERS OF WYRLDE

This world has a host of Powers That Be, but they are neither ineffable nor are they omniscient. They are petty, cruel, kind, benevolent, capricious, and as varied in their temperaments as any person is from another. They can have understandable motivations and they do not always react like we tend to think Gods will react.

Moreso, there are two different structures: the Old Ones, ancient deities that are said to have traveled to Wyrld with us, that we brought them. And then there is The Host, who arose from us, and became the Powers That Be we know.

Only the Old Ones are called Gods. This because people don't like Gods. Gods led them into a war that destroyed everything, and then abandoned the people when they were needed the most, having made great and grand promises. Gods are cruel, scheming, traitorous. Powers are just folks who can do a lot more than the average person. If nothing else, Clerics are good at marketing. Clerics and related sorts within the Empire are looked at askance; as weird, somewhat dangerous, and yet useful.

The Powers That Be do not have domains. They are not in charge of a single thing or collection of parts of the whole, Each of the is a stand-alone Power, with oversight and control of everything and anything. They are not truly a pantheon either, though often they are referred to in such a manner when folks speak about the Bright, Shadow, and Dread Hosts. They are, then, not gods of anything, merely Powers That Be, and they are all competing with each other for followers.

Now, the Powers of the world are not omniscient unless they focus in on something. They are all but omnipotent, and while they are often distracted and distant, they can still be subject to common foibles familiar to humans.

I use an analogy that the people of the world and all the things on it are akin to the grains of sand on a beach. Normally they are only perceived as a collective, a whole, a grand thing of its own, often beautiful.

But if that Power tries to focus on a single grain of sand, there are so many that they have to work to narrow their focus down, like we would in terms of kneeling and touching a place of sand and having a few grains sticking to our fingers and then focusing in on just one of them, to the exclusion of others. Now we add in the factor of time, because as beings, they exist at multiples points in time simultaneously, many pasts, many potential futures, many varied presents, and they also do so across much of space. Much of the time they are only aware of larger things, of major things -- like the waves upon that beach.

But that doesn't mean they can't pay attention to a single thing, or that they haven't figured out or set up ways to draw their attention.

The habit of the population, by and large, is to avoid attracting the attention of one of these powers. People on Wyrld do not pray so that a Power will help them or give them something, they pray so that they will not be seen, lest they decide to help overmuch. Lay Prayer here is averring, negative, distracting, except for the rites, when folks have found the blessings and benefits to be useful – but not all, and not always on terms the Powers like. This is part of why people can be consecrated to three different Powers.

Clerical prayer is always affirmative, beseeching, requesting, and hopeful. This is supposed to cut down on distractions in a lot of ways, enabling Clerics to have more rapid contact and receive greater boons, above and beyond their existing mandate to convert others.

It seems to work for me.

PLACES OF WORSHIP

A generic term for places of worship is a Cloister. This applies to Temples, Shrines, Manses, the assorted schools and residences for the religious, and similar such places.

TEMPLES

The Bright Host are worshipped in the cities in [TEMPLES](#). A Temple is a space designed specifically to perform very specific rituals in, and Temples are overseen by Clerics. Three things mark a Temple: The Figure, the Ritual Space, and the principle income producing means – typically mead and beekeeping, but also growing of herbs and useful plants, and this is then sold in stalls that sit to either side of the temple gates.

Temples have been raised by a Power before – the Temple to Antelle in Dorado is an example of such, and often Temples will be pulled into the minor clashes between the powers – for all of them are competing within each Host.

Temples exist in walled compounds, and not every city or town will have a Temple to all the assorted powers –

usually there is only one, sometimes two. They will be dedicated and consecrated ground, and only those who are baptized to that Power will be able to enter upon and receive the boons of that Power or make offerings and worship.

A standard temple is surrounded by a 15-foot-high wall, five feet thick, and marked by a single gate. The gate is surrounded by ornate carved relief sculptures depicting assorted Saints who served the God whose temple it is. Temples themselves are large, rectangular structures that are raised by a high-ranking Cleric and that follow a set floorplan that is functionally part of the spell used to create them.

Beyond the gate is a fifteen-foot-high set of stairs that leads down to a large open space that is divided into assorted functions on the sides and at the back and given over to gardens around several areas that are set up for different functions and each will contain a square, raised altar surrounded by a wide space reached by five steps that is called a Dais. A Dais is about twenty-five feet to a side, with a square altar about 5 feet to a side and is fully sacred and Consecrated ground.

A path will lead through them, never directly, to the center of the complex, where the tall, column-fronted, doorless entrance to the [SANCTUM](#) lies.

Within the Sanctum lies a shallow, columned, hallowed area that is given over to a narrow, long altar set before a tall plinth on which rests a statue or other representation of the Power That Is. The statue is typically twenty-five feet tall, carved (some say from bone), gilded and inlaid to match an appearance known to have been used by that Power.

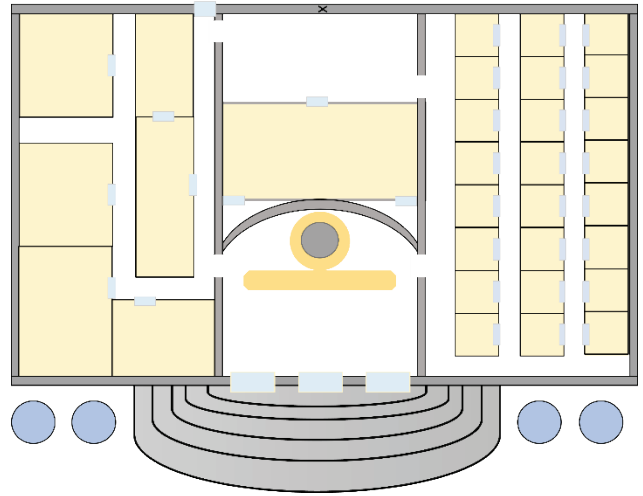
The Approach to the Sanctum always consists of three buildings connected by a walkway – the first is a square, columned purifying area, the second is a square, plain baptismal preparation area, and the last is a circular and columnar domed building that holds the penitent area, where people wait after purification to offer their worship at the feet of the statue.

Temples often have bees all around them, and beekeeping is a traditional role for Clerics, as they are the source of Mead, the making of which is a well-guarded secret and rumored to be ruthlessly enforced with great cruelty. Mead brings in a rather essential amount of money and is often spoken of as the only worthy drink, with some locations having a Cleric who rails against the evils of other alcohols. It can often be quite comical. They get a tad bit angry about that. Moreso when an Ikon is downing shots of *Virale* whenever they do so.

SHRINES

[SHRINES](#) are usually smaller than Temples, never as ostentatious, and rarely located within sight of a temple.

Unlike Temples, where *treading* Holy Ground is not possible, Shrines cannot be *disturbed* – the parts and pieces of a Shrine cannot be touched or moved --except by the followers of the Power That Is to whom the shrine is dedicated.



Shrines have similar stalls out front and often have many things for sale that go to support the living and work of the Shrinewardens. This can and does include mead, and beekeeping is still an ongoing effort among many of them – though they may have some other broad service.

Shrines are not only raised to the Hosts – there are other Powers that exist, and A Shrine may be raised to them – or to a local and smaller Power of the World. For example, it is said that Acacia has some small Shrines in assorted cities. One thing always holds true: there will be no Shrine within a walled city if there is a Temple to the Power already. Temples are often seen as “superior” to Shrines, though the Powers themselves don’t seem to agree with that, and so it is purely a function of the people who run them – but one cannot consecrate a shrine to a power who already has a Temple built within 100 miles of that Temple. According to Antelle, this has to do with something called “the franchise”.

A Shrine is often located outside of a smaller settlement, usually in a place of great beauty or special feeling. The area around it is consecrated, and a small wooden barrier is erected around it. This area is far less formalized, often more rustic, and will be composed of the Shrine, proper, a penitent area, a purification area, and a ritual space, as well as a small area for ritualized education and other features that can often seat around two dozen people – though larger Shrines may seat up to sixty in their areas.

The Shrine proper is always raised at least 3, 5, or 7 steps, is typically covered by an ornately carved wooden cover or shelter and is open on one side. Within the shallow shelter there is a small figure (3 to 5 feet tall) to the deity in some form or aspect of them that sits behind a low Altar, usually three feet by five feet, before which supplicants can leave offerings. Only a few folks may kneel and worship at the Shrine at a time.

Shrines are typically filled with the things that please the spirit or Power as offerings and are located in markedly special places. They may have great beauty, or immense peace, or offer some benefit (such as hot springs), but are always places that people feel are special, and they are preserved by the blessings and consecration. Shrines do not have a structured and codified layout or space – they are, however, defined by the consecrated grounds, and often cities will have several shrines scattered around them, where they will be seen as a kind of park like area, protected and preserved by those who oversee them.

Fortune telling, ritual dances, and storytelling of the Heroes that have served the Powers That Be are all performed in the Pavilion. Rituals are held in a very sacred space off to the side of the Shrine proper and are similar to those done in Temples.

MANSES

A **MANSE** is a place where the Dread Powers are worshipped, a space sacred to the Dread Host. The Dread Host does not generally have any kind of clerical service – but they may give certain people powers akin to them through intermediaries or via some artifact, and in such a case, they will operate in secret, in the shadows and often beneath the city or town itself in warrens and caverns natural or crafted.

There is no known settled term for a head priest of a Manse, and those that have been discovered and routed all feature a space for cruelties and horrors, seating to witness this spectacle of terror, and an altar on which sacrifices are given. Manses always involve sacrifice, and they most commonly choose those in a way that makes the sacrifice truly noteworthy and memorable.

It should be noted that consecrating a Manse to a Dread god requires the deaths of 100 non-believers in an ordained fashion that relies on torture and takes at least three days for each. An exception to this is Urisha, who additionally requires that none may have the same kind of harm done to them – all must be distinct forms of death.

CLERICS

The Bright and Shadow Hosts are served in their ways by Clerics, people who have chosen or been chosen to serve the Powers in assorted ways. This is a key point, as well, since the clerical orders for each are typically overseen locally and not always in agreement with each other.

The interesting thing to keep in mind is the difference between them: for many that serve the Powers, it is a job, no different from being a banker or a baker, a farmer or a stall worker. But for some of them, it is something they cannot escape, cannot avoid, and the hands of Powers are always in their lives.

Bishop
Abbot
Deacon
Friar
Chaplain

Of note is that there are no limitations on Priests in regard to family, marriage, or children – there is no chaste requirement, for love is sought by all the Powers for all people – though it is rumored that those who serve Dread Powers may indeed be required to forego such unless directly ordered. I am fairly certain the current Ikon for Belial is celibate. He whines enough about it. “Involuntary celibate” my hind end.

There is a unique quality to the different kinds of priests – each has been charged with a certain role in combatting the impact and power of a certain Plane.

There are three general kinds of Clerics.

PRIESTS

First and foremost, there are those who choose to serve the Powers or those the Powers have chosen. Those who choose are the vast majority of those who do so, and they are ones who enable and make possible the particular work that doesn't involve direct intervention or some great and grand and terrifying magical ability or ritual spell – and yet they are often able to do such things to a degree themselves once they have shown aptitude for it.

These are the priests, though the term is a generalized one for all of them as each of the assorted Powers has a term for them that is specific to that Power. The Powers recognize the importance and the commitment that comes from leaving one's home and apprenticing to the service of a power – even if you will never be granted the incredible abilities that many will speak of.

Priests can be found at Temples or Shrines, but they generally will stay with a given one for the entirety of their lives – they are the backbone of the place, and what they may lack in individual power, they make up in ritual power through the collective of them all. In many ways, Priests are the balance to the Paladins and the Shrinewards, much as how even the mightiest Wizard can be taken down by the collective power of everyday people.

A Priest will always start out as a Novitiate, or Apprentice, to a given Shrine or Temple. In times of difficulty or trouble, they may be asked – never commanded – to move or to take up a role with a different Temple or Shrine, but always under the same Power. Once one is in service to Paria or Mansa, you will forever be in service to them unless you leave the priesthood.

They will begin instruction and learning, first of the earliest tenets and ideals and history of the Power they come to serve and begin to be initiated into the differing mysteries as they move forward and prove their commitment. Baptism is the first and most important of the many rituals, as without it they cannot set foot upon any consecrated ground for that Power. The largest such locations for this are usually attached to a given temple of the particular power, and the large buildings are very much common areas for sleeping, classrooms, and workshops. They will work in the gardens, the kitchens, the stables and assist higher ranking Priests with their duties as needed.

As they become more experienced, they will do more, but most find that advancement can be slowed by time and stubbornness. At the head of each Temple is a Curate, Domina, or Vicar – this is the head Priest, whose power is significant, often both locally as well as within the Temple proper. Shrines are headed by Shrinewarden – who, unlike the Shrinewards, is bound to that shrine – and have a similar role in overseeing all the work and functions of the Shrine in the same way the Curate, Domina, or Vicar does for a Temple. In practical terms, they are the head of all religious activity for the power within their region – and for Temples that is usually an area equal to the borders of the Realm, whereas for Shrines it is far less centralized. There will never be a Shrine within 100 miles of another shrine or temple to the same power.

A **CURATE** is a masculine Cleric, a **DOMINA** is a feminine Cleric, a **VICAR** is a nonbinary Cleric. All are Priests, but some of those priests may also be Paladins or Shrinewards.

The heads of each order under a Power are called **BISHOPS**. A Bishop can be a Curate or Domina or Vicar. Each of them is the head of their particular following – though in some cases, there may be one of each, or two, who have to share power, depending on the Power they serve. Beneath them will be **ABBOTS** who will often serve as the local heads – an Abbot could be a Paladin or Shrinewarden as well – such is the power of a Bishop that they

have oversight over all the Shrinewardens in terms of rank within a given realm. Abbots are usually Masters in terms of experience. Beneath them are **DEACONS**, followed by **FRIARS**, then **CHAPLAINS**.

Thus, within the religious orders there are still similar degrees of competence and skill equal to the world outside the cloisters. Bishops, Abbots, Deacons, Friars, Chaplains, Novitiates are all equivalent to the Grand Masters, Masters, Adepts, Professionals, Novices, and Apprentices of the wider world. This means Friars and other positions all serve some function within the faith, and whose work will include supervision of those below them, from Masters to Yeomen or Doyen to Adepts and down to the novitiates. In a given life, it can take several decades to move up from an apprentice into differing degrees of experience.

PRIESTS wear robes of office, with sashes that denote rank. These robes are always in the primary color of the Power, with Sashes in secondary and decorations in third colors that highlight the power's particular pleasures and symbols.

Priests serving a temple may live within small, utilitarian, and sparse rooms inside the Temple proper, where there is also a Working room (behind the altar), and a mess hall where all eat without regard to rank or station. Those who have families may live outside the Temple, and priests earn their wages through the sales of the goods offered from the Temples, through the nominals for the rituals performed, and through donations.

The Bishop is always housed separately on the Grounds of the Temple, in a place where dignitaries and related functionaries can meet. Bishops are also able to communicate over great distances with each other – rumor has it they possess sacred devices that enable such. Bishops have a staff that may include both Novices and lay persons.

The principal work done is rituals for the followers, ceremonies, and care for the sacred space.

SHRINEWARDENS

Those who serve in Shrines are often collectively just called Shrinewardens, though that particular term is actually meant to apply to the Shrineward who has been bound to that Shrine – and it is important to note that once bound, a Shrinewarden rarely leaves the consecrated ground. It is where they will remain, and when they pass on, it is where their remains will be placed. Not all Shrinewardens are bound, however, as they must be a Grand Master.

Some Shrines will have one, others will have three, but all Shrines will have an actual Shrinewarden, and within the grounds of the Shrine, they are inviolate in person. While a Temple's Bishop may decide they dislike a particular Shrinewarden – who may be equal to or greater in experience than the Bishop – they will never be able to unseat them directly. Nor can they seek the Deconsecrating of a shrine without combating the Shrinewarden directly. Those who are candidates for the role of a Shrinewarden are called Shrinewards, and some of them may never find a Shrine – but the distinction of a Shrineward is that they are always called directly to service, and they are always granted unique abilities to defend and protect those of the faithful and the Shrine itself.

A Shrinewarden will often be accompanied by many Shrinewards who will be learning from them as Apprentices, as well as those who are in line to take over and those who seek to assist in the task of preserving the remarkable space they have been given.

Along with them will be Priests – sometimes trained locally, sometimes trained by the Temple if there is one (for not all realms have a temple), who will engage in much the same general work – but it is the Shrinewarden who is central to the Shrine itself.

While Priests can be identified by their robes and sashes, Shrinewards are identified by the distinctive uniform they wear. It consists of a tight-fitting, mid-waisted white jacket with long, bell sleeves that drape dramatically and are set to be one finger longer than the length of their arms. This jacket is always trimmed in ribbons with the second color of the power and seems to never get dirty – it is always a bright white. Beneath it they will wear a wrap shirt of the third color of the Power, and then they will always wear a pair of very loose, skirt like trousers – dance is a frequent act for them, and range of motion is important. They normally wear sandals, but some will wear boots, especially when traveling. The trousers are always the first color of that power. White is what stands out, and each is a solid color. It is said that the garments are gifted by the powers directly, as no

one has ever been found to make them, and duplicating the dyes is seemingly all but impossible, and never for such clothing. They are potent and persistent reminder that these are people that have been specifically chosen by a power.

Shrinewards are also always able to seek shelter and community within any temple or other shrine of their Power – and there are always two or three well-appointed rooms for them in any of these locations should they pass through. The same does not apply, however, to Priests, including the Bishop.

Shrinewards are chosen and have unique gifts, but they are not the only ones so chosen. The role of a Shrinewarden, however, is to assist in the task of turning back the denizens of the Necrotic – often thought to mean that the role of a Shrineward is to turn the undead, though it is both narrower and broader than that thought. Shrinewards are often members of the Adventurer's guild, as well, and they are the rare but still found folks who will travel, for they do not get to take time off – they are the representatives of their Power, and they have a mission to bring more people to follow that Power. Shrinewards are charged to oppose the corruptions of the Necrotic.

Shrinewards start their apprenticeship early. It is said that they begin training as early as 9, and that the vast majority of them are feminine in nature, though this is not an absolute nor a requirement. There are both masculine and nonbinary Shrinewardens – and notable ones, as well, but the majority of the Shrinewards are indeed women. They begin to seek out their own Shrines and go wandering, they are often 14 to 16 years of age, far younger than any others, and this often raises serious concerns by the wider communities, for the work they do is dangerous and deadly and often traumatic.

Most Shrinewards will “settle down”, whether becoming a Shrinewarden or turning to the aid and assistance of a Shrinewarden, by the time they turn 25. Again, not absolute, merely the most common outcome. The youngest grand master Shrineward ever was 23 – and to have a lifetime of knowledge in one so young is a mark that shows when you look to their eyes.

There is one final thing about a Shrineward to note: it takes significant long-term contact to be able to identify them. They tend to fade from memory and thought and identifying them after a brief encounter is very difficult – it is as if the work they do and the people they save are meant to be only whispers and vague hints. A Shrineward out of uniform is pretty much not able to be recalled at all.

One of Antelle's former Shrinewards says that She only called her to serve for a while, and that it is a blessing, a part of the gifts they are giving, so that they can enjoy a normal life after their calling. I need to point out that I am an Ikon of Antelle, her living embodiment on the world, and I cannot recall her name or what she looked like after talking with her to learn more about it.

PALADINS

One of the things that folks often try hard not to remember is that we are always but a thin tear in the veil away from a disaster in many ways, for there are many different dimensions that are attached and attracted to our own Mortal Realm, stacked in interwoven, interleaving, interconnected layers that are held back only by the warp and weft of the Veil and Pale.

What works against one of those dimensions does not always work as well against another one – and there is no more critical a point to draw than that there is malice and malevolence in those dimensions we call the Infernal. Hell, The Abyss, the Dread Domain, and even, yes, the Mortal Realm of The Bleak.

Incursions from them are seemingly eternal, and it is not helped that there are those here who would listen to the seductive calls to power and domain if they would just let a bit of evil into their life...

And this is where the paladins come in. Paladins are charged with the task of overcoming the corruptions of the Infernal.

To many, there is no need to have Paladins and Shrinewards, and given that some of the Shrinewards almost seem to be paladins in and of themselves, this might make sense to those who are not well informed, who have not studied the intricacies and the nature of these extradimensional enemies. No amount of effort to turn the undead will ever affect a Wight or a Wraith. Nor would they stand against a demonic presence or be able to defy with skill and the necessary heart a bit of devilry in a downtown.

Not that any Shrineward would ever turn away from the fight, mind you – that simply isn't what they are about. To fight Hags and Demons and Devils, you need a tool and a power and force of personality that is unyielding and unclouded. You need someone that the Celestial powers would support and guide and aid, and that means you need someone who is *good* in a way that few others are.

Not perfect, not incorruptible, but decent, fair, and able to stand against the wickedness of the evil that has brought many a man to ruin and misfortune.

Paladins start out as candidates and are tried through their apprenticeship in way that would harrow even the most noble of us. I am an Ikon, and I could never endure what they do just to become what they must. Antelle has seventeen Paladins and seeks to have 25 – but that is a struggle that she has been having for over 200 years.

Demons are among us. Devils are twisting and corrupting. Hags are ensnaring the unwary and all are causing dissent and fomenting rebellion and discord.

Mansa's Ikon estimates that there are 30,000 denizens of the Internal Plane among us, all striving to widen the breach and trick others into summoning more of them, and I can say that even with the power I have been granted, a higher order devil is no small task, nor one assured of completion should I join against one.

That is what Paladins are for. You may have heard the stories – of Jonathan, of Paxarria, of the Knightly orders that were lost in those ages' past during incursions such as we hope never to see again, of the battles that just recently took place in the far west.

Paladins are trained in Temples, and it is the role of older Paladins to do that harrowing of them, that strengthening of mind and heart, that binding of soul to self, to put them through ordeals the like of which most never emerge unscathed, and many emerge no longer whole.

And even then, there is no certainty that they will become paladins. Many who do not will become vanguards or warriors, turn to the priesthood – and some may even be called to become Shrinewards, though that is thankfully rare.

They are called only when they have endured and proven themselves – and sometimes it is not even when they have gone through those orchestrated trials and tests – the Powers sometimes choose those whose own personal ordeals have been just as harrowing. Paladins are strong people, but not cruel. They may not be nice, but they are always kind. They seek to serve and seek to bring others into the followings. Paladins are always found where disaster strikes – often appearing simply because they felt like it was a direction they had to go in, a place they had to see, an unknowable urge to be in that place.

There are legends and tales and songs sung of many who have been heroic, but it is paladins who can be nothing but, for that is part of their purpose: to be the light in the darkness, to be the balm of the wounded, to rally the troops and to stand in defiance of the greatest of evils.

One sage once suggested that Paladins are the opposite of Vampires. I find no fault with that, for there are few things as utterly unredeemable as Vampires or their kin the Lich.

Paladins who are in the whole of their power are annoyingly great. Their mail and weapons gleam and glitter, polished and shiny, and around them no one can feel fear or be turned to despair. And while many of the typical people will say that such things are "silly" or without real value, they have never faced down a demon in the fullness of its power and in the midst of its grand design.

If Shrinewards are the ones who help the needy, Paladins are the ones that work to make it so that there are ever fewer needy.

After the long training, a paladin will become an Errant, and hence forth they will go where they are bid, according to the Power of Powers that called and granted them their blessings. Paladins may be chosen by as many as five different Powers, who will then always work in concert for that given Paladin – and there is no way to tell who will choose them or why they are chosen until that moment when they are.

I have witnessed the empowering of five Paladins in the last couple hundred years, and I would much rather go to battle with them than not – but should it be not, let it be a battle they would have approved of. That is how these traveling clerics of steel and sword are. Also, they do a bang-up job of healing, and you will always find plague stopped by one.

CLERICAL DUTIES

All of them are Clerics, though. Paladins, Shrinewards, Priests – each of them has a task, a role, a way and a place, and yet, all of them share the duties of all Clerics: to further the following, to be what a Power cannot in the moment, to prove that the Powers are worthy of worship again, and to make the world a more fit place for the people who live upon it, while performing the ceremonies and rituals of worship wherever they may be called upon to do so.

CEREMONIES

Worship itself is a simple affair. You go when you feel a need, make tithe and offering, kneel before the altar, perform a sacrament of the appropriate type (Tamasin likes people to clap three times), light some incense, have your one-sided conversation, and leave. No one is limited by time. For the Bright Host, the usual prayer is for some sort of Boon that will ultimately help them. For Shadow Host, it is a prayer to avoid their affections. For the Dread Host, it is a prayer for selfish actions and personal needs.

Most people only visit a place of worship when there is something important happening, or for holidays and celebrations of key events. The reason for the many small Daises in the entrance is to perform Rituals of Worship.

There are eleven basic types of sacred rituals that are performed. Each one will have at least three (1 for Shrines, four for Manses) Clerics, with one a Focal, much like a coven. For these rituals, unlike those performed by a Cleric, the Clerics draw from the faith of the adherents, the lay folk.

ATONEMENT

Making up for some past transgression, and proving that one has repented of that heresy, which restores the blessings.

WITNESS

One Clerical Duty is the magical Witnessing of something. One of the simplest Ceremonies, any Cleric can perform it, and in doing so they gain an absolute memory of seeing it. It can only be done when they are present, and they must actually witness it for the ceremony to take.

OATH TAKING

Another common ceremony and duty of the Clerical sorts is the sworn oath. These become binding agreements, and one of the most common of oaths is that of Allegiance, from a Liege to his underling and from an underling to her Liege. These oaths are binding, and enforced through pain, usually, though other things have been known to happen. One of the gravest of acts is breaking an oath – such can be done through the intercession of a different Cleric of a different Power. This is not unlike a marriage ceremony.

BIRTH

Births are celebrated, and it begins as soon as the pregnancy is known. A blessing for a smooth birth and healthy child is normal and common.

BAPTISM

Baptism happens once a person is old enough to choose to follow or pledge to a given Power.

COMING OF AGE

The ritual of adulthood is a varied and notable ritual.

COURTING

Permission to court is of critical importance in many homelands, and not seeking it has consequences.

MARRIAGE

Marriage is a finality, but not a singularity. This creates a sacred bond that allows the parties to share their feelings for each other. Knowing the emotional state, concerns, and vague desires of one's spouse is what this grants.

DIVORCE

Should a marriage dissolve, there is a way to break the sacred bonds. As with Marriage, a Divorce can be done, severing the vows.

MASTERY

This ritual, covered elsewhere, is necessary each time you gain a new degree of mastery – and it applies to everyone.

SENIORITY

Once a person reaches an age about 25 years short of expected natural lifetime, they are granted Seniority through a ritual that ultimately seeks to preserve their health and wellbeing.

DEATH

Death is honored and last rites are an important aspect of being empowered to move on after death. Last rites should be done as soon as possible after death to prevent returning as a ghost.

BURIAL

Different Homelands have different customs, but they are always accompanied by a ritual of passing.

- ❖ Sibola, Durango, and Dorado place their dead in House Tombs, mausoleums, and crypts. These are above ground buildings, often ornate and carrying scenes from the history of the House.
- ❖ Qivira, Aztlan, and Lyonese build pyres for their dead.
- ❖ Antilia cremates their dead in special ovens, collecting the ashes.
- ❖ Hyboria and Kahokia leave their dead to the elements, with Kahokia raising them on tall platforms, and Hyboria laying them in a bower of flowers.
- ❖ Keris and Islandia bury them at sea. Coral is used to conduct them on.
- ❖ Exilian embalm, wrap, and seal their dead in stone and wood crypts buried standing up.

CONSECRATION

The most common rite any Cleric will do, consecration is one of the greatest and most potent powers that they have. Consecration can destroy undead, can ward against evil, can create a safe place against the dangers.

Consecration cannot happen on places that have been Desecrated for the use of Dread Powers or consecrated to the Old Ones. It is a first come, first served thing. It appears that only Chicory and certain of her ilk can change this.

REINCARNATION

In the normal order of the Universe, people are reincarnated into a new life on one of the other Seven Mortal Realms in a cycle that persists indefinitely. It is possible for this to be forced to happen on a particular plane, but the spell caster doing it must be of the plane wanted to reincarnate on.

RESURRECTION

All of us, when born, are allotted five spans. A Span is usually 25 years. Many things can take away that full allotment, but it is still ours. Those who have not used all their spans can be returned to life, their body healed of illness and harm, but it comes with a price: they lose a Span each time. Resurrection costs 2500 quid and can only be done on those who have not yet lived out their allotment on the plane of resurrection.

ORDEALS

Ordeals are covered elsewhere but are overseen by at least an Adept Cleric.

TITHES

Tithes are usually simple and involve some form of sacrifice.

For the [BRIGHT POWERS](#), the tithe is often coin for the temples.

For the [SHADOW POWERS](#), a tithe is often a form of offering of value to the local Shrine. Figures, art, food, clothing, needed tools all count.

For the [DREAD POWERS](#), it is always the blood tithe, and it is best done on site, bleeding a living thing over the altar.

FAITH IN WYRLDE

PRAYERS

Prayers for the Dread Powers are meant to *distract them*, to avert their eyes, to avoid attention.

Prayers for the Bright Powers are meant to *seek their favor*.

Prayers for the Shadow Host are meant to *aid the powers* in their works.

GIFTS

All of this is in addition to the fact that sometimes some people are given Gifts by certain Powers That Be, as part of their effort to bring people back around. Gifts can vary wildly, and so in some places there are efforts underway to try and ensure people don't give these gifts.

People with Gifts are *Weird*, having been chosen by the Powers That Be for something, and those who are chosen are often fortunate, while those closest to them often are not.

The Powers That Be of Wyrld are not well liked, well thought of, or trusted by many. The scars and harm of the God's War are still fresh, and still present, and the abandonment of the Powers That Be makes people feel very much hostile to them.

IKONS

An Ikon is a regular person who is chosen by the God to be their voice on the planet. By custom, they are the highest-ranking member of that God's followers, the *favored child*, and they do indeed get to hear the voice of the God often. Possibly too often. Demanding things, Powers That Be. Fussy, picky, whiny, they wake you up in the middle of the night and they cause wagons to break down and shove spells for soup in your head and generally annoy the hell out of you.

Ikons are sometimes Clerics, more often Clerics, but there is no specific limitation there. Batair is quite fond of making some overly muscled, thickheaded man with a club his Ikon, and Mansa always chooses some noble leader. The Ikons for at least one God are usually orphan and homeless children. The term of service for most is until death. Being invested with the power of a God can be hard on a body and can shorten the life – or extend it. Mortal shells are fragile, and subject to limitations that impact what the Powers That Be can do through their Chosen Ones. Ikons must do as their God commands. They are the Ultimate Servant, and the price for the power they wield is treading a narrow, distinct, and exacting path.

All Icons are Grand Masters, and capable of dominating entire regions if given free reign; they are normally occupied in ensuring that the will of the Power they serve is carried out, and this is not only upon Avilon.

SAINTS

Over the many years, there have been people who served a God with extreme devotion and piety. Those whom the Powers That Be take an interest in often are blessed with unique gifts, be they clerics or merely Clerics. These people become saints and are usually joined by tales of great adventure. It is important to note that

Saints are often more popular than the God or Powers That Be they served, as the Powers That Be of Wyrld are not at all popular or well liked, let alone thought of well.

THE HOSTS

The Powers that be are divided into three Hosts. These divisions go back to before the God's War and were settled and fixed by it. Each host is known by assorted names that are often used interchangeably:

[THE DREAD POWERS THAT BE](#), called [THE THREE](#), called [THE DREAD HOST](#)

[THE SHADOW POWERS THAT BE](#), called [THE FIVE](#), called [THE SHADOW HOST](#)

[THE BRIGHT POWERS THAT BE](#), called [THE SEVEN](#), called [THE BRIGHT HOST](#)

There are often partnerships among the Powers That Be in various actions and activities – typically, these come in groups of three. For example, each of the Heritages have three Powers That Be that were their source. These groups may cross lines – this is especially true with the Shadow Powers That Be.

THE SEVEN

The Seven are all immensely powerful, and each has taken a given City within the Empire as their own, though their worship can be found in all of the great Cities – but not always in Towns or Villages. They are a diverse lot in terms of personality, but one thing does remain highly noticeable: most of them tend to present a feminine aspect to the world. It does not mean they only appear that way, nor that such defines them, merely that it is the most common. Mansa and Qetza only ever present themselves in a masculine way. The rest can be variable. Many years ago, The Seven led a Rebellion and overthrew the previous Powers That Be (The Three, then called The Five) and since then have essentially been the Powers That Be of the World. At the time the Seven were the Nine, and the war cost them two of their number, whose presence is still felt, and others whose names alone are all that remains.

Each of them is enormously powerful, and each stands alone as a deity – a Host is more like a collective than a pantheon, all of them having equal import, value, and power, with individual arguments and particular desires in play. There is no King of the Powers That Be among the Hosts, though Belial would have you think there is.

The Seven are aloof, snarky, unserious, and demanding that people recognize them for the Powers they are.

They like to show off, to be larger than life, and all of them are secretly desperate for attention and praise and worship. This little bit applies to all the Powers: they need worship, for it is the lifeblood that sustains them.

They love games and stratagems, and do not have a view as narrow as mortals.

THE FIVE

The Five are also called the Shadow Powers That Be, for they chose not to take part in the God's War and rebel, preferring instead to merely defend their areas of interest. Each has a secret place on and in the world that they hold as their own, and guard. The Five are not often spoke of openly in major cities, as they are even less trusted than the Seven. The Five were caught between the Seven and The Three in the God's War, sometimes on one side, sometimes on another, but were often called on by other Powers That Be when something needed to happen. Alfey's death at the stalks of a gross of beholders shattered the uneasy neutrality of the Five – who were once the Seven and lost two of their number in the God's War, just as all the others did. To hear it said, they have lost even more long before that. Alfey was much beloved, the patron of Elfin.

There is no other set of deities who are as constantly involved in the affairs of the world as the Five. They are found as easily walking along a road as a weary traveler as they are standing beside a King as an advisor.

Antelle, my Lady, will move her Inn from place to place, and serve as hostess and innkeeper to those she finds of interest. Paria is said to be always watching, always listening, always present, and yet never a part of anything.

The Five have unique quirks to their personalities, and are opposed to the rise of the Three, and hate what was done during the God's War. They are very certain of themselves. Of the Shadow Powers That Be, the least active is Melane. The most active are Antelle and Paria. The Shadow Powers That Be limit who can serve them by gender, with Antelle and Paria favoring trans folk, and Melane favoring non-binary people.

Lamia and Gallae are lovers. Lamia is occasionally mistaken as a man for showing a masculine aspect, though she tends to be quite firm about disliking that.

THE THREE

The Dread Host were once the masters of the world, the leaders of all the Powers That Be. They tend to enjoy blood sacrifice and are the creators of the Goblins and the Grendels and many of the monstrosities in the world.

The Dread Host are **CHAINED**. Bound by fetters real and unreal, split into three parts of Flesh (**THE SHELL**), Mind and Heart (**THE SITH**), and Soul and Spirit (**THE ANIMA**), then confined to small and dark places none have been able to discern, each part bound separately, differently, and far apart; while the power around them keeps them from acting with the same level of ease as the others, they have still grown strong in the centuries of their exile from the faith of The Foes, and are still able to have an effect in the world, and Belial is ever threatening to break free. Where once they discounted some of the Spirits of the World, they will never do so again.

The Three were the old Powers That Be, whose rule of the land was utter and total and whose malevolence and cruelty knew neither bound nor limit. The Three were once the Five, and two of their number were slain during the God's War, after they, in turn, slew two each from the Shadow and Bright hosts.

The Three are always actively seeking to restore *the natural order of things*, because people need strong leaders and *only they* can provide, protect, and preserve the world the way *it is supposed* to be – the way it was before the Bright Powers That Be overthrew them unjustly. The Dread Powers That Be and their servants are the acknowledged bad guys. For all these years, the Bright Peoples have fought to ensure that the Dread Powers That Be never rise again, and that their servants are given neither quarter nor space, for their goals are subjugation and domination and conformity. The Dread Powers That Be names are **never spoken**. There are four of them these days, but they are called The Three because one is barely known, and new, and has a peculiar hidden history. They are considered to be absolute evil, and they were overthrown by The Seven, the Bright Powers That Be.

The Five only get along well with Lamia and Paria of the Shadow Host – they merely put up with the others when needed.

During the God's War, the Dread Powers took those who were loyal to them, and from them they created the Foes, whose evil has been our bane ever since. Chief among these are the Imps. They are incalculable in number, and one on one they are more than a match for a typical person, despite their diminutive size. They are small, ugly winged people whose bodies are too dense to fly any great distance, and they are people who have turned the world into their playground the fashioning of the Underdark – massive complexes and delvings that spread out from Agartha throughout the land and give access into the Empire. Next among them, though they would have you think they are first, are the Goblins. Said to be so far removed from what they once were that they can barely interact with other people, Goblins are a persistent and ongoing danger and risk to all peoples. Yes, it is true that there are tales of Goblins who are not like these others staging rebellion from within Antilia, but here we are concerned with those who serve the Dread Host.

They have a base in the South, a massive city teeming like an insect hive with the most vile and horrible of the servants, the Goblins. Goblins do not only live there, though -- they are creatures of the night, hiding in shadows and roaming out there. It is **LEMURIA**, and as such is ruled by "the Dark Lord", whom none alive have ever seen the face of. "The Dark Lord" is always armored in black armor, like a chitinous shell, a faceless mask and cruel seeming twisted and sharp spikes jutting out from it. He goes by Bane, but his real name is Chadwick Beckerson. He is surrounded by the Fascians, the high Clerics and nobility of Lemuria, always in white, hooded, and anonymous.

After them come the Grendels, and the Thyrs, and many would even argue the Kobolds. However, I am friends with the Kobold King, and I can assure you they are not in service there – well, save perhaps for a few lured into it. The Grendels and Thyrs, however, like Goblins, are mostly in service to the Dread Powers, and share in a delight of conquest and the nature of their origins. While Imps do not, the others all eat meat, and are not particular what kind.

The Dread Powers That Be have asserted deep and abiding Dominance over the Dread peoples, and while some have resisted them, the vast majority are wholly bent to their will and created for the express purpose of destroying the Bright Lands.

THE POWERS THAT BE

The Powers, all of them, are exceptionally powerful beings. The Old Ones are the ones mostly unable to interfere with the world, and when they do it is often with horrific results and manifestations that will make your skin crawl and your belly revolt. Encountering an Old One requires a DC 50 Sanity check.

The rest, though, are active in the world, and always in small ways. In a conversation with Antelle, she described the existence the Powers have as seeing all that is on this planet as if it were all grains of sand on a beach. They have the ability to alter the beach, to move the sands, to change the very make up and nature of the sands, but if they decide they want to focus on a just a single grain of that sand, they have to pause, have to focus their will, and really play close attention.

If you are ever on a beach and you stop and crouch and touch the sand, your fingertip will be covered with many grains, not just one. They have to get down to one grain to look at us, and we are no more than a blade of grass or a gust of wind in this circumstance.

It is easier for them to enact and engage with entire areas of sand than it is to focus on a single grain. And it is here that the enormity of their attention becomes apparent.

For if we are a grain of sand on a beach to them, how much greater than we are they?

Information on each of the Powers that Be follows.

KYBELE

The much beloved Kybele is one of the most important Powers and was the first to realize the power of worship and the gifts that could be given to Clerics. Belial's desire for her led to his causing her great harm and so started the God's War.

She is the mother of the Angels, the Demons, and the Kaun.

History During the God's War, Kybele personally destroyed the Dread Lord Sakrefis, one of Pallor's most dangerous generals, though her entire regiment was slain. She collected them and personally raised them all into the night as stars. She often uses Valkyries as messengers. Kybele is said to be the most involved of the Seven in the daily affairs of those who follow her.

Relations Kybele is the currently somewhat estranged partner of Mansa, and she is terrified of Belial. She is not fond of Qetza or Gallae and finds their posturing to be annoying. She grows quiet around Chicory and prefers to be near Ululani and Paria. She is the sister of Gallae, and some believe grandmother of Acacia.

Centers of Worship Kybele is of great importance to Sibola, Dorado, and Aztlan. She is the most worshipped, most beloved of all the Powers, and if there was one that people said they trusted, it would be her. Her patronage of Dorado is a sore spot to many, though she did personally raise her Temple there.

Followers Of all the Bright Host, no one is loved more than Kybele. No one is worshipped more than Kybele. Kybele is the prettiest, kindest, most forgiving and generous of all the Powers, and her many followers reflect this. She is known to heal wounds of children without being asked, and to personally show up to feed prisoners and criminals. She is not, however, without a vengeful side, and she uses the power she has judiciously and exactly. She is said to punish those who ask her to bring harm to others, even if unintended, but will help those who seek aid not for themselves but for others.

Personality Kybele is someone no one decent can say anything bad about. She is gorgeous, gracious, elegant, charming, kind to a fault, and yet she is also seemingly distracted, not always grasping things at the first, self-deprecating and apologetic, willing to accept the faults in a meeting as her own. She is considered the epitome of grace and womanliness, and only the most uncouth of people will gainsay her to others.



Kybele			
Alignment	Pattern, Benefice, Balance, Agency, Unity, Dependence, Life		
Alternyms	Paramour, The Beauteous, Europa		
Patron of	Sibola	Dorado	
Colors	Blue	White	Silver
Fauna	Sheep	Beast	Manticore
Flora	Lotus	Omen	Wilted, dead flower
Ordeals	Solitude	Ingestion	Cross
Followers			
Virtues	Empathy	Kindness	Caring
Sins	Mercilessness	Cruelty	Viciousness
Worship	Bow, prayer, request, offering, bow, back out.		
Baptism	Ritual bath in goatmilk		
Prayer	Hey Lady, I was hoping you could hear me.		
Offerings	Flowers		
Clerics	Only women may be Clerics of Paramour, and they must be strong and must be willing to raise at least two children. She permits any armor, but no edged or pointed weapons. Her symbol is marked on the forehead by ordaining.		



GAEA

History	The irrepressible and strong-willed Gaea is called the Earth Mother, Paraterra, and is a member of the bright Host. She was relentless hounded by Belial, who held a grudge against her that she never fully understood beyond the thought a woman who was uninterested in sex was broken. During the War, she was known to lead vast regiments of all women warriors whose fury and skill challenged even Timur's legions for supremacy. Since then, she has been focused on warding the wild areas of the world, not wanting it to fall to the hand of Men.
Relations	Gaea is on friendly terms with most of the Bright Host. She is the occasional Consort of Paria, the confidant of Mansa, and the best friend of Qetza. She has sworn an oath to end Timur, and that has echoed throughout the ages as her will continues to be thwarted. She will disagree with Mansa openly, sometimes harshly. She gets along well with Gallae and Lamia. Gaea is the Mother of Gob, Paralda, Neksa, and Djin, making her the mother of Elementals.
Centers of Worship	Gaea's cities are Aztlan, Lyonese, and Antilia. She is known to favor them and to support their efforts as they strive for greatness.
Followers	She is called The Great Mother, the Dancer, Ayesha and Paraterra, Lady of the Hearth. She is the loving maternal embrace, the encouraging word, the fiery defender, the protectress. Her baptism involves being fully submerged in running water, face to the sky, while the Priest intones the rite of baptism. She abhors inhospitality, even to enemies, considers mistrust and rudeness to be sins, and she will accept any offering of value to the worshipper, often returning it the following year.
Personality	Gaea is generally laid back and informal, fond of comfort and the pleasures of home. She is believed to have a home in all her cities, and every temple complex has a small set aside building, usually fairly humble, that is said to be her Home, her hearth, and is sacrosanct. Gaea has a fiery temper one aroused, however, and will fashion herself a from a dozen feet tall, clad in metal ribbons that ripple like silk streamers, and carries an immense double headed battle axe into battle, which she enjoys with a wild, snarling leer of anticipation.

Gaea			
Alignment	Chaos, Benefice, Balance, Agency, Unity, Dependence, Life		
Alternyms	Paraterra, Hearthmother, The Dancer Ayesha		
Patron of	Antilia	Hyboria	
Colors	Brown	Orange	Gray
Fauna	Squirrels	Beast	Elementals
Flora	Daffodils	Omen	A rotten nut
Ordeals	Walking Fire	Burning Hand	Ingestion
Followers			
Virtues	Hospitality	Familial Love	Courtesy
Sins	Mistrust	Rudeness	Secrecy
Worship	Kneel, offering, prayer, request, gratitude.		
Baptism	Being fully submerged in running water, face to sky, while the rite is intoned.		
Prayer	She of the hearth and home, hear my plea.		
Offerings	Any of object of importance and value to the worshipper.		
Clerics	People of any gender can be her Clerics, must remain celibate once ordained. Clerics have her symbol tattooed on the backs of their hands in orange ink.		



MANSA

The God's War started because Mansa was seen as a threat by his one-time best friend, Belial. Coveting Kybele, Belial sent Mansa off on errands and tried to seduce her, and when he failed, he took her, and he took the children of that and corrupted them into demons. On returning, Mansa became mad with rage and punched Belial, and so started the God's War.

Mansa is still angry over what was done to his wife.

History	
Relations	As befits the man who punched Belial to start the God's War, Mansa is unerringly opposed to anything the Dread host does in all manners and in all ways. He has been somewhat single minded in this, and it has cost him dearly – he is somewhat estranged from Kybele, his wife, though he is still close to Qetza. He rarely gets along well with the others due to his always thinking he is right and is said to think of himself as the leader of the Powers – a thought shared by no others. He does not get along well at all with the Shadow Host members, who find him infuriating.
Centers of Worship	The largest, grandest, and most conspicuous of all the Temples in his honor is located in Sibola, which remains the seat of his worship and influence. Mansa is deeply popular among men, and it can be said not at all among pretty much everyone else.
Followers	Mansa always has two, and only two, Temples in every complex dedicated to him. They are identical, except that one (always left hand from entry) is for women, and the other is for men. He maintains a strict division between the two, to the point that they cannot touch nor speak to a member of the opposite sex. He allows followers to marry, but the man is always the leader and head of the family. Mansa is possibly the least popular of all the Powers. His clerics, when ordained, are marked on their backs by his scale, and it actively measures their devotion to him in a visible manner.
Personality	He is paternal, patriarchal, and believes in firm, strong gender roles. He is a brilliant strategist, absolutely focused, and can become blood crazed. Despite his flaws, he stands solely for goodness and order.

Mansa			
Alignment	Pattern, Benefice, Balance, Structure, Unity, Dependence, Life		
Alternyms	Paragon, Dagon, Mister Shiny, Lawfather		
Patron of	Sibola	Durango	
Colors	Gold	Red	White
Fauna	Lion	Beast	Chimera
Flora	Linden Tree	Omen	Consistent Clumsiness
Ordeals	Combat	Arena	Boiling Stone
Followers			
Virtues	Paternalism	Justice	Orderliness
Sins	Weakness	Criminality	Emotionality
Worship	Kneel, Prayer, Offering, Request, Bow		
Baptism	Blessed Water drizzled over head and shoulders		
Prayer	Mighty Mansa, I ask you to hear my hopes and accept my offering		
Offerings	Braids, Coins, Weapons, Jewelry		
Clerics	Clerics have the Scales appear on their backs, and the scale weighs them visibly.		

QETZA

The Warlord, the Hedonist, the wild man of the Powers, Qetza is many different things, with manly standing out as the first and foremost. He is exceptionally handsome, and his whole body is covered by intricate tribal and knotwork tattoos that he also requires of his Clerics.

History

He is famous as the strategist of the Bright Host, and is a warrior's warrior, dedicated to and loving the contest, the challenge, the test, the use of skill of and wit. Yet once the fight is over, he turns to his other proclivities, which in many would be women and wine, and his case is missing the Wo- part.

Relations

Qetza is the strange one of the Bright Host. He is the only other man among them besides Mansa, who is his best friend, and he absolutely loathes Belial and Pallor, but is said to think he can win over Timur, his counterpart among the dread host.

He does not get along with Chicory at all, and the two have been known to fight openly, loudly, and with much vigor – much to the dismay and risk of those around them. He is on good terms with Paria, Erishu, and Baen. He is close to Lamia and Gallae, but on a different level.

Centers of Worship

Durango and Dorado are his principle locations, but it is said that most towns and cities have at least one place where men who enjoy leather and his brand of joyful exuberance can be found and a shrine to him is raised. Qetza is also the Patron of the Grand Games, and he is said to have a personal interest in the Dire War.

Followers

His followers tend to be large, hairy, boisterous, proud, happy, loving, friendly, and heavily tattooed. They often wear leather clothing and are frequently, like the Power himself, found wearing fur lined vests and leather pants with boots. He has an entire cadre of women followers, who often are angry at him for not allowing them to be clerics, but he just winks and says "see Lamia".

Personality

"If it ain't fun, why do it?" is the core summation oof Qetza's outlook on life, and his approach to everything but combat. His approach there is best described as "Hit it so hard it never gets up and if it lives, will fall over on its own after it sees you."

That is pretty much the whole of Qetza's personality.


Qetza			
Alignment	Chaos, Benefice, Imbalance, Agency, Unity, Independence, Life		
Alternyms	Parabellum, Etragon, Bladelord, Aries, Bataer		
Patron of	Kahokia	Dorado	
Colors	Black	Brown	Green
Fauna	Bear	Beast	Polecat
Flora	Pansy	Omen	Weapons Breaking
Ordeals	Seated Pyre	Molten Metal	Arena
Followers			
Virtues	Speed in Battle	Calm in Peace	Hedonism
Sins	Cowardice	Hopelessness	Moderation
Worship	Set weapon on altar, bow, offering, bow, prayer, bow, retrieve weapon		
Baptism	Single combat to first blood, scar remains		
Prayer	Lord Qetza, I beg of thee hear my plea.		
Offerings	Flowers, candy, braided and woven goods		
Clerics	Qetza only allows men as Clerics, forbids them the use of any armor, and requires fearlessness in battle. His mark is on the back of their heads, often beneath hair.		





TAMASIN

History	Tamasin was the first to emerge from the Eternal Fire and set foot on the world. Where a tear of hers fell an immense Wisteria tree sprang up immediately, and the blossoms surrounded her from above as lavender grew below. Tamasin worked closely with Dwarfs and Elfin in their efforts during the War and remains thought of fondly by them.
Relations	The only known entanglement of any of the other Powers and Tamasin is that Tamasin claims first place for vengeance upon Timur, whose slaying of Alfey still echoes through many places and in many ways. She is cordial, reserved, and seemingly above things in her dealings with other Powers, much like she is in dealing with Mortals. She is the one who points out that to their knowledge, Powers can die, and thus they are closer to Mortals than to the Old Ones.
Centers of Worship	Qivira, Lyonese, and Islandia are her three most well-known centers, with large, ornate and gilded temples. Her temples are marvels in and of themselves, every inch worked to display intricate, stunning beauty, and her Clerics always seem to posses some craft to which they devote their extra time in search of mastery and perfection. Tamasin's Temples are quiet places, with hushed whispers and gentle streams among the many wisteria trees. When in bloom, the entirety of them is decorated.
Followers	Tamasin's followers are expected to display Harmony, Grace, Equity, and absolute mastery of craft in their daily lives, which is why she is popular in both Qivira and Lyonese. She encourages obsessive behavior and is known to think well of those who conceive, plan, and execute a successful plan in secret. She hates braggards. "A pleasant demeanor is a more powerful weapon than any hand."
Personality	She, herself, lives up to it, in that she is on the surface very generous of spirit, polite and courteous, demure and pleasant. Some say that Sahara Shang is her current Ikon, and it is hard to deny, as Sahara did rather cold bloodedly secure the realm of Qivira by following Tamasin's teachings. Tamasin seems to be above everything, and yet she is a strong willed and sometimes cruel woman who will do many things to get her way.



Tamasin			
Alignment	Pattern, Benefice, Imbalance, Agency, Unity, Independence, Life		
Alternyms	Paraduush, Tamara, Tamarind, Tamsin		
Patron of	Qivira	Aztlan	
Colors	Blue	Gold	Black
Fauna	Falcon	Beast	Drake
Flora	Wisteria	Omen	A haunting 4 note, then 5 note sound
Ordeals	Solitude	Sulphur Brew	Ingestion
Followers			
Virtues	Planning	Self- Confidence	Self-Reliance
Sins	Disrespect	Capriciousness	Impulsiveness
Worship	Clap twice, kneel, prayer, offering, rise, bow, clap thrice		
Baptism	Purification bath in naturally running water from above		
Prayer	Lady of Vows, this is my oath.		
Offerings	Flowers, food, first fruit		
Clerics	Prefers Demihumans, semihumans, and humanoid Clerics. Her mark is on the throat, and she only allows ranged weapons and up to light armor.		





ULULANI

History	<p>Tritons and the naval wars were almost wholly in the hands of Ululani, who hates water but loves fishes. After some early failures, she began to turn the tide of the war steadily and unerringly at sea completely in favor of the Bright Host, and ultimately is why the final battle was staged in and around the Ancient Land, far from where her naval forces could be of value.</p> <p>In the Battle of Bilderburg, she managed to completely decimate the Thyrs based frontlines using strictly massive globs of saltwater hurled from ships. Her impact was such that she is credited with the design basics for all Ships of the Empire.</p>
Relations	<p>Laminar's Daughter, Ululani watched her parents die in the Voes, and has never been quite right since. She survived, and has ever since been distant, overly concerned with the fascination of the moment, seemingly flighty, and yet, despite all of this short erm attention stuff, she is one of the sharpest and most sought for advice among the Powers – though to say she is friendly with any might be a stretch.</p>
Centers of Worship	<p>The largest Temple for Ululani is reached through a passage from the landward part of Keris that leads below the lagoon to Keris proper, and is completely dry, with a clear ceiling that allows one to see the sea all around. The Temple is isolated from the rest of Keris proper, as it is wholly dry and water is not allowed in. It took 70 years to construct. She also has Temples in Islandia, and in Gateway in Akadia. She is very popular among Akadians, even is most of the Mages still prefer Melane.</p>
Followers	<p>Ululani's followers tend to keep fish as pets, from small ones up to large koi ponds and on to the Aquariums of Islandia's towns. They are often very focused people, easily distracted and given to simple pleasures and what is best described as quirkiness. A great many of her followers are women, especially young women.</p>
Personality	<p>Ululani is often said to be a Power that lacks focus, that is hard to pin down, that is flighty and unreliable. These belie who true strengths in deep knowledge, grasp of subjects far below the surface level, and the particulars of how systems interact and operate. She comes across as distracted and uninterested in what is going on around her but is paying close attention. She never meets people's eyes, is shy and reserved. "Sorry, what did you say?" seems to be a favorite phrase.</p>

Ululani			
Alignment	Chaos, Benefice, Imbalance, Agency, Self, Independence, Life		
Alternyms	Ulu, Pretipreti, Waterwalker, Dreameress		
Patron of	Sea Realms	Akadia	
Colors	Orange	Blue	Pink
Fauna	Fish	Beast	Sea Serpent
Flora	Lily	Omen	Chill Wind
Ordeals	Solitude	Freezing Water	Floating Water
Followers			
Virtues	Whimsy	Joy	Knowing all of a thing
Sins	Meanness	Harming Fish	Bathing in Water
Worship	Knock thrice on the altar, request, prayer, offering, knock thrice, leave.		
Baptism	Breathed on by the Cleric after a Fire Walking ordeal		
Prayer	Ululani, Loving Daughter, embrace my entreaty in your warmth.		
Offerings	Living sea life, Lilies, coin		
Clerics	Her mark travels around the neck of the Clerics, said to move just slow enough that you can only spot it if you watch for a long time. She doesn't like swords or spears.		
			

VULCANA

Vulcana was Alfey's first love, and he was her only and eternal love. They were inseparable, save for a single time, and that separation became permanent.

History

Every scar on Timur's body comes from an encounter with Vulcana, who even now hunts his chained parts that she might further torture and inflict harm on him. It is believed her intense dislike of Chicory comes from the fact that she thinks Chicory knows where the parts are and is not telling. She dislikes Antelle because Antelle is close to Chicory and won't push on her behalf.

Relations

Vulcana seems to get along well with all the Bright Host but avoids having anything to do with any other host. It is said she blames the near loss on the Shadow host and their unwillingness to commit. Since Alfey was a member of the Shadow Host, this has led to some hard feelings.

Centers of Worship


The grandest Tower in all of Akadia is a non-standard Temple to the woman whose fury razed the original built by struggling failed revolutionaries. Needless to say, Vulcana has a strong presence in Akadia, and a second one in Dorado. It is said that she is also worshipped within Thule, having earned the respect of the leaders there during the war. Vulcana is worshipped in many places, though, especially in areas where the overall sense is that someone is angry.

Followers

Vulcana's followers are people of action, even when that action might be rash. They are decisive, curious, and prone to dislike the idea of talking too much or too long. They are called impatient, but it is more that they have an inner fire, a drive to move, to keep moving, and are fearless about the day. They get along famously well with Qetza's followers, except for the partying stuff.

Personality



Vulcana is a very tall, lithe woman, with coal dark skin, red eyes, and appears to be on fire at all times. That is always how she appears, and she almost never seems to be anything but angry. This is surprising because prior to Alfey's death, she was in the running to be as well-loved as Alfey or Kybele. These days, she is defined by that rage of hers, and the speed and finality with which she acts when she makes a decision. Her ikon, a Meka named Murderbot, is as externally cool as she is externally fiery.

Vulcana			
Alignment	Pattern, Benefice, Balance, Agency, Self, Independence, Life		
Alternyms	Arcadia, Parignis, Firesong, The Burning One		
Patron of	Lyonese	Qivira	
Colors	Yellow	Blue	Black
Fauna	Eagle	Beast	Phoenix
Flora	Poppy	Omen	The scent of smoke w/no fire around
Ordeals	Burning Hand	Burning Brand	Seated Pyre
Followers			
Virtues	Commitment	Vengeance	Self-Expression
Sins	Fearfulness	Caution	Hesitation
Worship	Offering, Prayer, Request		
Baptism	Three stages: Fire Walk, Water Walk, Air Walk.		
Prayer	Firesong, hear me, this is what is needed.		
Offerings	Coal, valuable metals, fire, blood		
Clerics	Her mark will cover one side of the face of the Cleric, but will not be a brand or burn, more like a birthmark. She expects her clerics to get stuff done, and not hem and haw and delay.		



ANTELE



History	<p>It was Mansa's blow, but he only knew because of the plotting and slow, methodical work of the ever risky to cross Antelle. She was and some say still is the Spymaster, the Schemer, the Planner behind many plans, and Pallor's opposite number. Antelle is not someone who tolerates betrayal or who seeks to harm those in her care, and this has placed her at opposite sides of many a situation fro people who are otherwise friendly.</p> <p>Her chief concerns these days are ensuring the success and wellbeing of all the peoples of Wyrld, even the Foes.</p>
Relations	<p>Like much of the Shadow Host, Antelle has cordial if distant relations with the Bright Host and is closer to her own Host than many of them are. She is tightest with Paria and Lamia, and rumor has it she even once seduced Mansa "just to see". It is a favorite story of Ara's to tell. She is fairly rigid in her positions but is willing to work with others to achieve their goals or ends.</p>
Centers of Worship	<p>Antelle is the chief Patron of Dorado, and it is there her largest Temple is found. She can be found in many other places as well, as among the shadow host she is fairly popular despite her flaw: Antelle, like Paria and Chicory, is a transgender Power. As below, so above, and while few will speak to her directly, all find her a bit unnerving to deal with at times.</p>
Followers	<p>Like Qetza, Antelle's followers love festivals and parties. Unlike his, those who follow the Shescythe are much more sedate and think of themselves as refined. Flowers feature largely in any activity involving her followers, as flowers are all sacred to her.</p>
Personality	<p>She is the heart of the Shadow Host, and even if the others were to switch sides, she would remain where she is, always in the center, always between the poles, just as she was in the War itself. She is unconcerned with the things that benefits the Powers – her worries and focus are on the people, but she does not seek their favor, like the rest of the Shadow Host, in the same way. She is grateful for it, but few would say it is what drivers her.</p> <p>Antelle is famous for carrying a gigantic scythe that is bone white from gleaming point to metal shod base. She uses it to carve away the souls of those who oppose her, and to stop time – which is one of the reasons she is considered among the most powerful of the Powers, for only three, maybe four others can do that: The Three of the Old Ones, and Chicory.</p>

Antelle				
Alignment	Life, Independence, Unity, Agency, Balance, Benefice, Pattern			
Alternyms	Arabelle, Shescythe, The Laughing, Paratrans			
Patron of	Dorado	Hyboria		
Colors	Green	Blue	Violet	
Fauna	Dogs	Beast	Dragon	
Flora	Daisy	Omen	A black dog in the distance	
Ordeals	Molten Metal	Sulphur Brew	Stones	
Followers				
Virtues	Boldness	Thoughtfulness	Love	
Sins	Stalking	Failing to see the beauty around you		
Worship	Offering, request, prayer			
Baptism	Raise 13 flowers from seed and present as an offering.			
Prayer	Be well, be happy, be thankful, be open, be honest			
Offerings	Flowers of any kind, coin			
Clerics	Must be gender Variant. Her weird shows up as a tattoo like change around an eye, an ear, or the mouth.			

GALLAE

History	The Foe still tell tales of what it was like for their ancestors to face Gallae on the field of battle. Immense herds of gigantic beasts. Trees which would grab you and swallow you whole or tear you limb from limb. Stones that would draw you down and silene you. Insects which would drain you dry or sting you to madness before letting you die a painful death. Survive all of that, and you faced the fifteen-foot-tall giantess and an army of boars, her massive arrows able to cleave one in two while she smoked a cigar with her free hand. This woman helped make the Dreadnoughts.
Relations	The short version is Gallae doesn't get along with anyone. The long version is she gets along with her cousin, Gaea, occasionally with Ululani, and most often with Antelle, though that was a frosty one at first. Gallae is uninterested in cities and city life, and is focused on the places beyond them, untamed, wild, and needing protection from the ravages of the Dread Hordes.
Centers of Worship	Despite this, Gallae has a magnificent temple on Zefir, which only a few ever visit in any given year. It is said the Emperor is a devotee of hers, and as that is the only Temple to her in any city, he stays there. Gallae's Shrines are all over the place, and she is known to frequent them in disguise.
Followers	Gallae's followers tend to be hunters and woodsmen, folks in steadings and hamlets, those who seek to find a way to live in the world away from walls. She likes it that way.
Personality	Gallae is a regal woman, with tight black curly hair kept short, a penchant for trousers and plaid patterned shirts, and a mistrust of other Powers That Be except for her Wife, Lamia. Gallae is said to resemble Gaea, in that she tends toward middle age in most encounters and adopts a gruff personality that is quite different around her spouse.



Gallae			
Alignment	Life, Independence, Unity, Agency, Imbalance, Benefice, Pattern		
Alternyms	Forest Queen, Tiberia, Radagael, Paramundi		
Patron of	Kahokia	Sea Realms	
Colors	Green	Brown	Blue
Fauna	Coyote	Beast	Treant
Flora	Oak	Omen	Wind through leaves or grass
Ordeals	Stones	Cross	Combat
Followers			
Virtues	Defense of Others	Care for the Wild	Coexistence
Sins	Nobility	Greed	Uncharitability
Worship	Prayer, Request, Offering, Kneel with head on floor.		
Baptism	Earthen ordeal: A night within a bed of dirt, only face exposed, naked.		
Prayer	I honor this, Tiberia, I see it, I feel it, I am one with it.		
Offerings	Anything		
Clerics	Masculine Women only, no armor, ranged weapons only, preferably a bow. Her mark will appear on either the rear end or the upper chest area.		

LAMIA

History	<p>While her wife would have the world do it for her, among those who stood against Lamia there was only the mother of Serpents, and her fangs are two sharp, short blades. Laia moves with grace and dances through combat like it was a song, and while her blades bites deep, the venom within them is what truly is to be feared. Lamia likes people, but doesn't like what people do, and is not known to be the forgiving partner of the pair.</p> <p>She makes exceptions for Serpent Therian in her clerics and was said to be why they exist.</p>
Relations	<p>Lamia give everyone the willies. She is pretty, demure, feminine, and absolutely uninterested in anything anyone else is doing except for her wife, who she supports and who supports her in turn.</p> <p>She does like Acacia. That's about it.</p>
Centers of Worship	<p>Lamia has quiet, secluded Shrines scattered about the lands, often in very out of the way places and guarded in part by snakes raised by her clerics.</p> <p>She has no temple in any city.</p>
Followers	<p>Lamia's followers are known to shave a line through one eyebrow based in part on what they are attracted to (left for women, right for men), and all get a tattoo around their eye, though it can vary from a snake to a scorpion to a flower – all are known for their poisonous nature, however, even though those poisons have long since stopped working.</p> <p>Poison is an acceptable tool in the arsenal of lamia's followers, but it must be done properly, and innocents cannot die from it.</p>
Personality	<p>Lamia is always concerned with the consequences of an action, the outcomes that are not seen, the impacts that are not predicted. She is a forward thinker, then, less concerned with he moment than she is with what will be, and she is rarely wrong in her sibylline outlooks.</p> <p>As a result, her Clerics are often sought for auguries and prophecies, as they are thought to be particular useful and far less likely to be couched in some strange mystical puzzle format.</p>

Lamia			
Alignment	Life, Independence, Unity, Structure, Imbalance, Benefice, Pattern		
Alternyms	Serpent Queen, Ravenlass, Skywitch		
Patron of	Aztlan	Lyonese	
Colors	Red	Yellow	Black
Fauna	Snake	Beast	Blood raven
Flora	Reeds, Cattails	Omen	A coiled snake
Ordeals	Stones	Cross	Combat
Followers			
Virtues	Perceptiveness	Wisdom	Quietude
Sins	Loudness	Idleness	Impulsiveness
Worship	Kneel, Offering, Prayer, Request, rise and bow, ring bell.		
Baptism	Ordeal of Solitude, one week, water only three times.		
Prayer	So, I sing to thee of sunsets and sunrises, hear me Lamia, and grant my plea.		
Offerings	Brooms, beer, meat, coin		
Clerics	Feminine men only, any armor, melee weapons only, preferably a sword. Her mark will appear on either the rear end or the upper chest area.		

MELANE

History	<p>The maker of Meka and Dreadnought, the clockwork queen, the Teknogy of Melane was one of the greatest tools for any side in the War, and when she saw what her works had been turned towards, she turned against them as well. It is said that while the Bleak Journey was going on, Melane was learning magic and how it worked, and that she took the form of a young wizard to teach it to others. It is also said she taught the smith of Lyonese the secrets to sprocket and gear, and that she may still yet be teaching someone else something new and wonderful because no one has the level of curiosity and ambition she has, for the sake of that curiosity and ambition – but she has always bent it towards an old and ancient set of rules for personal behavior that she has fought hard to preserve through the Ages.</p>
Relations	<p>Melane sees people and is seen by others as a resource, or a possible tool, and since Shavan was killed has been exploring the nature of mortality and returning. Few will cross her in person, she seems to exude a sense of rage and anger, and other Powers have said that she has been that way since Shavan passed on.</p>
Centers of Worship	<p>Melane is the favorite of Mages of Akadia because she pretty much asks nothing of them except be decent people. Her temple is the more traditional one, next door to Vulcana's, across the way from Tamasin's. Antilia has declared her the Patron of the City and taken her Oath as one of citizenship.</p>
Followers	<p>Followers of Melane never cut their hair, and always wear it in braids of many different sorts. They must have hair the length of their hand to be baptized, and they must recite the Oath of Melane while their hair is being braided. The Oath has seven parts and follows devotionals to uphold seven virtues and aver seven vices whose existence predates the history of the world.</p>
Personality	<p>Melane is challenging for many to deal with. She accepts cut braids as offerings, will nearly always choose the underdog, and cannot stand places or points where there is a degree of unrepentant discrimination. She has been seen and said to be working to foment rebellion among the people of Lemuria, and to be using a host of Denizens to do so. She adores clockworks and magic, and is always accompanied by Legolas, her per snake, and Margolis, her pet white panther.</p>

Melane					
Alignment	Life, Independence, Self, Agency, Imbalance, Benefice, Pattern				
Alternyms	Icequeen, Snowcat, Hecate, Columbia, Paranix				
Patron of	Akadia	Antilia			
Colors	White	Green	Gold		
Fauna	Panther	Beast			
Flora	Snowbell	Omen			
Ordeals	Earthen	Solitude	Watery		
Followers					
Virtues	Curiosity	Discovery	Exploration		
Sins	Incuriosity	Ignorance	Sinfulness		
Worship	Prayer, Request, Offering				
Baptism	Recitation of an oath while uncut hair is braided.				
Prayer	With Prudence, Justice, Temperance, Fortitude, Faith, Hope, and Charity I ask of thee this.				
Offerings	Braids and coin.				
Clerics	Must be nonbinary. Her clerics often serve as Messengers and are allowed any tool that will enable them to do their jobs – but not more, and never for the sake of having it. Her mark will appear on the palms of their hands.				

PARIA

History Where Antelle was the Spymaster, Paria was the Spy. Unassuming, unremarkable, unremarked, unheard, usually unseen, Paria was the youngest of the Powers and was close to Chicory and her friends. In the War, it was Paria that uncovered the many experiments and cruel works of Belial and Pallor.

It is said that Paria is the reason that after taking over Sibola, the victors left the city and founded Aztlan instead of occupying it – Paria shared secrets that they did not know could be known.

Relations Paria is a wanderer. The last time they were at a full meeting of the Powers was before the end of the God’s War. They still knew everything and were active enough to add in some surprises in Zefir that the Emperor is still learning about.

Centers of Worship Paria has traveled more of Wyrld than any of the existing Powers have and is said to know all the secrets held everywhere by anyone. They have small Shrines scattered about, but most pass them by without knowing what the places are for or why they are there. Many are places where Paria has stopped and paused, before continuing on the journey that has seen them cover the whole of the world, above and below, and uncover secrets in all the crevices. Paria is recognized even within Lemuria and Agartha, Duat and Thule.

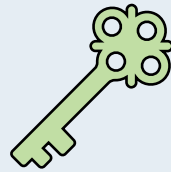
Followers Pariahs, they are called, and they are a strange, reserved, people who smile sadly and sigh wistfully and ask more questions that should be right and proper for anyone to ask. They tend to be good matchmakers, but because they will pry into everything they are seen as nosy busybodies, gossipers, and pests. While most do not wander, they have a brisk trade in secrets, but tend to follow a rule Paria would find humorous: a secret can only be shared three times.

Personality Paria, when asked, says they are the God of Nothing, of Outcasts, of Thought and Ideas. Neither man nor woman, Paria is a walking enigma to most. Paria is closest to Antelle and Chicory.

They always appear in a hooded cloak or robe and wears a mask that covers half their face at a diagonal, starting upper left above their eye, crossing their nose, and riding under their lower right jaw.

Paria always has an air of longing, of yearning, of sadness about them. They are never encountered alongside other members of the Hosts, and always move alone, unless for some grand project.

Paria			
Alignment	Life, Independence, Self, Agency, Balance, Benefice, Chaos		
Alternyms	Grey Wanderer, Outcast, Lonely Boy, Parasecreta		
Patron of	Exilian	Antilia	
Colors	Dark Gray	White	Light Gray
Fauna	Lizards	Beast	Sphinx
Flora	White Roses	Omen	A susurrus in the air
Ordeals	Solitude	Oath of Silence	Exile
Followers			
Virtues	Quietude	Solace	Knowledge
Sins	Deceit	Deception	Dishonesty
Worship	Prayer, offering, request		
Baptism	A pilgrimage to a Shrine, where they must stay for seven days, alone.		
Prayer	I speak this chant, and offer this gift, in hopes you’ll grant my moment’s wish.		
Offerings	Secrets, needful things, dreams and hopes, desires and feelings		
Clerics	Clerics require devotion to absolute Candor, absolute truth. They must be gender variant. All must carry and use a staff. Paria’s mark is over their throat.		



BELIAL

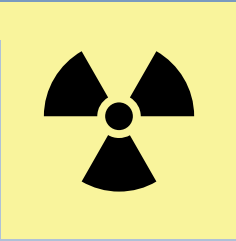
History Belial is the most powerful of all the Powers That Be, though his particular talents are not as broad or useful, it is his magnetism and drive to control, dominate, and possess everything that his power has turned towards. His arrogance and nerve led him to assault Kybele, led him to attempt to kill Mansa after being struck, and led into the God's War. His ego is out of control and drives him. Truth is what he says it is, and his truth is that save for a rare few of true and loyal friends, everyone else is his enemy.

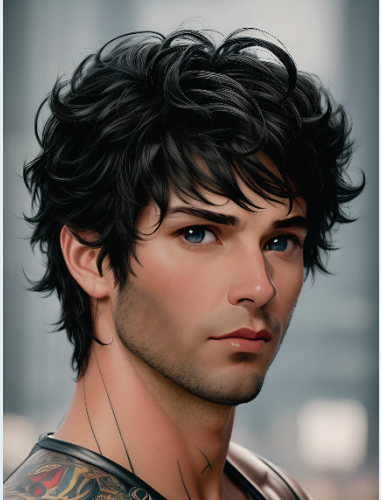
His whole is sundered at present, into three distinct parts, scattered about the cosmos that he built, each part aware but unable to come together. Belial does not know how it happened, for it happened so swiftly, that he never learned.

He awaits restoration.

Relations	Belial gets along with Pallor and Timur. Everyone else hates his guts, but he is certain and absolutely convinced they love him but have merely been mind-controlled by others.
Centers of Worship	Belial has a gargantuan Temple crowned by the Three Towers – the Dread Tower, the Black Tower, and the Tower of Doom. This Temple is located in Lemuria. His other followers have constructed Manses in secret around the world in every major city and town – rooting them out is a preoccupation of both the cities and his people, who seek to avoid it all costs.
Followers	Belial's followers are just like him, except they think of him as the rightful leader of the Powers, whom they call Gods, and that all this has been stolen from them and only he can restore them to the places and positions of power and authority that are rightfully theirs.
Personality	Belial usually appears to be a pale skinned man of average height, with black hair and dark eyes and an easy smile. He is warm, friendly, outgoing, and genial. He is nearly always called handsome, and he delights in seduction for his own purposes. He is jealous, callous, cruel, petty, and vicious. His temper is immediate and brutal, his kindness lasting only if he is not displeased. He feels that he knows more and knows better than everyone – and that as a result, everyone exists to serve his whims and his will.

Belial			
Alignment	Pattern, Malefice, Balance, Structure, Self, Independence, Life		
Alternyms	Paramal, Paramalus, Malevolence, Nimrod		
Patron of	Lemuria	Agartha	
Colors	White	Red	Black
Fauna	White Cats	Beast	Kraken
Flora	Monkshood	Omen	A white cat
Ordeals	Bloodletting until nearly dead, then drinking one's own blood.		
Followers			
Virtues	Dominance	Obedience	Service
Sins	Egalitarianism	Kindness	Mercifulness
Worship	Offering, Prayer		
Baptism	Bath in the blood of a slain enemy.		
Prayer	I serve; I will be of service; I yield to thy will.		
Offerings	Blood, organs, innocence, life		
Clerics	His symbol is branded onto their forehead, even though it can also appear as a birthmark anywhere on the body. They have no other restrictions.		

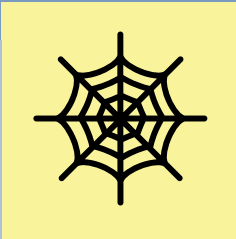





PALLOR

History	Quite possibly the single most feared of all the Dread Host, Pallor is the partner of Belial, a jealous, vengeful, possessive woman whose thirst for and love of cruelty and destruction may have neither limit nor boundary. Her whole is sundered at present, into three distinct parts, scattered about the cosmos that she helped build, each part aware but unable to come together. Pallor does not know how it happened, for it happened so swiftly, that she never learned. She awaits restoration.
Relations	Pallor wants Belial all to herself, and she wants him under her control and influence, but not in a way that he is aware of it. She gets along with no one else among any of the different Powers, though she has had past dalliances with Paria and even once with Qetza in a different form than her normal. She entertains herself with watching the hapless mortals she tortures as they struggle in her webs. It becomes interesting to watch at times, because she is very much willing to suck up to The Three of the Old Ones, but finds herself rebuffed and seeks to undermine them, as well. She has at least Two Manses in every city, and in most towns; she plays them off one another in increasingly deranged contests. Failure is often an option with her; it may not be a good one, depending on her mood, though.
Centers of Worship	Agartha has a solid square mile wide Temple dedicated just to her within the deep roots of the world. It is the single largest, most intricately decorated, most ostentatiously gilded and glittering Temple in all the World, and she keeps it a secret. What they don't know can't hurt her. She is likely the second most powerful of all the Powers That Be.
Followers	As above, so below: Pallor's followers celebrate with a wicked and cunning glee at the hurt, the harm, the suffering, the hopelessness of others. They delight in schemes and contrivances that befuddle and fool, trick and deceive, corrupt and turn.
Personality	Hates being called Becky. Pallor is the most active of the Dread Host, save possibly for Urisha, who even she does not fully understand yet. Pallor is fond of complex and layered plots, and she delights in corrupting and turning people. She is the most manipulative of all the Powers, and even Paria is cautious around her.

Pallor			
Alignment	Chaos, Malefice, Imbalance, Agency, Self, Independence, Death		
Alternyms	Becky, Parapsyche, Spider Queen		
Patron of	Thule	Lemuria	
Colors	Black	Red	Navy Blue
Fauna	Spiders	Beast	Tarrasque
Flora	Black Dahlia	Omen	An unseen web touches you.
Ordeals	Poison	Sulphur Brew	Ingestion
Followers			
Virtues	Deceit	Deception	Planning
Sins	Innocence	Kindness	Laws
Worship	Sacrifice of a living being		
Baptism	Poison Ordeal, if survives, then baptized with ash.		
Prayer	Please don't see me.		
Offerings	Blood, organs, innocence, life		
Clerics	Must shave head and body of all hair. Daily self-flagellation required. Her web can be anywhere on the body, but it glows faintly in the dark.		

TIMUR

The least known of the Dread Powers, for all his history of making things we fear.

Timur became the General of the Dread Host early in the War and proved that he was a better strategist than Qetza, though not a better tactician. At his feet can be laid some of the greatest criminal acts of the entire war, including the slaughter of over a million innocent lives that were not involved in fighting, and shifting the war to a scorched earth format.

History

His whole is sundered at present, into three distinct parts, scattered about the cosmos that he helped build, each part aware but unable to come together. Timur does not know how it happened, for it happened so swiftly, that he never learned.
He awaits restoration.

Relations

Dislikes and does not trust Pallor. Gets offended when a woman challenges him. He mocks Mansa frequently and is glad that Belial and Mansa are no longer friendly. Timur is the Father of Hags, by way of Gaea.
Timur is basically on everyone's hit list for having killed Alfey. This includes his own; he too was once close to Alfey.

Centers of Worship

Thyrs, Agartha have small Temples to him. He doesn't like them, as they are not as well built and ostentatious as Belial's, but he doesn't say anything about it.
He has no Manse outside of the Shadow Lands, though some whisper he has one in Antilia.

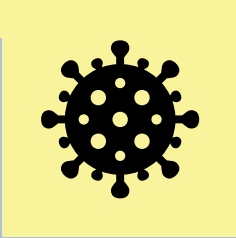

Followers

Timur's few dedicated followers are often in disarray and struggling as they are caught between the schemes of Pallor and the hubris of Belial, all while trying to serve a Power that doing the same thing and finds himself working at cross purposes with Pallor more often than he would like.

Personality

Timur is handsome, pale man, with loosely curled white hair and eyes so light as to seem colorless. Standing seven feet tall, he has never smiled. For Timur the point of any confrontation is winning at any cost; he is not bothered by morals, ethics, or the right way. Timur is the brilliant mind that enables Belial's dominance over the others when he is free.
Timur once led an army in a battle on other lands of this world, and nothing walked away from that battle alive.
He said, "that'll do."



Timur			
Alignment	Chaos, Malefice, Balance, Structure, Unity, Independence, Death		
Alternyms	Tom More, Gilded One, The Shepherd		
Patron of	Thule	Lemuria	
Colors	Gold	Blue	Red
Fauna	Shark	Beast	Blood Hound
Flora	Bluebells	Omen	none
Ordeals	He does not aid nor assist in Ordeals.		
Followers			
Virtues	Loyalty	Victory	Creativity
Sins	Scheming	Deception	Betrayal
Worship	Sacrifice of a living thing.		
Baptism	Must slay one friend and one foe by any means and present proof.		
Prayer	I submit, I yield, I grovel, I plead; hear me, my Master.		
Offerings	A life		
Clerics	Timur's Clerics appear to be diseased, with pustules covering them. These pustules leak a black pus and are called the mark of Timur.		

URISHA

History	<p>Urisha is a new Power. She has only been known to be active for the last few Ages, and her actions make neither sense nor seem to have a reason beyond what was once pulled out of a tiny group of folks found to have begun following her. Urisha's goals are to end the world. To destroy the entire cosmos. To kill every last living thing, even the stars above. It is believed that Urisha is one of the Dead Gods, killed during the God's War, returned – but not quite themselves.</p>
Relations	<p>Urisha gets along with no one. Indeed, when asked about her, nearly every major Power That Is says "who?". Antelle, Chicory, Acacia, and Erishu all seem to have some knowledge, and are known to be working together against something she is doing. The Old Gods are aware of her and warn their folks to stay well away from her, calling her a mad God. The emphasis is on God, and they never acknowledge her as a woman.</p>
Centers of Worship	<p>Urisha has no Temples, no Manses, no Shrines, no places of worship. It is believed that if she does have worshippers, they do so at secret shrines in their homes.</p>
Followers	<p>It does not appear that Urisha has any followers, or that she even seeks to find them. Indeed, those who have been found to do her bidding have thought themselves doing the work of some other Power or force.</p>
Personality	<p>"I know for whom the bell tolls because I am the one ringing it." "Don't be sad. Into every life a little rain must fall, even if that rain is of blood and the thunder screams." "Hush child, it will soon be all over for you, just as it was for me. You won't come back, though."</p> <p>The maddest of all the Powers, thought dead for centuries, once called either Trundle or possibly even Shavan, Urisha may not be chained and is thought to be working for the Dread Host now. Regardless, she is unhinged and unreasoning in ways that disturb even the other Powers. Her apparent goal, according to the last Ikon of hers (who self-immolated), is the End of All Things. She has unleashed a demon in a small town and set forth minions in many locations as part of her goal to plunge the world into a war and restart the God's War.</p>

Urisha			
Alignment	Chaos, Malefice, Imbalance, Agency, Self, Dependence, Death		
Alternyms	Paravox, Karen, The Toll of The Belle		
Patron of	None	None	
Colors	Red	Yellow	Black
Fauna	Pigeon	Beast	Harpy
Flora	Unknown	Omen	The tolling of a bell
Ordeals	Urisha does not answer ordeals.		
Followers			
Virtues	Unknown	Unknown	Unknown
Sins	Honor	Defiance of Her will	Unknown
Worship	None		
Baptism	Unknown		
Prayer	Unknown		
Offerings	Unknown		
Clerics	Unknown		

THE OLD ONES

In certain quiet places, in secret rooms, in places where few dare tread, in the Wild, in the Woods, there is talk of other Powers in the world, powers whose names have been forgotten but whose power is still felt.

They are the *Old Ones*, the *Secret Powers*, the **Forgotten**. The Powers That Were.

They are now named for what they were, their powers, their ancient names forgotten or obscured. These are quiet gods, secret powers, the domain of Shamans and cycles.

To understand them, though, you must understand The Triplets – who are held in awe and secret reverence by nearly everyone, regardless of who else they may follow.

THE TRIPLETS



The Pale interleaves with the warp and weft of each tiny thread in the vast and unending [TAPESTRY OF ALL THAT WAS AND IS AND WILL BE](#), the fabric of universes and planes and layers and levels, the weave of all things that make up our cosmos. Even the Powers That Be bend before this, though not without some input.

This is only somewhat a metaphor, for it is said that all the things that have come to pass have been woven before, and that the patrons for all divination and all foresight are the Triplets, who were *before* Wyrld, who are in the *now* and who *will be* until they can card no more, spin no more, weave no more, and cut no more.

You already know them. We need not say more. For some reason, their existence is part of everything that walks, and even the Old Ones – even Belial himself, tread lightly before them. Perhaps the only one who does not is Chicory, but she is a work unto

herself. They can appear as anything, and different measures have them in different forms, but always, always they are about, and it is said the only Power that they stand equal to is Chicory herself. They are those who pluck the [STUFF OF FATE](#), set the [WHEEL OF DESTINY](#), spin the thread, and weave the tapestry of a single life, and it is said that Chicory's thread, like their own, lies dormant and unmarked. They are Chance, Fate, and Fortune.

It is said the Triplets were the ones who let the Dread Powers That Be in, who wove their ascension, and wove their defeat, and that the tapestry they weave now bears portents and omens of a change to come. It is also said these Powers That Be are so old, they came with Man to Wyrld. It is said that while the Bitter Road was taken, while the Bleak Journey was made, they bargained with the Powers and set the Tapestry of Wyrld apart, and now they spin only it.

THE OLD GODS

There are powers more ancient than the Powers That Be, though greatly weakened, almost vestiges of what they once were. They are whom we call Gods, and it is always with both awe and derision. For what good are the Gods? But there are some we know in the whispers and the mutterings, in the hints of the Powers and the visions of the Shamans. They are known to us as The Old Ones.

The Old Ones are terrifying; they are all vast in size, thought to be several hundred feet tall. None are of form graceful and fine, for they are mostly forgotten, and mostly misheard and misthought and mis known, and this has all corrupted them, changed them, shifted them. They are terrifying to behold, even though they are so rarely seen in material form that we can mark the times they have been by the scars of the world.

One notable thing about the Old Gods is that they are not always enfleshed when they manifest, and never deal with mortality. It is said that even Chicory cannot steal that from them, for they draw even from her. The Old Ones are old; they were old before the walls of Jericho fell. They were old when Gilgamesh dragged Enkidu back. They are so old our words, our dreams, our nightmares are said to be all that is left to sustain them, and they are an object lesson for those Powers we know.

Dawnbringer	Evenstar	Fastingstar	Fireforge	Hearthmother
Huntsman	Moondark	Riverdaughter	Seamaster	Skyfather
Springmother	Stormbringer	Sunshine	Trickster	Warbringer

The Skyfather, God of the Daytime Sky. Hearthmother, his consort and goddess of home and children. Their daughters Dawnbringer, and Sunshine, their sons, Fastingstar and Evenstar. Their siblings, Stormbringer, the Huntsman, Fireforge, and Warbringer; Moondark, God of the moon. Riverdaughter, goddess of rivers and lakes, her father, the lost Lord of the Sea, and her mother, the Goddess of Spring.

DEMI GODS & SAINTS

Of **the Fire that lives in the Water** in the deep **Well of Souls**. Of how one can reach the otherworld by following a **river walk** of sparkling light, guided by the **ancient one** whose task it is to take souls across and past the guardian, **a three headed hound as black as pitch**.

Riverwalk	Numen
Timekeeper	Jaenyus
Blackhound	

St Man	St Emir	It is among these believers that you hear the tales of the two brothers who struggled, Saint Man and Saint Emir , and of the death of Saint Emir whose body became the earth itself, while Saint Man became the forerunner of all humans.
Worldtree	Worlddragon	

Where you can hear how the **Worldragon** was bound to protect the **Worldtree** by Huntsman's sacrifice of his left arm, placing it into the mouth of the five headed Worldragon as Fireforge bound the mighty being to protect the Tree.

Of how their tale is not finished being told, for Stormbringer must face the Worldragon once more, and only one of them can walk away.

Of how the fruit of the Worldtree bears knowledge, immortality, and eternity, though one can only choose one fruit to eat at a time.

These people make offerings to the many spirits of the world, the numen and the *jenyus*, who serve the Powers That Be in their own way, flighty and fanciful, yet take time to help those who remember the Old Ones, who still place saucers of milk and who still remember to lay out the first bread for them.

For these are the oldest Powers That Be, the ones that came forth as humans came forth, the forebears of what came later, before any Zeus or Thor, forgotten even now by you. They whisper these Powers That Be, for they are rare and quiet, yet some say they are still present; that they still watch over their domains. That they are personifications as much as powers, unlike those we know, and that they want to return, to rise from their prisons of soil and stone, and reshape this brave new world in their image, rather than that of the bickering, squabbling Hosts.

But most will tell you that they are fictions, tales made to amuse children, to teach lessons, to explain the world – as if one can explain the Dreadnaughts or the Dwarfs. And yet, they persist, they endure, they are still spoken of, quietly, in shadowed corners, away from prying ears and among those with whom trust has been earned.

There may be something to all of it. There are Warlocks, after all.

THE SPIRITS IN THE WORLD

In addition to the Powers That Be, there are a host of other folks and spirits and such one needs to be wary of. The world is alive, in the sense that there is a spirit located nearly everywhere, a fashioning of the world through

the Pale into a sentience and will that has its own rules and ways of being. A few of these can be found in the Bestiary. Some, like Chicory or Acacia, you will not find there. These are the [SPIRITS IN THE WORLD](#), Extradimensional Sorcerers, Immortal Black Knight bridge guardians, and of course the ones we call the [SPIRITS OF THE WORLD](#). Yes, it is a lot of things *in* and *of the World*. I said and thought that too.

These Spirits are classified into five rough groupings: The Numen, the Jinja, the Oloshe, the Halaso, and the Qira. All of them are immortal, but they are also spectral, and can be dispersed for a time; all of them have types within them, and all are protean, and half seen, peculiar and particular.

The [NUMEN](#) are the Wee Folk, who dwell among those things made by People, called into being by wonder and awe and family.

The [OLOSHE](#) are a darker spirit, more violent, less kind, and given to the harder edges of life.

The [JINJA](#) are spectral, wispish, seen out of the corner of the eyes when sensed, can be malevolent or benevolent, are concerned with pleasures that can be varied and wild, and delight in involving themselves in the affairs of mortals. Shamans are most famous for their bargains with Jinja.

The [HALASO](#) are brought into being by strong emotions and portentous events, thereafter remaining and defining a space. It is said that they are psychic emanations by some, and others, such as Shamans, just say they are the force behind psychic spaces.

The [QIRA](#) are nature's presence, the things that dwell in the wild places and the special places, often acting as Shrine guardians and just as often the way that a Shrine is identified as suitable.

These Spirits are a part of the Wyrld – killing them kills the world, a little bit at a time. Killing the world kills those who live and dwell within it, like us. As a result, these Spirits have significant capability to defend and protect themselves and the world.

Perhaps it is best explained using a phrase that Chicory often mutters before losing her temper, though why she of all people would reference Gaea is beyond me. She often says, “You don't want to mess with Mother Nature, do you?” For that is what these Spirits of the World, the Powers, represent: the planet's will and life and sentience, all as a single thing.

SHAMANS

The Powers in the World, the Spirits of the World, are all typically served by those folks who have risen over the ages to fill in the gap that was left when the Clerics went away. Speaking with these spirits, learning their secrets, sharing their knowledge – these are the tasks known to be undertaken by Shamans.

Shamans are often confused with Witches by most folks and can be found among all the assorted peoples and realms of the land – even the Dread peoples. Shamans terrify people, in part because of the totems and fetishes they use, the nature of their magic, the fact they will speak to things unseen by others and be answered. Shamans speak of the magic of blood, the trading of life, the needs of things that are not people, and they carry the stories and the dreams of the people they are beholden to – the dead know Shamans, who are not always known to get along well with Shrinewards, for often the two will find themselves at odds. But Shamans have skills and abilities no Shrineward ever will.

THE SPIRITS OF THE WORLD

There are seven beings whose power is somewhat unique. They are exceptionally potent beings, and not too distant from the Powers That Be, but they are tied more strongly to the World itself – across all the dimensions, still, but ultimately this is their center, their core.

They are not reflected at all through the planes, they are not separate from any of it, as the Old Ones are, but also, they do not need to be worshipped, and they do not concern themselves with petty squabbles and challenges for followers.

CHICORY

Chicory is the *anima mundi*, the Spirit of the World, the personification of the planet as a whole and insistent that she is not a god or goddess.

Chicory does have absolute power in the world itself— perhaps more so than the Powers That Be. It is said she feels mines as they are dug, feels trees as they are cut, has the will of the birds and the bees and the beasts fey and fell. That no matter what you are, when you set foot on Wyrld, you are under her aegis, in her domain.

Some legends say that it was she who ended the God’s War, and she who helped the survivors during the long march and she who set up The Agency. Others say that she it was who brought magic to the world, that it was she who first found The Source and reached it to slake her thirst on power. Some whisper it was she who shattered the world and isolated the ancient land that it might not be found.

She is grumpy, grouchy, sometimes bitter, often caustic, and generally distracted.

She does have one rule that she seems to follow until pushed to extremes: she avoids killing. Which is not to say that she won’t, or that she isn’t as capable of violence as other Powers, but rather that she has some strange rule about the taking of life.

It is notable that when she has killed, she has never done so in small numbers. The last known instance, reported by a Reeve caught up in some plot or plan of hers, she erased three entire families in a single night. A prior time, she erased an entire town, rendering it naught but dust.

It is said that as the spirit of the World, Chicory has a knowledge of all things upon this world, that unbidden she can feel and hear and see and taste the lives of all things, and so always knows what powerlessness feels like, what terror tastes of, what the sound of despair is.

It is also said that her greatest sadness lies in the fact that she cannot heal anything. She can make it older or make it younger, but she cannot heal. Lastly, it is said that everyone who has ever summoned Chicory has seen their dreams destroyed, and the Tale of the Black Emperor is true.

Chicory has six friends who are very secretive, each of them said to be some sort of a manifestation or personification of something in the world. Like her, they do not need to be worshipped, and actively avoid most engagements with the world openly.

Each of them has complete mastery of certain things within the world in a way that puzzles even the other Powers that be. It is said that the Old Ones were called into being, the Host was burned in the Eternal Flame, and that Chicory and her friends drank from the Well.

These individuals are more akin to *personifications* in terms of their powers and abilities but are still independent actors who do not gain or lose based on worship, and for whom all that is gives them their presence through its existence.



Chicory	The People of the World		Anima Mundi
Acacia	Dreams & Nightmares	The Veil	Anima Somnia
Oremus	Faith & Hope	The Hall	Anima Spes
Charon	Blood & Bone	The Field	Anima Caro
Erishu	Liminality	The Passage	Anima Liminalis
Beauregard	Joy & Humor		Anima Risus
Baen	Hearth & Home	The Hearth	Anima Focis

ACACIA

She is Chicory’s best friend, and the wild woman of the world, the Lady of Sleep, the precipice between Dreams and Nightmares, the one that straddles the line between the Netherworlds and the Shadowlands.

OREMUS

She is the hope in despair, the light in darkness, the faith among the faithless, and she is usually on the left side of Chicory. When she speaks, the whole situation just got a lot messier, for she is the prophetess and the planner.

CHARON

Charon is the self-appointed guide for lost souls, the guardian of ghosts, and the one that sails the Voes and its tributaries in a boat that touches all the dimensions. Charon is the only one among all of them who can heal, but he can also harm with a glance, and all that is flesh and bone and blood is his to play with.

ERISHU

Erishu is always either or; one time Erishu will appear as a woman and she will turn and then you will be dealing with Erishu as a man and he will turn and it will start over again. Erishu is always either/and, occupying a liminal space that only Chicory seems to fully understand.

BEAUREGARD

Loud, boisterous, certain of his knowledge and his actions, unbound by consequence, Beau is the most enjoyable of all the folks in Chicory's circle, and if you are ever of questionable fortune enough to be in a room with both Beau and Qetza, please do make sure that the cellars are stocked and that you have much of the stuff needed to repair and rebuild handy, for those two are like peas in a pod.

BAEN

About the only way to describe Baen is to try and describe someone who personifies Dad Jokes and makes them real. He is like the uncle you dread to see at a family gathering, the overbearing hen of a mother that was born to feed others, the bratty younger sibling and the aloof but teasing older one. He is also the most comforting of all of the Powers of the World, for he is the hearth and the home, and where he sits is always warm, welcoming, and familial.

MAGIC IN WYRLDE

Magic uses a potent, unseen force to influence events, effect change in material conditions, or present the illusion of change through the guidance of one's immense belief in the power of their own desire. Magic is the ability to alter the moment in some manner that *steps around* the forces of the Universe, acknowledging them, playing with them.

Magic emerges from the vibrations of the music of the spheres, birthed of the friction of dimensions and the interaction of the Planes, creating the life of The Pale; from that Great Mystery reaching through the Weave of the Veil, we have a kind of energy field that is found in all the liminal spaces, in all the spaces in-between, in All That Is; surrounding us, penetrating us, within and without, above and below, always beyond.

Magic is sacred and profane, shadow and substance, mystery and revelation, vast and often contradictory.

Magic is *alive*; it thinks, it feels, it reasons and deduces, it laughs, it weeps, it consoles, it condemns; it considers, it ponders, it resists, it is willful and contrarian, and magic *wants* to be wielded. So much so that it has a tendency to spill out in unpredictable ways if it isn't called on.

Magic binds us and flows between us, sweetens the inexplicable connectedness we sometimes experience with places, people, art and wonder; dwells in the moments of eerie synchronicity. It speaks to us, whispers in a soft and quiet voice as a hidden presence, in the rainbows and wildflowers, the music of the wind and the silence of stars.

Magic behaves according to its own rules. Always. Those rules do not have to make sense to mortals, and never consider just the here and now – it is theorized that magic considers the past, the future, and the possibilities of all three. Nevertheless, we have been able to learn some things over the last few centuries or so that have helped us to use magic more efficiently.

THE POWER OF MAGIC

It is the Art, the Craft, the Way the World Works, the wisdom and the philosophy of the despairing and the science of the superstition of the hopeful yet is always and the path to new beginning. It is *Magic*, foundationally ineffable, indescribable, inexhaustible.

It is a cheat, and on Wyrld it is a cheat that some have embraced, studied, and learned to a greater degree than anything else.

We get to cajole it so that it does so on our terms, in our moment, in our way. One truth remains: this is *magic*. It is not constrained by what *we* think it should be, and it is not as dramatic as we expect it to be. No matter the wellspring, Magic needs must be shaped by our will, always with the risk that it will turn back upon us. Those who use the powers of the Planes or strike bargains may be slightly less at risk than those who grab the arcane and mold it with passion, but the risk is still there.

It is notable that while all Mortal Realms *have* magic, not all the Mortals in those Realms can *access* it. The Dimension of Shades has no magic that mortals can touch or feel or use. As well, the way that magic works varies from plane to plane, dimension to dimension. Upon Yrthe, for example, there is no Mystical or Eldritch magic, and the Theorems are different.

COMMONALITY OF MAGIC

The people of Wyrld are used to seeing magic as something tangible that works for a certain period and then dies. It is a transient thing, short term, useful or scary in equal measure. They understand potions and wands and such, but the art of spells, in and of itself, is terrifying to most people.

To a common person, **Mages** scare the heck out of people. Power is said to corrupt, and the greater the power, the greater the corruption. The power to reshape reality, to change outcomes, to seemingly escape consequences: this is a power that can corrupt absolutely. Because spellcasting is rare and gives immense power in Wyrld, it is treated as something dangerous and in need of controls or monitoring. Mages are not free to willy-nilly have their way and mess with the world; they also must deal with others who often fear that they will try to take over the world (and history shows this is a warranted fear).

There are laws against the use of distinct kinds of magic. Magic shapes or influences everything on Wyrld, and has since the end of the God's War, when the capacity to use magic entered the world.

It is not absolute, as the secrets of how to do something, or a particular spell, are *zealously* guarded; the deaths of many who sought to discern how the horseless carriages of Durango work, or how the Enjin of Dorado functions are testament to this. But there are streetlights in Lyonese and Durango that do not need to be lit, and there is a whole process for sanitation throughout the empire (controlled by the Nobles); and of course, the recognized professions of the Adventurer's Guild are deeply affected by this.

Magic is not a technology. It is a secret that few willingly share.

The ability to use it, *the Gift*, is not typically passed down by family – it is something that comes to one at the moment of Quickening, the drawing of the first breath. Some have said that it means those with the gift have been chosen, and others have said they have been cursed – and that the curse is why there are people who still have the ability to store magic, but are somehow less subject to it, more immune to it.

MAGIC'S BASIS

Magic is said to be alive, to think, to ponder, to exist in all things and as part of all that is and was and will be because magic comes in some way from the interaction of The Pale with the Planes and Dimensions, and what it creates is the power itself, always a part of the greater Pale, and yet we can see and feel and shape it as Mages of assorted typed. The Pale is thought by many to be the ultimate source of all Magic, and the Well of Souls is sometimes called the Well of Magic, while the Voes is said to be the Path of magic, birthed from the Eternal Flame.

For evidence that Magic does not change the rules, look to the nature of what Magic *cannot* do.

It cannot reduce complexity. It cannot change Time, save for a scant few moments of movement within it. The more complex the spell one does, the more difficult that writhing mass becomes to shape and hold and release. We are still learning the limits of what that complexity is – while a Power That Is may casually walk by and move a mountain, we Mages have neither the strength of magic nor the capacity to grasp that vast and complex a working within our minds, even for the short while to cast it.

Magic cannot force someone to reveal their true name. It can be used to uncover it, but a true name cannot be yanked out of the person so named. Mages have limits on their ability to alter things at range. Magic does not, but we are the ones using it, and we have limits on our range of influence, for all the grand and glorious power that we do have. Magic cannot hide or obfuscate a manifestation. Magic has a price, and many have not realized how dear that price can be until it is too late.

Magic bends those forces; it does not create new ones. It has guidelines that it seems to follow, and so we mages must follow them as well.

MAGES

What is a Mage, you ask? **Mages** are *anyone* who uses magic spells outside of a ritual on Wyrld. If there is a manifestation, then it is magic, and the person is a mage. Mages are those who can use magic *without* resorting to a ritual, who do not have a need for imbued or ingrained objects; a different group entirely.

We cannot do anything merely because we can conceive of it, like Powers and Old Ones and Spirits, but we are Mortals, after all, and they are not. That should also give you thought about why a Mage cannot bring the mountain to them, but Gods can.

Anyone can ultimately be involved in the casting of a spell, through participating in a ritual, usually in a designated space that has been carefully prepared. Even if they do not have the gift of magic, even if they are a Null, they all possess at least some mana, and it is this that they tap into, and this is why rituals are almost always involving many people, for they have to use the number of people to provide the mana. However, rituals still must have someone who has the Gift, someone who is still a Mage, to lead the ritual.

While nearly everyone has some degree of capacity to hold and generate at least some orgone, only some have the capacity to draw more of it into themselves, to use it to shape effects, and to serve their own desires. If there is one thing I can say from all the years of gathering dust here, it is that magic likes to be *entertained*.

What we do know about Mages is that when they are properly trained, they can do much, much more than if they were to try and teach themselves, though of course we all ultimately learned from someone who taught themselves and then taught others. The greater your facility, the broader your knowledge, the deeper your dedication to the task of learning, the greater your capability with magic.

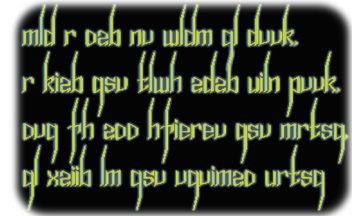
Mages are born with a capacity to do magic, yes, but more importantly they have the ability to build up mana, to store it in themselves, and then direct it at will. This combination of factors is important, and the two combined are called the Gift of Magic.

It is not a matter of degree, and it is not limited to any given heritage, nor is it directly Inherited – just because one person has the ability does not mean that their parents, siblings, or children will have it.

To discover if someone has that power to both cast spells and store mana is quite easy, though it is believed that less than half of the total population has the capacity.

Identifying children who can use magic is a big business. Akadian Lords pay well for those who are young enough, so that they can continue to gain more mages under their control in seeking just the right person to inherit their secret arts and hoarded spells.

To identify someone, all that is done is a child is asked to read from a piece of paper.



CALIGULAN

The paper is written in *Caligulan*, the language of magic, which only those with the Gift of Magic can see and read (and never need training to do so). This works down to the age of six. Younger than that and it doesn't seem to function.

For Servants, *Caligulan* is still used, but they are bestowed their Gift and granted a *Weird* – a mark in the form of a holy symbol that denotes them as having been given in service to a god. This is key because Servants exist outside the normal structure of a priesthood, and though they can always request space in a temple, they are still outsiders who are subject to jealousy and envy.

Culturally, Magic is nominally structured in support of noble powers and is intended to support the current order of things. Most mages work for a noble or other force, however some do not, and they are treated as risky, untrustworthy, and dangerous. For this reason, most mages do not advertise themselves as such – they will pretend to be something else among the common folk. There is a history, early in the founding of the Empire, that tells of how a group of mages thought that they could take over; it was narrowly averted, and the mages were exiled in what became the slow establishment of Akadia, once under the eventual rigid and absolute rule of a Warden named Gimlet of Tolues (a town erased by the rebellion).

This is difficult as it is drilled into most Disciples how they are special, and important, and better they are than others from almost as soon as they begin the arduous training. Meanwhile, many Sensates never really get a complete grip on their powers, and often become afraid of it, unwilling to move forward into that task of learning how to use their powers actively, sometimes not even realizing they are using their powers.

There, again, are more of the secret rules of magic. It is not so easy as it seems, and it wants to be known.

MAGIC'S THEOREMS

The greatest of us have determined that there are several guidelines, which we call theorems, that apply. These are often found engraved in the entrances to Towers and are often the first things that Apprentice Mages learn and store in their books of spells. I require my apprentices and Pupils to memorize them several times throughout their education and am often disappointed by them.

Many will call these the Rules of Magic, though that makes it seem as if they are imposed upon magic – they are not. They are what Magic imposes upon Mortals. Mortal beings, from any of the Mortal Realms, have significant limits upon the way that magic operates for them, and the way that they can use it – and, as noted, in some places they cannot even use it.

This is one reason why some Mages seek to become Immortal and tread the dark paths of Lichery.

THEOREM OF SELF-KNOWLEDGE:

One who does not know herself, having never tested herself or her limitations, does not know what she can do. And the reverse is also true.

THEOREM OF KNOWLEDGE:

With understanding comes control and power.

THEOREM OF NAMES:

Knowing the True Name, the true and complete name, of a phenomenon or entity allows you to target it even beyond the traditional limits, including summoning it across the Planes and Dimensions.
There is another, darker more terrifying thing about this: using this True Name in a very specific but very short ritual, with the target confined to the ritual sigil, can strip a person of their affinity for a year and a day. The Rite is Severance.

THEOREM OF SENSES:

Everyone's senses are finite and limited to the amount of information which one can absorb and process at any given time.

THEOREM OF IMITATION:

The more the first entity knows about the second the better the imitation.

THEOREM OF BALANCE:

One's energy or power level must be kept on an even keel, too much or too little will kill oneself.

THEOREM OF SIGILS:

All effects must be structured, bound by the function and then the form.

THEOREM OF DISCRETE EFFECT:

A spell must always be for a single, discrete effect.

THEOREM OF LOCUS:

Mages must have a Locus – an object that helps them to empower and direct their effects, as well as possibly provide a handy reference.

THEOREM OF INCANTATIONS:

Spells must be released by chanting to draw forth and build up the energy needed.

THEOREM OF MOTION:

All spells involve motion of the Mage, from hand signs to motion of the body to more.

THEOREM OF CONCENTRATION:

While engaged in somatic and vocal action, one must focus one's will and this requires concentration, regardless of the spell.

For some spells, it is only necessary for them to be brought to fruition, while for others it may take continued concentration to maintain an effect over time.

THEOREM OF INTERRUPTION:

An interrupted Spell is a failed and lost spell.

THEOREM OF ATTRACTION:

Merely the act of thinking a lot about what you expect (desire or fear) will summon that thing.

THEOREM OF CONTAGION:

Things which have once been in contact with each other continue to act on each other at a distance even after physical contact has been severed.

THEOREM OF RELEVANCE:

The effectiveness of a connection depends upon the relevance, or import and value, of the contact.

THEOREM OF ASSOCIATION:

Things react upon each other by their connection with each other.

THEOREM OF SYMPATHIES:

The part is equivalent to the whole.

THEOREM OF RITES:

All Rites require a call and response incantation, a ripple of motion, and then Materials to engage the spell.

OPERATION OF MAGIC

All of that said, the actual process of using magic is fairly simple on the surface. There are four basic parts to a spell:

An Effort of Will: Effort of Will requires focus and concentration. If this focus is broken the spell escapes and unravels.

Somatic Gestures: Specific gestures result in specific magical effects.

Incantations: Chanting aloud in Caligulan; a combination of sounds that informs and shapes the Orgone, spoken aloud and clearly. Note that the magic of Caligulan is not something that can be understood by others who are not mages, but if they recognize the spell, they can counter it.

Manifestation: The thing that says it is working. Different Affinities have different manifestations, but once you see it, you know it is working. Manifestations are always visible, even to ordinary folk. There is no casting of spells secretly upon Wyrld.

I will repeat this to you several times: spells are very much living things. A sigil is a **constraint** on magic, a kind of cage for it. They wriggle, they struggle, they seek to have their way and be free – magic is aware and has desire and sentience. As they are abstract, they dwell in the mind of a person, wriggling, struggle, poking, prodding, pestering to distraction. And once distracted, it is free.

ORGONE

Formally, in the study of magic, the term for all the assorted kinds of power derived from their Affinities is **Orgone**. Each Affinity is unique, each is a different expression of The Pale as it interacts with the Prime. We use mana as the term for all of them out of custom and habit, as the study was conducted chiefly by Wizards in their Akadian Towers, and so they tended to favor their own form over the others.

- ❖ **Mana** is specifically the form of Arcane orgone. Mana is drawn from The Pale directly into the sigil as it is crafted within the mind. Arcane magic is a specialty of Akadia and is the best-known form. All others are influenced by the history of this, and the terms used often reflect this.
- ❖ Divine orgone is called **Mantra**. Granted from On High by the Powers That Be.
- ❖ **Élan** is the form of Eldritch orgone, raw and instilled within the host, refilled over time. Some are famous for their very peculiar ways of using it.
- ❖ **Mojo** is specifically the form of Mystical orgone. Mojo is the energy *within* one, replenished and fed by unique interactions of the Prime and the Pale to provide an inner power. You will often hear Bards muttering about how to get their mojo back after a bad performance.
- ❖ **Cie** is the form of Primal orgone, pulled from within and without, the world and the self, blended and merged. Many folks will focus their Cie to achieve impressive feats.
- ❖ Ritual orgone is called **Penumbra**, and is built up slowly, like breathing, like the wind, like the air itself, drawn in until it finally exhales into the sigil. It is not to be confused with the miasmatics that empower certain constructs, though it is deeply similar.

Within the Primae, the power of magic is called Mana, and mana is what gives a Mage their power. Mana is like an energy field, present within all things, living or not, everywhere, in everything. It surrounds us, and penetrates us; it binds us, and flows between us. It is energy – drawn from the Pale itself, from the world around them, from within them, from the dedication and devotion to some task or in service to others.

Mana is represented in game by Spell Points. For those from other worlds, Mana is much like MP for the character. This is not the Magic Points or Spell Points you may have encountered previously – *there is no spell*

slot system here. But you *can* run out of mana; you can use it up in excitement or desperation and then must wait to restore it. You can see why we just call it Mana, or Spell Points.

SPELL POINTS

Wyrld uses a spell point system for magic. Spell points are usually called **Mana** and each person has some of them, regardless of their other ability to use magic.

Base Mana is determined by your Mana score, rolled when you create a character. Base mana is a key number for rituals and recovering the ability to add to it, and the Axiom of a character determines how well they are able to hold and store that mana within them over time.

Those born with magic gain the gift of holding it and can hold and control more mana than most people, and this is part of what enables them to grasp Caligulan, even before they have begun to store enough of it.

Those classes which use magic focus to some degree and for differing reasons on building up the capacity to hold and regain mana. Mana comes from different places according to one's **Affinity**, but the use and storage of it is built up according to one's **Axiom**.

SPELL POINTS TABLE

Axiom impacts the number of spell points a character is able to build up and store within them, and this level increases with experience, knowledge, and mastery. Those who have studied deeply, known as Disciples, are able to grasp the unique nature of mana and so build the capacity to retain it. Servants build up their capacity by their relationship with their power. Sensates are primarily self-taught, sometimes with a bit of help, but mostly through individual trial and error. The difference is notable.

Each spell has a point cost based on its spell level. Cantrips **do** require a spell point. **All magic spells do**. This *may* include class features and special abilities – though not all do. It *does* include magic spells used by monsters and NPCs – this is the way that magic works in the world.

SPELL POINTS BY AXIOM

Mastery Level	Disciples	Sensates	Servants	Nulls
1	12	7	10	0
2	25	15	20	0
3	37	22	30	0
4	50	30	40	1
5	62	27	50	1
6	75	45	60	1
7	87	52	70	2
8	100	60	80	2
9	112	68	90	2
10	125	75	100	3
11	137	82	110	3
12	150	90	120	3
13	162	97	130	4
14	175	105	140	4
15	187	113	150	4
16	200	120	160	5
17	212	127	170	5
18	225	135	180	5
19	237	142	190	6
20	250	150	200	6

SHARING MANA

Most people can share mana on a successful constitution roll, even Nulls, but some people are *cursed* and unable to share mana. If the subject is willing otherwise, sharing is possible.

Mana can be stolen from another through the use of Infernal, Fell, Abyssal, Nether, Shadow, Necrotic and related devices, but not otherwise.

A Mage's **Axiom** determines the amount of mana they can gather and hold to empower spells. Most people truly have little mana – even if they don't have the ability to use magic – and never learn to embrace or manipulate it. Mages can sense that mana within themselves, manipulate it, to use it and play with it and fashion it into things.

There is a limit to how much power a person can contain, how much mana they can hold, and mana is slow to restore. Additionally, there is a limit to the number of spells per day of each level that a person can truly memorize, and it is a skill that requires constant attention and development.

Another way of looking at it is that you expend spell points to cast a spell and the greater the spell's level, the higher the cost. Some have noticed this means that some mages are much more underpowered than is expected in other locales beyond the greater planes. The flip side is that here you can memorize a spell once each day and use it as long and as many times as you have the mana for it until you fall asleep.

When casting a spell, your Mana Modifier is used with the particular ability score that is linked to your affinity for the purposes of rolls involving magic.

MANA RECOVERY

You regain mana at a rate of your base Mana every hour of a full rest, long or short. Spell points are a *physically dependent* characteristic, inherent in the body of the caster. No body, no spell points, no spells. You can always fully recover your maximum mana with three long rests, if you don't use any in the interim.

USING MANA

The number of spell points (Mana) you must spend on various feats and spells is based on your level as a spellcaster (mastery). More on that in a bit, in *Casting Spells*.

Your profession level, or Mastery, also determines the maximum level spell – based on complexity of the spell -- you can learn and so the maximum level spell you can cast. Different axioms also have variable limits to the number of spells you can hold within your head.

Even though you might have enough points to cast a spell above this maximum, you cannot do so simply because you don't have the capability yet – training and experience help you to develop this ability, enabling greater control and mastery over the complex sigils involved.

You cannot reduce your spell point total to less than 0. On reaching zero spell points, you collapse, unconscious, as there is a physical toll to running out of Mana.

A Mage who uses spells regularly typically only has a limited ability to hold these complex things within themselves. As they progress in skill, mastery, and knowledge, they gain a greater grasp of the glyphs, more control over the magrams, and fuller power over the ciphers that they must hold within themselves as sigils.

MANA EXHAUSTION

Anytime you use a number of points of mana equal to your level of mastery plus five points in casting a single spell, either through the base cost or through additional mana you pump into the spell to increase its effect and power, you are struck by a point of Fatigue.

Six points of fatigue mean you are into Exhausted territory, and at that point, every 5 points of mana used adds another level of exhaustion. 10 points of fatigue and you are unconscious, and must recuperate, which is never fun and let me tell you it can be extremely displeasing to have completely drained yourself for the sake of others only for them to leave you with a rock for a pillow and traipse off ahead.

An exhausted mage cannot defend themselves, cannot move, and cannot recover until they have completed at least a short rest. In some cases, it could kill you to run out of mana.

SPELL POINT COST

Spell Level	Spell Point Cost	Actions to Cast	Degree of Complexity
Cantrips / 0	1	1	Simple
1 Level Spells	3	1	
2 Level Spells	5	2	Rudimentary
3 Level Spells	8	2	
4 Level Spells	12	3	Intermediate
5 Level Spells	14	3	
6 Level Spells	17	4	Advanced
7 Level Spells	19	4	
8 Level Spells	21	5	Expert
9 Level Spells	25	5	

The Spell Point Cost table summarizes the cost in spell points of spells from 1st to 9th level. Spells of 6th level and higher are particularly taxing to cast. The mana cost per spell is based on Spell Level, or Complexity.

This cost is regardless of the spell list, the Axiom, or the Affinity of the caster. Skill, knowledge, and efficiency in control are all what determine the ability of someone to

manipulate the energy around them. There are things and ways to influence this.

STORING MANA

A lot of this means that people will often be concerned about finding ways to store mana and to be able to use that supply as needed. There are some philters that can help replenish some mana, but they are only able to double your recovery speed, and useless in an emergency. Sometimes you just need a bit of extra juice, y'know? Those items are very rare, but they do exist, and they do not require magic to create them. They are fashioned from a blue tinted metallic material called **Orikal**. Although it requires using mana to do it, one can store mana in an **Orikal** object, to an amount determined by the object based on several factors including amount and purity. For some, this is the only way they can truly access their mana.

AXIOM & AFFINITY

There are kinds of magic and kinds of ways to learn it, and the two interact in certain ways. The kind of magic one has cannot be changed. These Aspects are often defined as the origin of that mage's ability to interact with the many forces that make magic possible. Magic in Wyrld has two parts to it: these are **Affinity** and **Axiom**.

Axiom determines how much you can hold, and how learned you are at spells. It reflects the manner in which one learned to use the power they have, and so what it is they can do with it.

Affinity determines where your magic comes from, and so it has an effect on how it manifests, and what it is called.


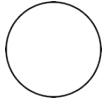

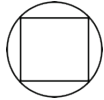


AFFINITY

Affinity is like flavors of the same fruit; they can be different from each other although all of it is still magical. As the Pale ripples through all the spaces and places of the multiverse, it gains power and knowledge and all of that can change or shift it, for it leaves a bit of itself behind wherever it exists, and this becomes the different "kinds" of magic.

A given individual can normally only ever have one Affinity – and in the case of multiclass characters, they must follow that Affinity until such a time as they can find a way to expand their affinity – an arduous and sacrificial path that exceedingly few ever fully achieve unless they have the support and backing of some Power of or in the world.

An Affinity determines the source of the magic and how you gain it. Affinities have importance because some beings are functionally immune to certain kinds of magic, and some wards or defenses are only useful against certain kinds of magic. Affinities determine the Manifestation, Cipher, Spell Attack Bonus, and other aspects of a given Mage's abilities. Each Affinity has different ways of categorizing spells – and of course, Servants have their own approach. Axioms determine the spell list you use – and all members within that Axiom have the same spell list, but not all spells are on all spell lists.

Affinity	Arcane	Divine	Eldritch	Mystical	Primal	Ritual
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Cipher						
Glyphs	ⲄⲚⲞⲚ	ⲠⲚⲚⲚⲚⲚ	ⲄⲚⲞⲚ	ⲚⲚⲚⲚⲚ	ⲠⲚⲚⲚ	By Anchor
Manifestation	Circle	Motes	Aura	Whirlwind	Shine	By Focal
Orgone	Mana	Mantra	Elan	Mojo	Cie	Penumbra
Spell	Spell	Prayer	Jinx	Juju	Hex	Rite
Source	The Pale	The Powers	The Planes	The Self	The World	The People
Ability Score	KNO	WIS	PER	CHA	SAN	CON
Spell Book	Grimoire	Apocrypha	Picatrix	Nomicon	Occultaire	Grimoire

Whenever a spell is cast, a certain visual effect happens around the caster. This is called a manifestation, and each Affinity has a different sort of manifestation. Spells always glow brightly – they can change a pitch-black room into dim light – but they are always there and always visible. All of these are visible to others, though they don't confer much ability to see in the dark beyond the immediate presence of the caster.

Manifestations make it so that it is always known when a spell is being cast and who is casting the spell. For those able to read a spell and grasp it, it becomes known what is being cast. These effects end once the spell is activated – so casting a light spell may have them glow, but once the light is created, they won't. With casters having to move and gyrate, chant and empower their spell, this can last anywhere from a few seconds to a minute, or far longer if it is a ritual in process.

It is said this was done by several Gods working together, but it may also have been a tweak to the world by them. Hard to say.

The Affinities of Magic are Divine (Wis), Arcane (Kno), Mystical (Cha), Eldritch (Con), and Primal (San). Nulls use Strength (Str).

ARCANE

Arcane Magic **draws** from the Pale and then shapes what is taken; it is drawn magic, pure creation in origin, raw and shaped by skill more than will. This magic is often confused with the others, but ultimately requires being some sort of scholar that spends all their time learning things.

- ❖ **Mana** is specifically the form of Arcane orgone. Mana is drawn from The Pale directly into the sigil as it is crafted within the mind.
- ❖ Arcane Mages use a kind of spell book called a **Grimoire**.
- ❖ **Arcane Magic** manifests with visible sigils of light, often around the person of the mage or their arms, depending on the target of the spell and the spell itself. It is a visible magic sigil around them when they cast a spell. These circles take many different forms – from a small circle around the focal point of a spell, to a large-scale circle that spreads out beneath them or beneath the target of their spell. This circle is unique to each caster, and they can be simple or complex, but no two are alike among any living or undead mages – but there have been cases where after the death of a Mage, another mage has come into their power with the same circle.
- ❖ Arcane magic is linked to Knowledge as a trait, and those who use it commonly have strong personalities.

ELDRITCH

This magic is **instilled** by an outside source into the caster. It does not present itself in the same way as other forms, and it is said that Eldritch magic can drive the caster mad or twist them. Unlike with Divine Magic, where the caster functions as a conduit of a Power, eldritch magic is placed within the caster, and usually dependent on some condition or agreement, or derived from some capricious act. Ultimately, the Ikons of the world are all using a peculiar combination of both Eldritch and Divine magic – and that makes them very dangerous, as only they are known to be able to do so. Eldritch magic has a cost, a **price**, is always part of an exchange, over and beyond the use of mana itself.

- ❖ **Élan** is the form of Eldritch mana, raw and instilled within the host, refilled over time. Warlocks are famous for their very peculiar ways of using it.
- ❖ **Eldritch Magic** give off an Aura around them. An Aura is generally a single or multihued aura. It extends out about three to six inches around the spellcaster, within which glyphs dance and spin and float. In darkness, this light only shows them, and in bright light, the auras shimmer and have a prismatic effect.
- ❖ Eldritch Mages use a **Picatrix** as a spell book.
- ❖ Eldritch Mages have to have a high Perception to hold that power within them.

MYSTICAL

Mystical magic comes from the person themselves and the ambient world, the natural magic *inherent* in all people and all things. This is the magic of life, of existing, of being and not being, a complex and everlasting kind of magic. By some lights, it is the inherent magic of Mortality itself, though if so, how it is used by Fae remains unknown. It could very well be the magic of the Material, and is sometimes said to be the everyday magic, the layman's power, the personal power of the individual. Some argue that it is derived from creatures smaller than the eye can see living within us, while others will argue that is poppycock. Others argue that Mystical Magic is the magic that was released into the world itself at the end of the God's War, and that is what makes other kinds and forms of magic possible.

- ❖ **Mojo** is specifically the form of Mystical mana. Mojo is the energy *within* one, replenished and fed by unique interactions of the Prime and the Pale to provide an inner power. You will often hear Bards muttering about how to get their mojo back after a bad performance.
- ❖ Mystical magic is linked to Charisma as a trait, and so those who follow this path tend to put a lot of effort into the trait.
- ❖ Mystics use a **Nomicon** for a spell book.
- ❖ **Mystic magic** manifests as a whirlwind of magical script that surrounds the Mage. Whirlwinds are a swirling pattern of glyphs around them (in an angular script, no less) in a kind of vertical tunnel or whirlwind. It provides no defense or protection.

PRIMAL

This magic is the rarest – This is the raw stuff of the realm of The Source and The Void. This magic is wild and unpredictable. This is the magic elemental forces employ, the magic that creates magic, that is sourced in the very making of everything, including the pale. While some have an affinity for it, it is unpredictable, dangerous, and can interfere with other forms of magic.

- ❖ **Cie** (*Chee*) is the form of Primal mana, pulled from within and without, the world and the self, blended and merged. Many folks will focus their Cie to achieve impressive feats.
- ❖ **Primal magic** manifests with a tendency for the Mage's eyes to shine brightly and their hair to lift, even glowing from within as if their bones were heated, and seem to have a kind of crawling, phosphorescent, liquid-like light that wraps around them in a stream that caresses and flows, following their movements, enfolding those they touch like a shroud. Within this one can see glyphs and forms.
- ❖ Primal Mages use **Occultaires** for a spell book.
- ❖ Primal magic is linked to Sanity as a trait.

DIVINE

Divine magic is given over, or *granted*, to **Servants**. It can be Celestial, Nether, Shadow, Necrotic, Radiant, or Infernal in origin. A **Servant** is anyone who has given themselves over in Service to one or more Planar beings, those who hold sway over vast areas beyond the Pale. This magic is magic that comes from The Gods and is both sacrifice and strength. The magic of the gods is flashy and showy and meant to drive home the point that they are there, and that folks should forgive them the cruelties they inflicted during the God's war. Servants are marked by a weird.

Servants vary in how they approach things and the degree of devotion they allow for it. Clerics choose to serve outside a priesthood, for example, or may dedicate themselves to a set of ideals that different sources require of them.

- ❖ Divine orgone is called **Mantra**. This is mana Granted from On High by the Powers That Be.
- ❖ **Apocrypha** is what a spell book held by those who use Divine Magic is called.

- ❖ **Divine magic** causes the mage to shed a kind of colored light in motes that dance around them. Using magic causes the caster to give off tiny motes of light, sometimes called magic dust, that emanates from them when they are casting spells. These motes surround and come from the Mage, extending out to between three and five feet in all directions in an amorphous cloud. In darkness, this light only shows them, and in bright light, the motes shimmer and have a prismatic effect instead of the more typical silver, golden, or coppery color they possess. The motes themselves are tiny glyphs.
- ❖ Those who use Divine magic are given over to Wisdom, as it is the principal trait related to magic in this form.

AXIOMS

An Axiom is the approach, the philosophy, the way and manner by which one learns magic and approaches the study and therefore mastery of it. It is a way of looking at how one masters the forces that one can wield to varying degrees and purposes. An Axiom determines your approach to it and your mastery of it.

A Wizard may spend a decade studying fundamentals and deep secrets and the history and structure and nature of magic, whereas a Ranger may have simply never fully grasped that what they do is magic and bent it to the task of improving their skill, never fully mastering or grasping the deeper aspects of their gift while still performing incredible feats with it. Meanwhile, the young kid who could light a candle with a glance may have never been found by one of the child thieves and grown to use their gift in ways that seem strange to others, or as larks or amusements.

	Disciples	Sensates	Servants	Nulls
Approach	Study, Rote	Feeling, Self-taught	Calling, Service	Low, No Magic
Ability Score	KNO	PER	WIS	CON

This reflects the degree of mastery in shaping the magical forces as a whole – efficiency and skill and underlying knowledge. Ultimately, the most skilled users of magical power are Disciples, followed by Servants, with Sensates having the least likely because they are generally untrained or self-trained and unrefined in their use of magic. This means they have less overall power at their disposal, and so can cast fewer spells.

There are three Axioms, and Axiom reflects the ability to hold mana, the power of magic within you, how long it takes to memorize a spell, and how well you learned to shape, manipulate, and embrace it. Axioms also determine the spells per level that a mage is capable of learning. While they can have a thousand spells in their grimoire, they can only hold so many spells within their minds at any given time, and they only have so much energy they can expend on spells in a given day.

DISCIPLES

It is often said that few know more about how magic works than the deeply studious Disciples, whose quest for knowledge and mastery is often hard to match. As a disciple myself, I am possibly biased, but my experience has shown that the truth is simple: we have followed the Theorems and particularly those about knowledge, and so have reaped the greatest benefits. Disciples require a high level of Knowledge.

Disciples have set the stage for understanding how to use magic, how to shape it, how to master it, often at the cost of other things, as the early training to learn it can be utterly occupying. The end result, though, is greater power.

Nearly all the materials about magic are ultimately derived from the knowledge and studious application of research, experimentation, and investigation by Wizards, and chief among all of them are those who call Akadia home.

SENSATES

Sensates are often thought of in many people's minds as things like Elohim or Cambion, and while there are many of them within this, it is not about what they are, but how they do it. Sensates require a strong degree of perception.

Sensates are the self-taught, the learned without formal training, the folks who figured it out as they went. Sensates are gifted with great powers and ability innate to their being, but it is often less well focused, and more narrowly.

A sensate may have discovered that if they pointed at a rock and thought a certain way, or did things in a certain order, it would change. They are often looked to for their abilities to enhance themselves, their tools, and to make their crafts and arts more compelling. It may become fused with their skill and their talents.

SERVANTS

As noted, Servants have been handpicked by the Gods to serve them. They act as conduits for the powers they serve, their overall will passing through them to manifest the magic. They are subject wholly to the will, desire, and goals of their Patrons. Servants require a great deal of inner strength and wisdom.

While the *anima mundi* Chicory is often tied to the Shamans, Clerics have different Powers that give them powers of different natures.

NULLS

There is an additional combination of Affinity and Axiom called a **Null**, and those who are Nulls are resistant to magic to a slight degree, and it manifests at different time in different ways. Essentially, when encountering any kind of magic effect, Nulls have Advantage and are able to use their Mana Modifier on rolls to their benefit. Magic simply has a harder time working on or around them. Nobody knows why this is, and when asked the Gods just smile, spread their hands, and wave their fingers and say “magic” with a smirk.

Nulls themselves *do* have mana, but it is a small amount; even though their experiences with magic give them more over time, they are not able to harness it and use it in quite the same way nor do they ever gain immense amounts of it.

The degree to which they are resistant is still small and can work against them – Nulls have a harder time being healed magically, and things which may help them out are sometimes less effective. Nulls are often used in Rituals because they are effective “batteries” of a sort. Also, their Mana score provides them with a reduction to the damage from the effects of spells. When this happens, the Null is surrounded by tiny sparks – smaller than the Motes of a manifestation, shorter lived, but if one looks closely, it appears as the smallest fractions of glyphs, shattered and broken.

Strangely, this only applies to cast spells and workings. Imbued, Ingrained, and prepared items, such as healing potions and other ingested and imbibed items, still work well.

Nulls do not have any attachment to magic – they can still use things that are magical, but they go beyond simply being unable to cast a spell. Nulls are slightly resistant to the effects of magic, resistant to it in some strange ways that serves them well in their professions. In short, magical attacks on Nulls are at Disadvantage, while Nulls have Advantage against magical effects.

MAGICAL SPELLS

A spell, also called a **SIGIL**, is a discrete magical effect; a *change*, a *shaping* of the way that the Pale and Primae interact into a single, specific, limited expression. Spells can be incredible, but they are always dangerous, and the greatest spells are those which have the greatest danger not only to others, but to the caster.

Spells are very much living things. A sigil is a constraint on spells, a kind of cage and for it. They wriggle, they struggle, they seek to have their way and be free – magic is aware and has desire and sentience.

As they are abstract, they dwell in the mind of a person, wriggling, struggle, poking, prodding, pestering to distraction. And once distracted, it is free.

In casting a spell, a character mentally draws up their Cipher, imprints it with Glyphs, fills it with mana, and causes a desired effect to happen. To achieve this, they must have intense focus and maintain a strong degree of concentration, for all spells are part of and discrete from the fullness of the sentience that is The Pale. In a way, they are communicating, but it is not a request or a query, it is a demand and an enforcing of will.

An important point for Incarnates who have come from a place that has magic other than Wyrld is that here, while you still have to learn a spell each day, it does not vanish simply because you have cast it. You can memorize fireball once each

day, then cast it a dozen times. The management of resources then comes into being able to estimate what spells you might need or that are useful, and also ensuring that you keep your mana at a point that allows you to keep going.

However, being knocked unconscious does knock out spells you have held in your mind, and having a spell be interrupted can still drain your mana.

SIGILS, CIPHERS, & GLYPHS

Each Affinity starts its Sigils with a set Cipher, that is then filled in with Glyphs and magrams in a complex pattern. When inscribed, these can be incredibly complex, and often may seem much like each other in pattern at more complex workings – but this is how all of them start.

A **CIPHER** is basic form, the foundation of the complex spells that are used. A cipher is a base, an outline, and into it are placed glyphs. A Cipher is determined by the Affinity a caster has; the kind of magic used.

A **SIGIL** is a complex pattern, starting with a Cipher and magrams, then filled with glyphs, and triggered with a command that releases it, usually a combination of drawing the trigger glyph and uttering the spell's purpose, name, or working.

A **GLYPH** is a symbol, an ideogram with a multitude of context-based meaning. Each affinity tends to develop its own set of glyphs – and often those without training create their own, sometimes using mental images that the magic translates into a glyph, such as a thought of fire.

These glyphs and ciphers are complicated and twisting things, requiring intense concentration and focus to fully grasp, like memorizing an unsolvable maze or complex mandala.

A **MAGRAM** is an expansion of a cipher, an addition or extension, -- a secondary form or shape that is not limited to the Affinity. Magrams are often attached to a spell when it is empowered.

SIGILCRAFT is the designing of spells, in and of itself.

SPELLCRAFT is the art and craft of casting of spells.

Learning to read these deeply complex and liminal forms takes years of effort, grasping how they work and what makes for the best and most useful combinations takes years of solitude and study, and there is always a constant struggle to keep them held within the head, ready to use.

COMPLEXITY DEGREES

The more complex and challenging a spell is, the more difficult it is to form, to hold, to use. This is reflected in the way that spells are structured according to Spell Levels. The higher the Spell Level, the more difficult and the more knowledge and artistry is required.

Spell complexity reflects the difficulty of a spell to cast or to use, and there are five Degrees of Complexity, each with a certain number of Spell Levels within it. These levels describe the *complexity* of the spells, with said complexity increasing with each level. Within the differences of difficulty is the cost of the spells in mana.

The five degrees of complexity are Simple, Rudimentary, Intermediate, Advanced, and Expert.

Degrees	Simple	Rudimentary	Intermediate	Advanced	Expert
Spell Levels	0 and 1 st	2 nd to 3 rd	4 th to 5 th	6 th to 7 th	8 th to 9 th

Within each Degree of Complexity are the Myseries, Lesser and Greater.

SIMPLE

Simple complexity spells can be memorized and visualized *almost* on the fly. Anyone with a capacity for magic can learn this. Some may take a bit less – perhaps a second or three.

RUDIMENTS

Rudimentary spells, Level 2 to Level 3, are more challenging but enable capacity to grasp and tend to have the most core responses. Most people never move beyond this degree of influence or control except in limited ways. As a result, they will never be able to use Intermediate or Advanced spells – but do not discount their overall abilities beyond that.

INTERMEDIATES

Intermediate spells, Level 4 to Level 5, are a way of combining and layering and redeveloping the interfaces and exchanges learned from lower order spells, to create greater effects and more stunning impacts. This seems to be the sweet spot for many, the balanced space between giving too much over to the study of magic and not enough to the other things of value and importance. As a result, they will never be able to use Advanced spells – but do not discount their overall abilities beyond that.

ADVANCED

Advanced spells, Level 6 to Level 7, are the most potent, most complex, most difficult spells, described by someone as having a four-year-old Therian living in your brain and wanting to go outside. Only some can reach these levels of spells. The amount of effort and training that goes into this tends to preclude other activities, in much the same way that someone looking at a complex chemical composition diagram will not be able to understand it without significant study, which will likely leave them struggling to deal with other things – notably weapons and armor.

EXPERT

Expert spells, Level 8 to Level 9, are the most potent, most complex, most difficult spells, described by someone as having a four-year-old Therian living in your brain and wanting to go outside. Only some can reach these levels of spells. The amount of effort and training that goes into this tends to preclude other activities, in much the same way that someone looking at a complex chemical composition diagram will not be able to understand it without significant study, which will likely leave them struggling to deal with other things – notably weapons and armor.

Once a Spell is cast, the effect is instant, though in some cases, and depending on the spell, the Mage may need to maintain Concentration (the chanting and somatics) to cause the effect to persist. It is important to note that spell effects do not start until a spell is *finished* being cast, and then they have a duration that can vary according to many criteria.

MYSERIES

Within each Degree of Complexity there is both a Lesser Myserie and a Greater Myserie. If you were to walk up to a Mage and ask to see their “3rd Level Spells” they would mock you for talking nonsense, since what they have is called a Rudimentary Greater Myserie. And after laughing they would probably hand you some Simple Lesser Myserie and smirk.

Lesser Myseries are always the lower level, and Greater Myseries are always the higher level.

The name is not accidental. While for here our translator has chosen to use a common convention of zero to nine, the difference between a Lesser and a greater is one of increased variance and difficulty, and the ten Myseries are so named as an expression of both the misery of learning them and the misery of holding them in one's head.

CONSECRATION

An individual, a place, or a thing can be consecrated. When used on denizens of the Lower planes, consecration is a devastating attack, but for the most part it has insignificant effect except one important one: it defines ground as Holy, and so sacrosanct from those on the Prime Material Plane from who are not followers that have been consecrated from stepping foot on it.

It is, essentially, counting coup for the Powers That Be. If one is consecrated in the Name of a specific Power, that Power then could act in these simple manners. If you are not consecrated to a Power, you cannot receive a blessing from them, nor can you enter their holy ground (or disturb their Shrine). A person can be consecrated for one God from each pantheon.

Clerics may be consecrated by one Power from each of the three groups of Hosts. That is, you can be consecrated to a Bright Power, a Shadow Power, and a Dread Power. However, you are still and always only a cleric for one of them. This rule about consecration applies to others as well – anyone can be consecrated in the name of one deity in each of the groups. Shamans can be consecrated or consecrate either the Powers of the World, The Ancestral Spirits, or The Old Ones (calling on specific Gods within that group as needed).

The Shadow Host are not all that picky, like the Dread Host or the Bright Host are, and so they allow someone to receive the boons they have so long as at least one of them is involved. This can be important: it sucks to not be able to Bless a fighter's weapon in the heat of battle because the Warrior is a follower of a different Power.

CONSECRATED SPELLS

The following list of spells are those which are consecrated – that is, they will only work on people, places, and things which are consecrated to that Deity. Note that *these spells are only available to Shrinewards and Clerics*. Paladins are not charged with consecration, with the exception of Holy Weapon, which they have inherently as Paladins.

PHB

Aid	Augury	Beacon of Hope
Bless	Enhance Ability	Freedom of Movement
Greater Restoration	Guardian of Faith	Guidance
Heroes' Feast	Lesser Restoration	Protection from Evil and Good
Purify Food and Drink	Remove Curse	Resistance
Sanctuary	Shield of Faith	Warding Bond

XGE

Ceremony	Holy Weapon	Temple of the Gods
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MALEDICTION

Those things that seek to cause harm or woe are maledictions. Sometimes called curses, the operation of a malediction is always based in some sort of sin or disapproved act, and is a punishment inflicted.

BENEDICTION

Those things which seek to provide weal or help are called benedictions. Sometimes called blessings, the operation of a benediction is always based in some sort of virtue or highly approved act, and is a benefit granted.

MEMORIZING SPELLS:

Spells are increasingly complex patterns that must be visualized, all of them starting from a specific base, or cipher, that is more or less complex based on the knowledge, skill, and efficiency of the caster. Into that base,

caster – but the spells within can be read and learned and then placed within their own spell book so long as the person doing so is of the same Axiom. This makes found spell books very valuable and important treasures. For most, when you start out, you learn the spells that your Master taught you as an Apprentice – learned through hours of painstaking copying and study. Thereafter, you must pay for the privilege of learning from someone else’s book or tome, or you can learn them from scrolls you can purchase, or you gain them in the most common way: you go out and find them in some way. Barter is common among Mages, trading a spell they know for a spell from someone else.

Crossing Affinity often means having to do some conversion of the spell, but even Clerics and Wizards are known to share spells. It can also only be done by those who have learned to do so through some Aspect of their training.

Spells are little more than constructs and designs, and once you know the particulars of a spell and adjust for the peculiarities of the Affinity and Axiom, you can often use it. It is not universally possible – healing spells have proven very difficult to work with Eldritch or Arcane affinities, as an example and Mystical affinities are less effective.

Sensates essentially fashion their own version of spells or come up with a new way to use the power within them or have a need that arises, and the magic responds to. They even need a way to be able to duplicate their unique combination of things to enable their magic.

For Servants, these new spells are granted after proper entreaty – that is, you ask for them, and they give them. It creates a strong structure. Usually, it is after intense prayer or rigid meditation, and the *Powers That Be*, peering into the future and listening to you, give you what you want, need, or may find a use for. Those come to them, whole cloth, though of course the Power may choose to instead allow a greater level of free will than the others.

Arabesque recalls one morning when she awoke with a spell for making pea soup in my head. It was rather disconcerting. Turns out that there was a beggar she encountered later that day whose last meal was pea soup conjured by her. As she says, “The Gods do not ignore us. They simply have their own motivations.”

But even then, we are inclined to collect what we know and preserve it for future use. For that, everyone has a use for a spell book.

SPELL BOOKS

A Spell Book is the core tool of a Mage. Any affinity, any Mage; they must have *something* in which they can store their spells, even if the magic they use isn’t always obvious otherwise.

Spell Books come in five very broad forms, but most folks just call them Grimoires or spell books. The forms are [GRIMOIRES](#) (actual books), [OCCULTAIRES](#) (typically an item or object of import to the person), [NOMICONS](#), [PICATRIX](#), or [APOCRYPHA](#) (the sacred receptacle of knowledge from the gods).

The average Spell Book for a full Grand Master will run around 100 *pages*, containing 65 to 75 spells. A *page* is a loose term here – different kinds of spell books have different kinds of “pages”.

APOCRYPHA

Apocrypha is what a grimoire held by those who use Divine Magic is called. This is often given to them, or passed down through lines, or fashioned from the common tools of the person using it.

It is said that many a Paladin has used their sword as a grimoire. The nature of this makes these books somewhat sanctified, though they are not truly holy or consecrated.

First, they must fashion, form, and create the Bundle for the Leaves – no one knows why they are called leaves, but that is what they are, even though what a leaf is can vary as much as an Occultaire. In some cases, the ritual might place *the person* as the Bundle, and the leaves will be tattoos. The thought of tattooing oneself to do this is uncomfortable, but it has and does happen.

This is a three-day effort requiring one spell point each day as they infuse it with mana and enable it to set.

Next, they must fashion the leaves themselves, always something sacred to the divinity they draw from, that they will place the sigil within or upon in a manner they can reclaim it, using 1 spell point for each object, during a day long effort per leaf of the Apocrypha.

GRIMOIRES

Grimoires are books of spells. Grimoires are for those who use Arcane Magic as a standard – a book, fashioned painstakingly, only handwritten, highly illustrated, with sometimes multiples over the life of a person even though the creation of them is arduous in and of itself.

First, they must fashion, form, and create the cover and prepare the binding. This is a three-day effort requiring one spell point each day as they infuse it with mana and enable it to set.

Next, they must fashion the carefully handcrafted, thick, rough-edged pages, during a day long effort per page of the grimoire. Each page in turn also requires one spell point.

PICATRIX

A spell book for Eldritch Magic. These very often take the form of a specific item, or focus, of the caster. The risk around a Picatrix is that without it, the Mage is unable to use their spells.

A Picatrix is best exemplified by the Totemic Fetish of a Shaman. The elements that go into it are, themselves, complex and changeable and each piece of the whole is the equivalent of a page for the Shaman. The complicated and arduous imparting of the spells into the bits and pieces of the whole requires a spell point for each one on incorporation, and the whole itself requires the spending of 1 point of mana each day for five days to construct the core of it, should they ever need to replace the one they start with.

NOMICONS

A spell book for Mystical Magic. These take many forms – sheets of paper with musical annotation, long scrolls in elaborate tubes, and even tattoos, set upon the body. Famously the most common form is as some sort of design or pattern on an object of intense importance to the Mage – a Bard's instrument, an armored chest piece, a carefully forged knife.

The cost of five days and 1 spell point per day still applies to the fabrication of the way they are collected, and then 1 point and 1 day for each spell incorporated into it. Nomicons may be comprised of several items – legend tells of an ancient wizard who crossed the Veil named Vekna whose Nomicons were parts of his body – and that he cursed them lest they ever be taken from him.

OCCULTAIRES

Ocultaires are a form of grimoire that doesn't take the form of a book. They are used by those engaging in Primal Magic. It may be a carved bone or a bit of stone or wood, a collection of items that together make up the repository of the Mage who develops them.

First, they must fashion, form, and create the container for the object or objects that will be used. This is a three-day effort requiring one spell point each day as they infuse it with mana and enable it to set. It may be a bag, a sheath,

Next, they must fashion carefully handcrafted, specially chosen objects they will place the sigil within or upon in a manner they can reclaim it, using 1 spell point for each object, during a day long effort per object of the Occultaire.

FASHIONING A SPELL BOOK

Collectively, they are all called grimoires, or spell books, even though they do have their specific names.

Each represents the collected and collective knowledge the Mage has about magic and the way in which they shape it, often using complex instructions, patterns, and designs, to explain and elaborate on the sigil that they will then fashion.

Grimoires, then, are costly and time consuming because they must be capable of ingraining the spell within them – which steals from it some of its power until memorized. With so much of their lives set within the creation of one, it is no wonder that mages are jealous and guarded about their spell books in any form.

As a result, spell books in all forms tend to have several pages or elements in them. The typical grimoire has between 300 and 500 of the carefully handcrafted, thick, rough-edged pages that are part of the ritual to create a book. An Occultaire might be a collection of small stones, and an Apocrypha may be like a book, a collection of preserved leaves, or the armor and weapons of a paladin.

Should a mage run out of space in a spell book, they must create a new one – and this has led some to seek the additional books of some mages that were thin or less detailed than many, on the presumption that perhaps they recovered a lost spell, such **The Razing**, or perhaps **The Galavant**.

Spell books contain more than spells, as well – they record rituals, they store observations and experiments; they hold the mental treasure of the Mage who crafted it. Most of the famous spell books are named after the Mage who created them and are often valued more for the additional information stored. One mage used his spell book as a record of his trips into the great Wild, where he delved into abandoned Imp holdings and struggled against one of the Great Dragons, recording his experience and knowledge for presumably himself, but possibly for those who would come later.

STARTING SPELLS

At 1st Level, a Mage will have a starting spell book, developed by trial and error or drilled into them by a pedant. These spells will be cantrips, 1st level, and 2nd levels spells with 1 additional 3rd level spell that they will be striving to master.

The number of spells is determined by a roll of dice:

	Cantrips	1 st Level	2 nd Level
Number	1d8	1d6	1d4

These starting spells as a result from rolls can be selected by you, but the single 3rd level spell is always provided by the DM. After this, the only ways to add spells to your spell book are:

- ❖ to create them.
- ❖ to find them.
- ❖ to trade for them.
- ❖ to buy them.
- ❖ to steal them.
- ❖ to beg for them.

In addition, all Mages have three spells they learn fairly early on: *Candlespark*, *Duel Skin*, *Duel Seal*, and *Duel Bond*. These spells are taught to everyone schooled formally, though even a self-taught Sensate will learn them eventually as they are simple, readily discernible spells that almost seem to present themselves.

SPELL SCROLLS

One of the tasks that are socially expected of great Mages who lay dying is that they inscribe their knowledge onto scrolls that they then allow to be spread on the wind. These scrolls are essentially whisked away by the Pale, and it is rumored that they appear where they are most likely to be the most beneficial, most humorous, or most maleficent.

Finding a spell scroll is considered a Rite of Passage for Mages of all sorts. All spell scrolls rewrite themselves into Caligulan after completion, and so can be read by any Mage – but can only be used if the spell is of the same Affinity.

Scrolls are, like the spells they contain, somewhat aware. They do not seek to be learned, and so they are usable only once, for scrolls are merely imbued, not ingrained. As noted, a collection of scrolls is called a Grimoire – and it can be in all manner of forms.

And yes, this does mean that some scroll spells are pages from a Grimoire, and that some objects are the pieces of an Occultaire, or the leaves of an Apocrypha. Because the effort to create a Spell Scroll is the same as the effort for creating a spell book. I once found the spell book of a lost Adventurer in a dungeon that had been carved on pottery shards and kept in a small bag at his side.

LEARNING A NEW SPELL

Spell scrolls which are found are often not used and instead painstakingly copied into a spell book, so that the spell might be preserved for that Mage. By doing this, they avoid the use of the spell scroll, and can retain it for as long as it happens to feel like sticking around, or until they choose to use it.

To copy a spell into a spell book requires a Mana Check of DC10+1 per level of the spell, using the proficiency in the appropriate affinity. If they fail, the spell is useless, and that page of the grimoire (in whatever form) is ruined.

Spells which are outside the Affinity of the caster have a base DC of 15, Spells which are from outside the base Axiom of the caster have a base DC of 13.

The first time they try to memorize the new spell, they must make a check using Kno, Wis, Per, Cha, or Con (depending on the Affinity) with a DC of 9 plus 1 per level of the spell.

CREATING NEW SPELLS

Creating a new spell means that one must combine the assorted sigils from glyphs, runes, and ciphers, as well as related elements into the complex and convoluted patterns of spells. That task alone can take some people years, for the nature of magic is enigmatic and capricious, with meaning changing and variables shifting according to the effect of other forces around them. It is said that even a simple cantrip has something on the order of 2.5 million variables. Complex spells have exponentially more variables to deal with. The level of difficulty is immense.

To be able to create a spell that can be properly recorded for use more than once, one must have reached the Professional degree of mastery or higher (5th Level and up).

The spell is written out following the theorems of Magic, and presented to your DM, who will allow or disallow the spell.

If it is allowed, then it is time to test it out – hopefully in a place that is safe to do so, such as the Mage’s workshop or an empty area.

The character must make a series of checks against a DC of 15: Kno, Per, and Mana. Each check must be successful. If they are, then the spell is successfully created. If not, then it fails and the character must spend 23 days minus 1 day per level before they can try again, as they examine the spell for flaws.

ΩΠ' γυλοζ κλαιο αλακασαν αχαλ χαππασοπ ηηππ'
 ζπλζε'ε ελαγιορ μαγιορ ζεππιαδ δεραηηζ δν ρπαλ
 δεγππια αεραολαδερα εαλα υλαδνυλα ζλαραδα
 μαγονζοκα ζνυ λα αεραολε ηναλλιον δεραββαγ
 ηεαγοχα μακνυδσε μζοηαζν ρλαεζρ ελαδο μαγιορ
 ελαππνυζοπ ηεαονηοη ελαζε δεα δεαυζαγ ελα ζνυεαλα ηη
 εα ην απ απ χζκζν ηζγυ ηαγυ κεαυζ εζηη εαη εαλα
 ηηαλα εαεπνηα εζηη εαη ρπα εζ λαεαα ρ' λραπ μαοοα
 αζζε μαζζε ολμαζα λα ηααζζε λεοοα ηε μαοοα
 ηεαερ ην εζεεεζε δεηαυαγ εαεεεε εαυ α εαλα δεαηα
 δεοια εζηη εαη

Some DMs may choose to have a failure in creating a new spell be accompanied by some form of unusual effect.

CASTING SPELLS

Spells are very much living things. A sigil is a *constraint* on spells, a kind of cage and for it. They wriggle, they struggle, they seek to have their way and be free – magic is aware and has desire and sentience. As they are abstract, they dwell in the mind of a person, wriggling, struggle, poking, prodding, pestering to distraction. And once you are distracted, it is free.

This means that they are exceedingly difficult to form on the fly, at will, if they are more complex than a cantrip, and that there is a limit to the number of spells that any given person can hold within them each day. **It also means that when rendered unconscious, you lose all the spells you have been holding in your head.**

COMPONENTS

Casting a spell is called **INVOKING**, requires five components: a Verbal Component, a Somatic Component, a Mana component, a Focus component, and a Time component.

VERBAL COMPONENTS

This involves speaking aloud the incantation that is part of the spell. The incantation must be spoken with force, with emotion, with intent and meaning. They cannot be rushed and cannot be interrupted. Here are two examples of Incantations:

O, crimson glow that doth banish the blackest darkness, vein of burning heat coursing betwixt destruction and chaos, I summon thy power here in accordance with the eternal contract; with thy violent breath that spills the from fractures in the world, make the earth tremble, fill the heavens, and eradicate all enemies before me!

Flames of creation, origin of all, with crimson fingers you grasp, and engulf all of that comes in your path, scorching the earth and heavens in firestorm, O bright flame dancing in darkness, infernal blaze reducing all to ashes, more than anything, powerful, more than anything, ruthless, burning brightly, blazing fiercely, May your raging flames weave a snare, and shackle my enemy in ferocious hellfire!

SOMATIC COMPONENTS

This involves movement. That movement may involve intricate hand and finger gestures, posture and posing, complex movements of limbs or body. The ungifted often call it “wriggling”, lacking an understanding of the nuanced and discrete movements performed at speed after many hundreds of hours of training and practice. The combination of verbal and somatic components can be of varying length and complexity. Some spells can take a great amount of time to chant, some take a great deal of time to perform the necessary movements, and some can take both a long time to chant and gesture. Combined with the release and channeling of Mana, it can take a lot out of the spellcaster.

Using, casting, or releasing a spell does not mean the spell is not still memorized after casting – one can cast a memorized spell as many times as one has energy for it in that day.

SPELL LOCUS

All Mages require a **LOCUS**. A Locus is the essential tool that all Mages need for their magic to be shaped through. For Wizards it is often a wand or a staff, for Clerics it is a Holy Symbol, for others it might be a tattoo or a pen. Many will use an ornate rod or a staff, some will merely use a stone that is engraved with complex markings.

A Mage without a Locus cannot cast a spell. The nature and shape of that Locus will be up to the Mage themselves, and they can come in all manner of shapes, forms, and ways of being. However, they are always tangible, always expensive, and very much customized to the mage. The simplest Locus for a Mage costs a minimum of 10 gp, a Quid or Eagle – 100 shillings – and can take seven days to craft from scratch.

All Foci are carefully constructed, carved, and many will improve them over time as the amount of power that flows through them can stress them, breaking them or shattering them if it is too much. In general, a Locus should cost 100 shillings per degree of complexity of a spell being cast.

The two most common forms of Foci are Wands and Staves. Wands are typically made out of a wood like Oak or Yew or Blackthorn. Staves are fashioned out of Ash, Oak, and Yarrow. It is among the first things that formal training teaches, and much of the challenge for those who lack formal training is that they went by feel and Locus and failed to develop a proper Locus.

SPENDING MANA

The Spell Point Cost table summarizes the cost in mana of spells from 1st to 9th level. Spells of 6th level and higher are particularly taxing to cast. This cost is regardless of the spell list, the Axiom, or the Affinity of the caster. Skill, knowledge, and efficiency in control are all what determine the ability of someone to manipulate the energy around them. There are things and ways to influence this.

SPELL POINT COST & ACTIONS TABLE

Spell Level	Spell Point Cost	Actions to Cast	Degree of Complexity
Cantrips / 0	1	1	Simple
1 Level Spells	3	1	
2 Level Spells	5	2	Rudimentary
3 Level Spells	8	2	
4 Level Spells	12	3	Intermediate
5 Level Spells	14	3	
6 Level Spells	17	4	Advanced
7 Level Spells	19	4	
8 Level Spells	21	5	Expert
9 Level Spells	25	5	

SPELL FATIGUE

When casting a spell, one has to channel the stored mana they have built up in them through themselves, through their focus, and into the spell itself. This has a physical effect on the caster, and if one uses a great deal of mana, one can become fatigued. Successive uses of large amounts of mana can weaken further, and potentially even cause a collapse.

Anytime you use a number of points of mana equal to your Level of Mastery plus five points in casting a single spell (CL+5), either through the base cost or through additional mana you use to enhance the spell, you are struck by a point of Fatigue. You can make a Vitality Check (DC 15) to resist this, but each further fatigue check increases the DC by 1 regardless of success or failure. The Base DC for this is 15.

On reaching six points of fatigue by any means, every 10 points of mana used adds another points of fatigue, at 8 Points, the mage cannot defend themselves, cannot move, and cannot recover until they have completed at least a one-hour rest (see Fatigue).

On reaching zero spell points, you collapse unconscious, as there is a physical toll to running out of Mana. You will awaken once you have recovered at least 10 mana points.

EMPOWERMENT

On Wyrld, Mages can Empower many spells by spending additional Mana and pushing it into the spell during the casting phase to alter it to achieve a desired effect.

Empowering a spell allows you to increase the area of effect, number of targets, move the damage die up and down the die scale, change the number of dice, or duration of the spell, all depending on the spell.

Spells which are going to be empowered must be declared as such prior to starting – you can't add the empowering after it is cast.

Degree of Mastery	Maximum Number of Changes	Complexity of the Spell	Empowerment Cost / Change
Novice	2	Simple	2
Yeoman	3	Rudimentary	4
Adept	4	Intermediate	6
Master	5	Advanced	8
Grand Master	6	Expert	10

The base empowerment cost is increased by the thing being empowered:

Element	Change by	Cost in Spell Points	Notes
Increase Area of Effect	3'	1	For dimensional space (cube, sphere, cylinder, cone)
Double Area	X2	4	Doubles area of effect
Triple Area	X3	9	Triples area of effect
Quadruple Area	X4	16	Quadruples area of effect
Range Increase	10'	2	For distance
Duration Increase	1 Unit	1	A Unit is the base duration for the spell
Double Duration	X2	3	Doubles duration
Triple Duration	X3	6	Triples duration
Quadruple Duration	X4	9	Quadruples duration
Add Targets	1 Target	3	Adds on additional target/object
Die Scale Move Up	1 Place	4	Moves one place up the die chain
Die Scale Move Down	1 Place	1	Moves on place down the die chain
Additional Damage Die	1 Die	3	Adds an additional damage die

You cannot empower a spell to change Attack, Save, Casting Time, School, Ritual Requirements, Effect, Spell Level, or similar qualities.

MAGE ACTIONS

This combination of activities that takes time can be quite a challenge in combat. Fortunately, Mages are adept understanding the flow and passage of time, and so have grasped the ability to recognize that when they engage, they generally have the ability to choose not to Move during a turn, and in so doing gain a benefit. For Mages, actions come in the form of slots. In a normal turn, a person gains an Action and a Movement. A Mage who is casting a spell can choose to not move and so use that action slot towards the Casting Time of the spell.

Additionally, should they have a Bonus Action or a Reaction, from some Aspect or Feature, they can choose to apply those to casting the spell instead of the described option. It is through this peculiar ability that a Mage is able to cast higher level spells in shorter amounts of time. It is as close as we can come to rushing it.

However, they can also choose to continue casting a spell while moving or taking a reaction or using a bonus action. While this means that it takes more time in rounds to cast a spell, it also allows them to do things like evade an attempt to interrupt a spell or step out of the way of an incoming threat.

Spells over Simple Complexity require multiple Action Slots to cast. It means being prepared and wary as one moves through the world.

Fortunately, any spell can be *Readied* and *held at the ready* to be released once the casting part is done. To Ready a spell, you still have to take the time to cast it, but instead you form it into an Invoking Glyph, which allows you to instantly release it as a reaction during your first turn. Many mages will move around with a spell at the ready, just in case.

INTERRUPTING A SPELL

While this is happening, the Mage is generally in what we call a bad spot. An interrupted spell, where their concentration is broken, costs the same amount of mana as an uninterrupted version of the spell. So, interrupting an Intermediate complexity 5th level spell still costs 8 mana points, and the process must begin again in casting it, along with the expenditure of the mana to do so.

Note that some casters have learned to cast more than one spell at a time, while others have learned to manipulate the way a spell functions.

CONCENTRATION

In terms of the standard 5th Edition concept of Concentration, discard it for the purposes of Wyrld. For Wyrld, the equivalent balancing metric is the Casting Time.

That said, the casting of a spell *is* rather rigorous and arduous effort and does require intense concentration. Spells which do require ongoing concentration (during which no other action can be taken, including movements, bonus actions, and reactions) are explicitly described in the body of the spell itself.

Concentration in this case is a focus on the spell during the use of it. While Concentrating, a Mage can move at no more than half their Speed in a turn, cannot use evasion moves, cannot use a weapon, and cannot do much more than keep the spell working.

Those spells which use Concentration most often are searching type spells, detecting type spells, divinations, and enchantments – but not all of them, and it varies according to the spell itself.

INVOKING

The act of casting any spell requires the caster to chant the spell in *Caligulan*, the peculiar language of magic itself, while performing the finger, hand, limb, or body movements related to the spell in order to invoke it (known by the manifestation that always happens for the few seconds involved).

Spells are cast in play by saying that you are going to cast a spell you have memorized, spending the spell points, and casting it.

SPELL CHANGES

The following section contains notes about all the spells available within the game and how they differ on Wyrld. They are guides for each of the aspects of a spell to converting it to use here.

Spells herein override any published spell or list from the main game.

PLANAR CONJURATIONS

The Planar Conjurations are all formally included in the Rite of Summoning or similar Ritual, as are certain other dimensional spells. The core conceit is that if you want to cross a dimensional boundary, you must use a ritual.

As a rule, if it comes from another dimension, then summoning can only be done through the Rite of Summoning ritual. Summoning a sentient being is considered a rather evil action, even if they are in the same dimension.

In as brief a reasoning as possible, you really don't want to be able to summon these beings on the fly. It makes them intensely angry, and there are planar rules at play that would allow them to summon you, in turn.

Additionally, spells which call up particular spirits will have been changed primarily by the absence of those spirits, but that can be somewhat variable, as Shamans do a lot of dealing with spirits, and there are *ill humours* and such to deal with.

WISH

Wish is not available *as a spell* on Wyrld. Wishes are out there, but the *spell Wish* is not. Wishes require a being which is not Mortal to cast it, for a wish is the ultimate expression of magical power, and mortals are not given to all of it.

It was created, and even cast, but the cost of casting the spell rendered it undesirable, as the caster died every single time immediately, having destroyed themselves trying to cast it. Apparently, Wish has a Mana cost of 500 points, requires 4 days of constant chanting, and a complex jig. That a mage was able to survive 4 days without water was a testament to their enduring will.

SPELL LEVELS

Several Spells have had their locations within the published spell lists altered here. This was done due to the introduction of Spell Complexity as the basis for the Spell Levels. Some spells that are historically seen from a different perspective as higher level are lower level now, and other spells have been moved to reflect the shifts in damage. The spell lists here **override** those of the books.

SCHOOLS

Wyrlde only has Seven Schools of Spells. Conjurations are all Evocations. Some minor tweaks exist throughout the rest as well, focusing on proper placement of certain conjurations.

SINGLE THING

As noted in the Theorems of Magic, a published spell which does more than one thing must be reset as several different spells, each doing that one thing.

When the spell is memorized, that one thing has to be specified. This is reflected in the Spell Lists.

Examples include Control Flames, Druidcraft, Gust, Mold Earth, Prestidigitation, Shape Water, and Thaumaturgy.

SPELL DAMAGE & HEALING

Spell Damage follows a **Unified Spell Damage** approach, as shown on the table below.

	Simple	Rudimentary	Intermediate	Advanced	Expert
Die Used	D6	D8	D10	D12	D14

For each level of the spell caster, 1 die is rolled. Thus, a 1st level Mage rolls 1 die, a 2nd level rolls 2 dice, etc.

REGULAR DAMAGE

There are certain kinds of regular damage.

Abrasion	Bludgeoning	Crushing	Piercing	Slashing
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ELEMENTAL SPELLS

All Elemental Spells can be used with any of the elements, and the specific nature of that elemental damage is described under that damage type.

As with all elemental spells, the particular element is designated by the caster.

Air	Earth	Fire	Frost	Spirit
Lightning	Stone	Poison	Sand	Smoke
Sun	Thunder	Water	Acid	Force

DIMENSIONAL ENERGY

Many spells make use of Planar Energies. When a spell is described as a Planar Energy Spell, the caster may have the ability to select the energy type. Planar Energies include all of the following:

Spectral	Celestial	Infernal	Radiant
Necrotic	Shadow	Nethic	

NEBULOUS ENERGY

There are certain kinds of Nebulous Energies that do unique forms of harm.

Corruption	Heart	Manic	Pain	Psychic
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CONCENTRATION

The default 5e Concentration rules do not apply. Spells which require concentration are spells that have a long duration and generally involve keeping an active awareness of the spell going. They will be explicit in the description of the spell.

CONVERTING PUBLISHED SPELLS

Because this book cannot contain all the spells possible on Wyrld, nor all the spells within the game, here are some rules for converting spells published spells not found here.

Spells on Wyrld generally improve and become more powerful as the character advances through their levels and the spell levels. A 20th Level Wizard is ultimately a weapon of mass destruction all by themselves – until someone gets their True Name, of course. And someone always does.

SPELL SLOT USE

When casting a spell using a spell slot of a higher level, as per the spell description, you use the *Empowering a Spell* rules.

OPTIONAL SPELL SLOT RULE

However, spell slot rules do have a sort of place here. When memorizing spells, there is a base number that a character can memorize, and a character can choose to use a slot from a higher spell to memorize additional lower-level spells.

For this purpose, a 9th level spell is equal to 9 Cantrips or 9 1st level Spells. A cantrip is equal to a 1st level spell for this purpose, but a 2nd level spell is equal to two 1st level or two Cantrip spells. A 3rd level slot is equal to three C/1 **or** one 2nd and one C/1.

SPELL LEVELS

For the level of a converted spell some folks may want to move them around when converting because of the damage structure in use here.

A consideration is that, in general, 5e tends to be heavy on the lower-level spells, whereas Wyrld is more evenly spread out. By using the Damage guidelines, it shifts a large number of very potent weapon spells to higher levels, even as they are adjusted for damage when actually used.

To do this, look at the maximum damage the spell does as stated in the spell description of the published spell, and then divide that by 4, 6, 8, 10, or 12 so that it comes out evenly. That would be the damage die to use. Then, look up that on the damage chart for Wyrld. That gives you an idea of where to locate the spell.

SCHOOLS

All Conjurations Spells are now Evocations for any purpose requiring that information. Wyrld only has 7 schools, and considers 8 to be a deeply unlucky, demonic number, so actively avoids it.

CASTING TIME

When converting, Casting time is *always* a function of the level of the spell:

Complexity	Time to Cast	Complexity	Time to Cast
Cantrips	1 action	5 Level Spells	3 actions
1 Level Spells	1 action	6 Level Spells	4 actions
2 Level Spells	2 actions	7 Level Spells	4 actions
3 Level Spells	2 actions	8 Level Spells	5 actions
4 Level Spells	3 actions	9 Level Spells	5 actions

COMPONENTS

All Spells have Verbal and Somatic Components. All of them.

Only Rituals have Material Components, and they require them. You can use published spells to determine what the material components are, or ask your DM.

All Rituals have Material components, Verbal components, and Somatic components, and require a number of uninterrupted hours to cast equal to the spell level unless explicitly stated otherwise. In such cases, it is to lengthen the time to not more than 3 days, or 72 hours, never to shorten it.

RANGE

Range is always a number of feet in a number divisible by 3 or 10. So 3, 6, 9, 12, 15, 18, 21, 24, 27, 30, 60, 90, 120, 150, 180, 210, 240, 270, 300. One of those numbers will always be the range of a spell. Because Wyrld enables a caster to empower a spell and alter the range, there is little need to change it otherwise.

Wyrld uses a 3-foot basis, so a standard 5' is more likely to be a 6-foot area, but 10 feet is still 10 feet.

AREA OF EFFECT

Area of Effect is a separate quality, and is often the same, but in some cases the AoE will be set to increase according to the level of the caster. When possible, Wyrld uses the same areas as it does sizes of creatures, as shown in the table.

In terms of 3 dimensional spaces, Wyrld *snaps to the grid* the Cube, Sphere, Hemisphere, Cylinder, and Cone, if there is a question about a grid or hex based system. Preference is for flexibility and narrative, but there you have it.

For spells which describe a “ring” or “circle” and have vertical effects, the effect is 3, 5, 6, or 9 feet high.

AoE Categories		
Size	Space / Up to	Up to Height
Micro	1 in by 1 in	
Bitty	3 in by 3 in	
Wee	6 in by 6 in	
Tiny	9 in by 9 in	
Little	18 in by 18 in	1½ ft to 3 ft
Small	3 ft. by 3 ft.	3 ft to 6 ft
Medium	6 ft. by 6 ft.	6 ft to 9 ft
Big	9 ft. by 9 ft.	9 ft to 12 ft
Large	12 ft. by 12 ft.	12 ft to 15 ft
Huge	15 ft. by 15 ft.	15 ft to 18 ft
Gigantic	18 ft. by 18 ft	
Massive	21 ft. by 21 ft.	
Immense	24 ft. by 24 ft.	
Monstrous	27 ft by 27 ft.	
Humongous	30 ft. by 30 ft	
Gargantuan	36 ft. by 36 ft	
Colossal	42 ft. by 42 ft	
Titanic	48 ft. by 48 ft	

ATTACK

Attack rules remain the same for the most part, altering only when it reflects some difference in the setting.

SAVE

Save remain the same for the most part. Changes may happen as a result of damage types or conditions.

Some spells that do multiple things in the books may have slightly different saves for the individual things.

EFFECT

Some effects may be slightly changed by the different Conditions that are present here, the different energies/damage types that exist, and how damage is calculated. For the most part, it is a direct conversion.

DURATION

Spells which have a duration as a set amount of time allow for Empowering a Spell to extend that duration.

Spell durations are given in Rounds, Minutes, Hours, Days, Weeks, Months, and Years, based on whatever the published spell provides. For spells that have a duration in minutes, it is given in rounds for up to 4 minutes and 54 seconds (49 Rounds), with 5 minutes and longer being given in minutes.

TARGETS

Spells which have a set number of targets can be Empowered to add additional targets one at a time up to a maximum number of targets possible for them (see Empowering). Additionally, there is a *maximum* number of targets that can be directly targeted by a spell (unless caught in an area of effect) as follows:

	Cantrip	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th
Max Targets	2	3	4	5	6	7	8	9	10	12

The number of targets can only increase over time according to the Degree of Mastery, however, if there is to be an increase in the number of targets built into the spell.

In some cases, the spell’s Area of Effect will be listed as the target, indicating it only impacts that target.

This does not change the effect – effects often need to be Empowered further as well. This does mean one can take a fireball spell and split it up into several smaller fireballs and target different areas. Not that I would *ever* do that, mind you. Nope, not me. Rafael is above such petty things.

SPELL DAMAGE & HEALING

Spell Damage follows a **Unified Spell Damage** approach, as shown on the table below.

	Simple	Rudimentary	Intermediate	Advanced	Expert
Die Used	D6	D8	D10	D12	D14

For each level of the spell caster, 1 die is rolled. Thus, a 1st level Mage rolls 1 die, a 2nd level rolls 2 dice, etc.

AT HIGHER LEVELS

When a spell description mentions higher levels, use the *Empowering a Spell* rules. Note that Spells in Wyrld are generally designed to become much more powerful as the caster improves. Spells which don't improve over time are very rare, and very notable because they do a very specific thing.

When in question, examine Cantrips. Cantrips are just as useful to 20th level casters as they are to low level casters. Possibly more so because they do significant damage at a relatively low cost and minimal casting time.

DESCRIPTIONS

Spell descriptions for Wyrld will list the kind of damage, but not the die roll or amount unless it is a fixed amount or does not rely on a die roll.

MAGE DUELS

While not a universal trait among my colleagues by any stretch, we do tend to have enormous egos, and when Mages get into arguments about magic, inevitably the practice initiated so many years ago as part of the Warding of Akadia comes into play. These arguments inevitably end up coming down to one of three things:

- ❖ The number of spells they know.
- ❖ The kinds of spells they know.
- ❖ The amount of Mana they have.
- ❖ The use of Mana and Spells.

These disagreements can become quite ferocious, and there are often points where one or another feels their honor is besmirched and requires repair, or there is a desire to prove greatness and position. So popular is the activity as a spectator sport that it has become a part of the very Grand Games themselves. I am, of course, talking about Duels.

From this, and with the less than pleasant encouragement of the Pale itself, a set of rules developed out around the act of challenging another mage to a duel. Doing so is not something to consider on a lark – it is a formal and sadly rigid thing that cannot be taken back once accepted and cannot be escaped.

Every Novice Mage knows at least three Cantrips and then has three additional spells in their arsenal that are among the very first taught, because of their value in training. These spells are Duel Skin, Duel Seal, and Duel Bond.

When making a formal challenge, the Challenger casts the Duel Bond and in a face-to-face confrontation challenges the person they seek to overcome, with an inclusion of where they seek to make the challenge take place.

The challenged Mage can then choose to decline or accept the challenge. If they accept, they too cast the Duel Bond and the pair clasps forearms, which triggers both spells and locks them in while formally accepting the challenge and specifying a time for the duel. If they decline, then nothing happens.

Attempting to back out of a challenge results in a loss of all Mana for a week. This is a debilitating effect, as you can imagine, and given Mages tend to be sneaky sorts, there is always a possibility of an effort to block one or the other from reaching the location of the Challenge. It is considered highly illegal in Akadia.

On the appointed time and at the appointed place, both casters will cast the Duel Seal cantrip. This will create a barrier that is a dome with a diameter of 50 feet and a height of 25 feet. This dome will move with the duelists. The space for the duel must be great enough to accommodate this field. There are a few Apprentices who have tried to set a place for such that wasn't capable of accommodating the duel, and have suffered accordingly, as they are the ones that chose it.

Next, a Duel Skin cantrip is cast. This is a thin barrier that only works during duels and has the effect of changing damage done to a loss of Mana. Don't ask me how it works. Magic. We have been trying to make skins work better and outside of duels for 300 years, and no luck. All I can tell you is that it only functions if a Duel Bond is in play, a Duel Seal has been erected, and they are about to enter the duel.

The field keeps all magical effects confined to the duel area, the skin causes damage to reduce Mana, and the bond enforces the terms of the duel. After that, the duel is fought by the mages using all the tools in their personal arsenals – including physical and martial skills, since even they are converted.

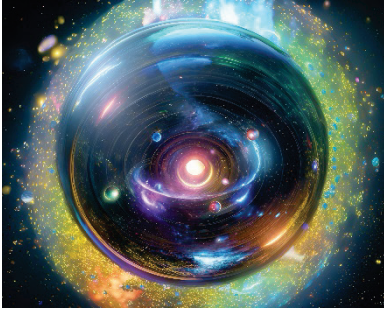
Mage duels are decided by any one of the following conditions:

- ❖ A Mage runs out of Mana.
- ❖ A Mage is rendered unconscious.
- ❖ A Mage yields.

It is only when one or more of those conditions are met that the Bond, Seal, and Skin end, and the duel is over.

THE WORLDSCAPE

THE FIRMAMENT



Across all the Dimensions, there is one constant and unchanging thing, and that is **THE FIRMAMENT**. The firmament is all of Cration, and within the Firmament lies all the reflections and all the shadows of Reality, of the Ephemeral Dimension and the parts of the Plane of Mortality.

The Firmament is an ovoid, and the Sun lies at its center. The Firmament moves, it rotates in a slow unwinding, and it is within the surface of the Firmament that all the stars of the Night Sky rest and reside. It is impenetrable to anything, it is unaffected by anything, and it is untouched by anything. It takes 60 years for the Firmament to complete a single revolution.

It is also notable that the space within it carries sound, though not far, and that there is air, but it is thin and weak, and space is unimaginably cold.

There is nothing beyond the vast Sphere of Night, no existence beyond the Firmament. This is because the Dread Powers That Be sealed Wyrld off from the broader universe ages ago. They are very proud of that, and while other Powers have sought to restore Wyrld to the broader Universe ever since, there are a dozen reasons they remain unable to do so.

THE SUN

The sun is an A class star with very white light that is also cooler and lacks much of the UV risks associated with the light from it. It is said that it was not always that way – that it was changed during the God’s War. The sun is known to house at least two abominations from the God’s War.

Wyrld is centered within the habitable zone for the star, and has three moons that circle it, but little else in terms of space debris. The sun rises in the East and sets in the West.

THE STARS

Each star in the sky is the brightly burning presence of some hero of Wyrld – most unremarked, unknown, save to those Powers who witness all. The stars are both the prisons and the rewards., and war criminals are often trapped in eternal torment in certain stars, while legendary heroes are given glory and happiness everlasting in pocket dimensions in the stars.

The stars were placed there initially by Kybele, who set forth the original constellations of the Arenas and the astrological signs.

THE HEAVENS ABOVE

There are six comets that pass through, four of them close enough to be seen with the naked eye from Wyrld. There is also a strange extrasolar effect that passes through at strange times and in an unpredictable path so far –this has been called Skyfall.

GUARDIAN

Guardian is a gas giant, 80,000 miles in diameter, with 25 moons that circle it in patterns that pass in between the 7 rings that surround it at varying angles to the planetary plane and with different periods. Guardian orbits the Sun in 364 days, speeding along in its orbit of 400 million miles from the star.

SQUIRE

Squire is a rocky planet, about 11,460 miles in diameter, that completes a solar year in 450 days. It has no moons, and orbits around 300 million miles from the star.

THE TWINS, KURE AND KARE

Kure and Kare have a solar orbit of 200 million miles, are synched, and have orbits that are at a 45 degree angle to the solar plane. Kure has a small moon. Each planet is 5500 miles in diameter, and they complete their solar year in 336 Days.

TERANA

Beyond Wyrld is another planet in the habitable zone that has a diameter of 6,000 miles, with an atmosphere and a single moon. It has a solar orbit of 150 million miles.

WYRLDE

This is work concerned with Wyrld.

Between Wyrld and the Sun lie two planets, smaller than Wyrld. Both are furiously hot and uninhabitable.

GADOON

Gadon has a year of 125 days, and a diameter of 3,280 miles. It has a solar orbit of 75 million miles.

AMTRIA

Amtria has a year of 63 days, and a diameter of 1,433 miles. It has a solar orbit of 50 million miles.

OORIAN FIELD

At 500 million miles from the star, enclosing the whole of the Firmament, lies an oort cloud of particles and debris roughly $\frac{1}{4}$ mile thick and composed primarily of crystalline material ranging in size from a grain to a couple dozen miles in diameter.

COMETS

There are 7 comets, five of which are visible from Wyrld, that have solar periods varying from 50 to 364 years.

ROCKS

There are a lot of large rocks that are just out there floating in the firmament. They range from the size of a fist to a couple hundred miles in diameter and vary widely in composition. Some are even suspected of being hollow.

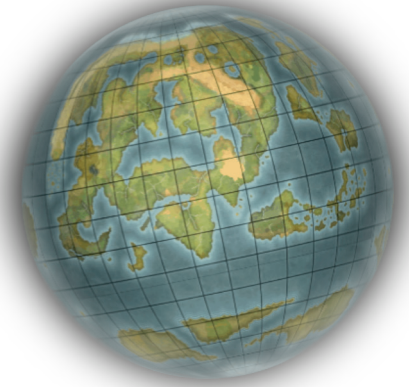
THE PLANET

Wyrld is an Earth-like planet with four continents, two permanent polar icecaps, and a very slight axial tilt that makes for seasons which are still quite mild overall. The axial tilt of only about 12 degrees means that the tropics are very narrow, and the arctic regions are as well.

- ❖ Radius of 2,865 miles.
- ❖ Diameter of 5,730 miles.
- ❖ Circumference of 18,000 miles.
- ❖ One degree of longitude is forty-nine miles, latitude is 50 miles.
- ❖ Axial Tilt: 11.75 degrees.
- ❖ One hundred million miles from star.

THE MOONS

Wyrld has a total of three lunar bodies in a complex dance that circle around it. On any given day on Wyrld, there is a strong likelihood of there being some moon visible the entire time. The moons each have a peculiar color to them, as well. The moons are used to form the basis of the Wyrld year, covering seasons, months, and weeks.



COYOLA is green and blue in color, with patches of white that seem to move and drift across it. Coyola is about a fifth the size of Wyrld overall, taking up space about the size of an outstretched palm without the fingers in the sky. Coyola has an individual revolution of about 7 days, and Coyola's Cycle is 28 days, with the Full moon on the 15th day and the new Moon on the first. Coyola is linked to lycanthropy and is visible starting only at Dusk and setting at Dawn. Like most of the world's aspects, Coyola is frighteningly regular. Coyola rises in the West and sets in the East.

SINA is a pink, white, and pale blue colored moon that has a new moon every 91 days and the full moon 45 days after that. Sina is considered the divine moon, with effects on prophecy and divination. It takes up about as much space as three fingers' width in the sky, is linked to lycanthropy, and is loved by witches. Sina marks the seasons and is used in many rituals. "Sina sets the seasons" you may hear people say, and it is used heavily in farming to time crops. Tides respond to Sina strongly, while they can be weak around Coyola. Sina rises in the North and sets in the South, about half the size of Coyola.

THEMIS is a golden color and only ever appears as a full moon, though it seems to grow larger or smaller by season. It always seems to present the same face to the planet, which is blank, smooth, and unchanging. It circles during the day, rising in the Northeast at dawn, setting in the Southwest at dusk, always just a little ahead of the Sun, and is sometimes called the Sun's Mule. Themis is notable in that outside of lycanthropy, it has no impact on any spells, curses, or other expected effects of a moon. It is about the size of a pinky fingertip in the sky. Themis sets the week.

AVILON



AVILON is the continent, though it is known the world is round and there are other continents. No one has ever been fortunate enough to return from any voyage attempting to reach the other continents. It is claimed that someone in Islandia is building a massive ship the goal of which is to travel the world, with five hulls and crewed by over a thousand.

It is widely believed that the Powers That Be protect Avilon from being engaged with the wider world. Much of what we know comes from Paria, in terms of mapping.

WIDER WORLD

There are other continents on Wyrld, though they have yet to be explored by anyone who has ever returned from them.

According to the Powers That Be, one of the other continents is inhabited by immense reptiles and other enormous life, while another is inhabited, though none of them will talk about it or the *things* that live there.

Much of what we do know of other lands comes from records kept from long before the God's War, which raged across the planet. Even our own lands of Avilon have changed dramatically – it is said that what we have today looks nothing like what it once looked like, the Powers having reshaped the world to their whims.

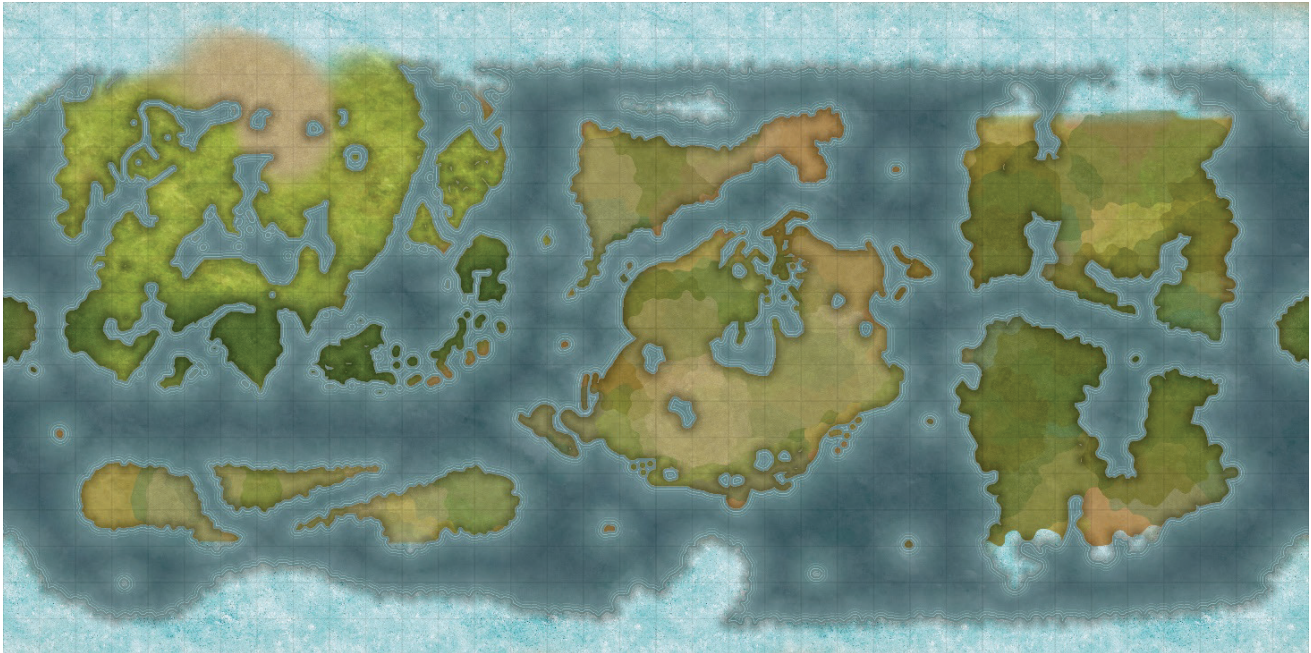
ARACAL: There are some lost World Gates that lead to the continent of Aracal, a northern hemisphere continent West of Avilon.

MONTAIGNE: South of Aracal lies a continent said to be filled by vast, enormous lizards. There is a lost gate that leads to it.

PANGEA: To the East of Avilon is the continent of Pangea. There is a Lost Gate to it somewhere (this is why they are called Lost World Gates). It is whispered that this is very much like our continent, but that magic works differently there. Pangea has two massive portions to it, according to the maps of Paria – one to the north, and one to the south, straddling the equator.

KOKAIGNE: South of Avilon lies a set of three large landmasses collectively called Kokaigne.

OLIMPIS: To the West of Avilon, between it and Aracal, it is said that there is an island that the Powers built for themselves, and upon which they have built their homes and that the Old Gods reside beside them. There is a Lost gate to this place, which is said to be the home of the Powers That Be, from whence they watch the world.



THE ENVIRONMENT

Wyrld, and Avilon, is not a small place, nor is it well settled and safe. Despite the protestations of many of the Rulers and assorted nobles and even the local folks, The Empire is not civilized, is not a single body, and is still reeling from the catastrophes of the last thousand years or so.

The safest places in the Empire are the Seven Cities themselves – a circumstance that applies well beyond the borders of the Empire. Antilia is said to be somewhat better about monitoring the few established roads it has, but even the Sea Realms are fraught, perhaps with more risk due to Duatian or Thulian Pirates and the many sea monsters of the waters.

After the Cities, the next safest places are the Towns. Indeed, to be recognized as a town, one of the major points is that the place be well fortified, and that said fortification can effectively defend the citizens. Given the rank and responsibility that comes from being a Noble over such a place, there is a good deal of emphasis placed on it.

Villages can be safe at times – it depends on the village – but beyond them safety is what you make it, not that for which you hope. Outside of these things is what everyone calls The Boonies. The Boonies is wilderness. It isn't possible to call it untamed or uninhabited – it is said there is no place on Wyrld where someone has not set foot in the distant past – and some of it still bears the scars of prior presence. Sometime shortly after the God's War, people began to refer to it by the ancient term Boonies, and that stuck and continues to stick, even though in some cases it was never a word added to the languages.

By its nature, adventuring involves delving into places that are dark, dangerous, and full of mysteries to be explored. The rules in this section cover some of the most important ways in which adventurers interact with the environment in such places.

PATROLS

Most Nobles will set up some form of Patrol, employing paid soldiers, often recruited from a Ward guild in a city or town. Organized as a military unit, there will always be at least three shifts, and a typical shifts will have at least a squad on patrol at any time, making a series of rounds and riding out or marching out to determine and ensure that Crofters and other folks are safe from the assorted predations of the Boonies.

While a Steading may only have volunteers as part of a militia, from a Hamlet to a Village to a Town to a City, the size of this force will be determined by the cost of the soldiers and the spread of local farms, which are usually the highest priority, even more than grazing fields.

The established standard from the Conclave is that these patrols should extend out at least 30 miles from any given settlement, which for most of the smaller locales is nearly impossible, though obviously the Cities and Towns have little trouble. Using a standard clockface, they will patrol a wedge-shaped area once every ten days in a pattern determined by the Local Lord that is intentionally varied even despite natural variance from staffing and related issues.

These patrols may be mounted (the preferred), but mounted patrols cost more money, so many are still on foot, especially in the smaller regions. As every settlement has at the least a Keep or Manor in which the local Nobility resides (or their Castellans), this is where the patrols are quartered.

The patrols are part of the Allegiance owed to the Nobles Liege – it is a condition of their remaining nobility and holding onto their position, as well as a wise move to protect their own fields, orchards, mines, and herds and other functions that come from their position.

An additional requirement is that they ensure that there is a safe space for all the members of their community – a challenge since there is not always a lot of ability to control the growth of a community. This is usually accomplished thorough a fortified building in the town, as well as through wooden walls and barricades and other measures.

Beyond the limits of the Patrols is the Boonies. While 15 miles out is usually the true limit of a patrol without an Outpost established to support new mounts, that second half can be a point of risk, and the well cared for Imperial Roads that exist between the Cities and Towns are about the only places where such outposts may exist.

So, while Lyonese and Durango may both claim large areas, they generally do not have control over those areas, merely a strong influence over the people that live there, particularly culturally.

The rest of the world, be it the Bright lands or some other place, is subject to the presence of critters and creatures of all manner and kind, from miniature elephants to giant boulder sized field mice. Dreadnaughts still roam, and Corsairs may lead a crew of Bandits from some base established beyond the reach of the law. Brigands – desperate people fallen on desperate times – are not uncommon, even along the Imperial Roads, and of course there are still the bands of marauding Lemurians (mostly Goblins, but not exclusively) inland and Thyrs upon the shores.

In short, Wyrld is not a safe place to travel, and as a result those who do for any reason are eyed with both envy and mistrust, for they can see the world beyond the walls, and partake of the riches that always seem to lie somewhere other than where you are.

TRAVEL

THE BOONIES is the uncivilized realms of the planet, the lands that are not patrolled by official people armed to the teeth. The Boonies is untamed, untouched, uncaring, unspoiled. It is the world after a cataclysm, the varied and assorted toys of the Powers That Be left to roam and wander and fend for themselves. It is the world off the roads, where nymphs and naiads frolic, and satyrs lure women to bowers of leaves.

The safest way to travel is by Skyship. The chances of an encounter in those circumstances are around 5%. An aerial encounter is normally less dangerous in general, and then one factors in the Mages that are employed as Skywards to protect and defend the skyship, as well as the weaponry of the vessel. It is exceedingly rare for the nearly mythical dragon kin to attack one, and even rarer for it to be reported. When they do happen, it is usually in the far east or northeast of the Empire. Unfortunately, skyships are slow, expensive, and you have to deal with the darn Wizards and Wardens of Akadia, which is often reason alone to avoid it.

The next safest way to travel is by Train. The Train, thankfully, does not travel to Akadia, although it also does not travel down into Aztlan quite yet (but soon, I hear). Tracing a route that is mostly slightly inland and follows along the Seven Seas from Dorado to Sibola, with several stops along the way. It is the fastest way to travel, expensive, and while the train may encounter a problem, to date nothing has ever withstood the Enjin or been able to pierce the Cabins, and so it is also very safe from critters and creatures – but Brigands and Bandits are well schooled in avoiding the Greymen who guard the train and will rob unwary passengers without much concern. Corsairs don't care that they are moving faster than birds can fly -- they care about risk and reward. Obviously, both of these methods are used mostly by the Nobility and the wealthiest of peoples, as the typical man on the street not only cannot afford them, they often have challenges getting to where their Stations and Gantries are located.

As a result, the vast bulk of travel is done overland or on the water, about equally, both for trade and for travel in general.

Going overland or over sea all but guarantees at least one encounter, each time. In any given Shift (two Bells, 8 hours), there is a 33% chance of a random encounter if one is within a Civilized area, and a 66% chance of an encounter in the Boonies.

All chances of an encounter are checked on a per hour basis – in some cases, it may be every two, on others every 90 minutes, but there is always a constant possibility because Wyrld is teeming with life and its related forms.

RANGERS

Within the wider world, the ability of the local Nobles to ensure the safety of folks is still limited, and mostly concerned with the fields and homes of those they are Liege for. At most, they can reach 30 miles, and the second half of that is questionable at best.

Between those places and spaces there are the Rangers, who adopt the task of trying to push back the horrors and dangers on their own, often living for months at a time without contact with other people, surviving in the wilds while they unearth warrens, drive out Trollkin, and mark safe passages and find paths.

TRAVEL

Swimming across a rushing river, sneaking down a dungeon corridor, scaling a treacherous mountain slope—all sorts of movement play a key role in an open world setting such as Wyrld.

The DM *can* summarize the adventurers' movement when it isn't key to the play without figuring out exact distance or travel time. An example:

"You travel through the forest and find the dungeon entrance late in the evening of the third day."

Or:

"After killing the guardian at the entrance to the ancient Dwarf stronghold, you consult your map, which leads you through miles of echoing corridors to a chasm bridged by a narrow stone arch."

On Wyrld, it is important to know how long it takes to get from one spot to another, whether the answer is in rounds, minutes, hours or days. In the Boonies (anywhere 30 miles out from a settled area), it is usually important to know because they will pass through regions and have a good chance of running into something out there...

The rules for determining travel time depend on two factors: the speed and travel pace of the creatures moving and the terrain they're moving over.

TRAVEL PACE

While traveling, a group can move at a Stealthy, Slow, Normal, Quick, or Fast pace, as shown on the [TRAVEL PACE TABLE](#). The table shows whether the pace has any effect. A faster pace makes characters less perceptive, while a slower pace makes it possible to sneak around and to search an area more carefully. Difficult terrain reduces speed by half (2 to 1), with the same effects. Unstable terrain reduces speed to one quarter (4 to 1), with the same effects.

TRAVEL PACE TABLE

Pace	Speed	Effect	Notes
Stealthy	Quarter (0.25)	+5 to Perception Checks	Able to use stealth
Slow	Half (0.5)	+3 to Perception Checks	Typical Travel Pace, avoids fatigue of teams
Normal	Normal (1)		Standard travel pace.
Quick	Rushed (1.5)	-3 to Perception checks	Teams suffer 1 point of fatigue per hour
Fast	Double (2)	-5 to Perception checks	Teams suffer 2 points of fatigue per hour, Individuals suffer 1 per hour

The Speed of travel is based on the Speed of the way traveled – a Wagon Speed is going to vary by wagon, an airship or train will vary by that. The Speed rating of a vehicle, Mount, or individual determines the distance traveled in a Round, Minute, Hour, or Day.

Terrain impacts speed, type of Speed impacts it, and there are reasons not to tire people and mounts out or push them too hard. Travel is a common challenge, and is fairly uncommon among most of the population, which tends to remain within a given area for most of their lives.

[THE SPEED AND DISTANCE TABLE](#) shows how far something can travel in a span of time (minutes, hours, days) based on speed score (using standard speed unit of 1 = 10 feet in six seconds). This takes into account time spent resting teams and crews, minor disturbances, and the like. When using a vehicle, Handling can impact the distance and speed, especially during maneuvers, which are also more challenging at higher speeds.

A day of travel is 8 hours of time.

SPEED & DISTANCE TABLE

Speed	Distance Traveled			Notes	Speed	Distance Traveled			Notes
	Minute (ft.)	Hour (mi)	Day (mi)			Minute (ft.)	Hour (mi)	Day (mi)	
1	10	0.2	1.6		325	3250	37	296	
5	50	0.5	4		350	3500	40	320	
10	100	1	8		375	3750	43	344	
15	150	1.5	12		400	4000	45	360	
20	200	2	16	Foot	425	4250	47	376	
25	250	3	24	Cart	450	4500	50	400	
30	300	3.5	28	Horse	475	4750	53	424	
35	350	4	32		500	5000	55	440	
40	400	4.5	36	Wagon	525	5250	57	456	
45	450	5	40		550	5500	63	500	
50	500	5.5	44		575	5750	65	520	Train
55	550	6	48	Skyship	600	6000	68	544	
60	600	6.5	52		625	6250	71	568	
65	650	7	56		650	6500	74	592	
70	700	7.5	60		675	6750	77	616	
75	750	8	64		700	7000	79	632	
80	800	8.5	68		725	7250	82	656	
85	850	9	72		750	7500	85	680	
90	900	10	80		775	7750	88	704	
95	950	11	88		800	8000	91	728	
100	1000	12	96	Barge	825	8250	94	752	
125	1250	14	112		850	8500	97	776	
150	1500	18	144		875	8750	99	792	Dragon
175	1750	19	152		900	9000	102	816	
200	2000	22	176		925	9250	105	840	
225	2250	25	200	Ship	950	9500	108	864	
250	2500	28	224		975	9750	111	888	
275	2750	31	248		1000	10000	114	912	
300	3000	35	280		1100	11000	125	1000	

FORCED MARCH. The tables above presume that characters travel for 8 hours in day. They can push on beyond that limit, at the risk of exhaustion.

For each additional hour of travel beyond 8 hours, the characters cover the distance shown in the Hour column for their pace, and each character must make a CON save throw at the end of the hour. The DC is 10 + 1 for each hour past 8 hours. On a failed saving throw, a character suffers one level of fatigue.

MOUNTS. For short spans of time (up to an hour), many animals move much faster than people.

A mounted character can ride at a gallop for 1 hour, covering twice the usual distance for a fast pace. If fresh mounts are available every 5 to 10 miles, characters can cover larger distances at this pace, but this is very rare except in densely populated areas.

Mounts which move at this double speed must make a Con check every hour or suffer a point of fatigue.

VEHICLES. Characters in wagons, carriages, or other land vehicles choose a pace as normal.

Characters in a waterborne vessel are limited to the speed of the vessel, and they don't suffer penalties for a fast pace or gain benefits from a slow pace. Vessels can slow down or speed up in some circumstances, depending on their method of movement, but altering speed has the effects outlined above. Note that unless visibility is impacted, waterborne vehicles move in stealth closer than 2 miles to the target.

Characters in a flying vessel are limited to the speed of the vessel, and they don't suffer penalties for a fast pace or gain benefits from a slow pace. Vessels can slow down or speed up in some circumstances, depending on their method of movement, but altering speed has the effects outlined above.

Depending on the vessel and the size of the crew, vehicles might be able to travel for up to 24 hours per day. This requires a vessel with shifts, or the crew begins to suffer from fatigue.

Certain special mounts, such as a pegasus or griffon, or special vehicles, such as a carpet of flying, allow you to travel more swiftly.

TRUE SPEEDS

This table gives the precise speed versus miles per hour using standard Speed units.

It is provided for reference.

Speed Equivalents													
Speed	.88	2.2	4.4	8.8	17.6	26.4	35.2	44	52.8	61.6	70.4	79.2	88
Mph	.1	.25	.5	1	2	3	4	5	6	7	8	9	10

Speed	132	176	220	264	352	440	528	616	660	704	792	880	968
Mph	15	20	25	30	40	50	60	70	75	80	90	100	110

DIFFICULT TERRAIN

The travel speeds above assume relatively simple terrain: roads, open plains, and dry packed soil. But adventurers often face dense forests, deep swamps, rubble-filled ruins, steep mountains, and ice-covered ground—all considered difficult terrain.

You move at half speed in difficult terrain—moving 1 foot in difficult terrain costs 2 feet of speed—so you can cover only half the normal distance in a minute, an hour, or a day.

UNSTABLE TERRAIN

The travel speeds above assume relatively simple terrain that remains pretty much where it is. But adventurers often face situations and experiences where the terrain is moving, roiling, or disturbed and broken far more than with difficult terrain—all considered unstable terrain.

You move at quarter speed in unstable terrain—moving 1 foot in difficult terrain costs 4 feet of speed—so you can cover only a quarter the normal distance in a minute, an hour, or a day.

SPECIAL TYPES OF MOVEMENT

Movement through dangerous dungeons or wilderness areas often involves more than simply walking. Adventurers might have to climb, crawl, swim, or jump to get where they need to go.

BURROWING

Burrowing costs 10 feet of Speed per 1 foot of directional movement unless the character has a Burrowing Speed.

Packed earth adds 5 feet, Rubble adds 10 feet, Stone adds 20 feet.

CLIMBING

While climbing each foot of movement costs 1 extra foot (2 extra feet in difficult terrain, 3 extra feet in unstable terrain), unless a creature has a climbing speed.

Climbing a slippery vertical surface or one with few handholds requires a successful Strength (Athletics) check.

SWIMMING

While swimming, each foot of movement costs 1 extra foot (2 extra feet in choppy water, 3 extra feet in low swells, 5 extra feet in high swells, 6 extra feet plus Athletics check in rough water), unless a creature has a climbing or swimming speed.

Gaining distance forward in rough water requires a successful Strength (Athletics) check to use 5 feet of Speed to move 1 foot of distance.

JUMPING

Your Strength determines how far you can jump.

LONG JUMP. When you make a long jump, you cover a number of feet up to your Strength score if you move at least 10 feet on foot immediately before the jump. When you make a standing long jump, you can leap only half that distance. Either way, each foot you clear on the jump both vertically (up to a maximum number of feet equal to 3 + your Strength modifier plus your Athletics skill) and horizontally costs a foot of movement.

You must succeed on a DC 10 Strength (Athletics) check to clear a low obstacle (no taller than a quarter of the jump's distance), such as a hedge or low wall. Otherwise, you hit it.

When you land in difficult terrain, you must succeed on a DC 10 Dexterity (Acrobatics) check to land on your feet. Otherwise, you land prone.

HIGH JUMP. When you make a high jump, you leap into the air a number of feet equal to 3 + your Strength modifier if you move at least 10 feet on foot immediately before the jump. When you make a standing high jump, you can jump only half that distance. Either way, each foot you clear (vertically and horizontally) on the jump costs a foot of movement. In some circumstances, you can make a Strength (Athletics) check to jump higher than you normally can.

You can extend your arms half your height above yourself during the jump. Thus, you can reach above you a distance equal to the height of the jump plus 1½ times your height.

FALLING

A fall from a great height is one of the most common hazards facing an adventurer. At the end of a fall, a creature takes **1D6** bludgeoning damage for every 10 feet it fell, to a maximum of **20D6**. The creature lands prone unless it avoids taking damage from the fall.

A fall takes 1 round for every 60 feet fallen.

FALLING INTO WATER

Falling into water has a chance of rendering a character unconscious. A Con check with a DC of 10 plus 1 for every 10 feet fallen needs to be made. Unconscious characters may suffocate.

Additionally, a character will travel 1 foot into the water for every 10 feet fallen, and if the depth of the water is less than that number, will take an additional **1D6** damage from collision with the bottom.

SUFFOCATING

A creature can hold its breath for a number of minutes equal to 1 + its Constitution modifier (minimum of 30 seconds).

When a creature runs out of breath or is choking, it can survive for a number of rounds equal to its Constitution modifier (minimum of 1 round). At the start of its next turn, it drops to 0 hit points and is dying, and it can't regain hit points or be stabilized until it can breathe again.

For example, a creature with a Constitution of 14 can hold its breath for 3 minutes. If it starts suffocating, it has 2 rounds to reach air before it drops to 0 hit points.

ENCOUNTERS

Wilderness encounters can vary tremendously. The type of terrain one is passing through has the most direct and immediate effect on this. The Biome, or kind of natural area, being passed through determines the overall encounter types, and influences the kinds of challenges that are faced.

Generally, there is a 35% chance of an encounter in a given 4 hour period during a day (12 hours) and then a 30% chance of a single encounter at night. This is 3 possible encounters during a day, and a fourth possible at night.

It should be noted that an encounter in the wilderness may not be something that can be managed by a party of any size. Often, the best course of action when faced with deeply dangerous foes is to avoid or retreat before an encounter has happened and evolved into combat.

Often, wilderness encounters may result in simply meeting something. The actions you take will determine the outcome of that meeting in many cases – but not all.

Wyrld has an abundance of common wildlife, and that wildlife can be of many different sizes. There are giant mice and miniature elephants, there are animals that seems to be a mix of two others, and there are, of course, the monsters. All these kinds of critters are only some of the things that can be met.

Bandits, Pirates, Brigands, Lemurian raiding parties, local Patrols, dreadnaughts, merchants, regular folk – the kinds of things you can meet are unending.

ENVIRONMENTAL RISKS

On occasion, the environment will be an opponent for you. Damage and effects of an environment are usually expressed in terms of Elemental Damage and/or Conditions. Weather has an effect and an impact on the daily lives, and can hamper or limit, aid or protect, depending on how one uses it.

WEATHER

Different Weather Environments have different effects. Wyrld has Magic, Powers, Spirits, and more than can all affect weather on a local, regional, or large scale, in addition to the normative weather patterns.

EXTREME TEMPERATURES

Equiv (°F)	Temp (°W)	Common Level	Effects	Frequency of Checks
-49 to -60	-5	Fatally Cold	DC 30 Vitality + DC25 Con or 3 pt Fatigue	10 Minutes
-37 to -48	-4	Deadly Cold	DC 25 Vitality + DC20 Con or 2 pt Fatigue	30 Minutes
-25 to -36	-3	Frigid	DC 20 Vitality + DC15 Con or 1 pt Fatigue	1 Hour
-13 to -24	-2		DC 15 Vitality + DC10 Con or 1 pt Fatigue	4 Hours
0 to -12	-1	Freezing	DC 10 Vitality or 1 pt Fatigue	8 Hours
1 - 12	0	Frosty	DC 5 Vitality or 1 pt Fatigue	12 Hours
13 - 24	1			
25 - 36	2			
31 - 48	3	Cold		
49 - 60	4	Cool		
61 - 72	5	Comfortable		
73 - 84	6	Warm		
85 - 96	7	Hot		
97 - 108	8		DC 5 Vitality or 1 pt Fatigue	8 Hours
109 - 120	9		DC 10 Vitality + DC15 Con or 1 pt Fatigue	4 Hours
121 - 132	10	Blistering	DC 15 Vitality + DC20 Con or 1 pt Fatigue	1 Hour
133 - 144	11	Deadly Hot	DC 20 Vitality + DC 25 Con or 2 pt Fatigue	30 Minutes
145+	12		DC 25 Vitality + DC 30 Con or 3 pt Fatigue	10 Minutes

Extreme Temperatures have an impact. Extreme Temperatures cause Fatigue and have additional risks.

The table gives the Equivalent temperature in degrees Fahrenheit, the Wyrld temperature, and the common term for temperatures in that range. Armor always increases the effective temperature for a given character by 1. Temperatures below and above the listed have the same effects as the final.

The Effects show the nature of the roll(s) that must be made for each time of exposure in that temperature.

- ❖ For each period of time in extreme weather, the DC increases by one.
- ❖ When two rolls are required, both must be successful in order to resist the point of fatigue.

Certain Cold Weather clothing can provide a reduction of one level in risk, others may reduce the DC.

STRONG WINDS

Strong Winds can have significant impact. The following table lists general descriptions and impact for winds. Strong Winds also can create Sandstorms and increase Wave Height. Strong Winds can be combined with storms, for additional or increased effects.

	Degree	Up to Speed	MPH	Wave Height	Swim / Fly	Impact	Vehicles	Effect
1	Calm	9	0	0 feet	Calm	Calm wind. Smoke rises vertically with little if any drift.		None
2	Light Air	27	1 to 3	< 1/2		Direction of wind shown by smoke drift, not by wind vanes. Little if any movement with flags. Wind barely moves tree leaves.		None
3	Light Breeze	61	4 to 7	1/2 ft (max 1)	Rippling	Wind felt on face. Leaves rustle and small twigs move. Ordinary wind vanes move.		None
4	Gentle Breeze	106	8 to 12	2 ft (max 3)		Leaves and small twigs in constant motion. Wind blows up dry leaves from the ground. Flags are extended out.		None
5	Moderate Breeze	158	13 to 18	3 ft (max 5)	Choppy -3 to Swim Speed -2 to Fly Speed	Wind moves small branches. Wind raises dust and loose paper from the ground and drives them along.	Handling Check +1	Flying STR Check DC 10 +2 DC Hearing
6	Fresh Breeze	211	19 to 24	6 ft (max 8)	Cresting -4 to Swim Speed -3 to Fly Speed	Large branches and small trees in leaf begin to sway. Crested wavelets form on inland lakes and large rivers.	Handling Check +2	Disadvantage on ranged Weapons Disperses Fog & Smoke Flying STR Check DC 15 +4 DC Hearing
7	Strong Breeze	273	25 to 31	9 ft (max 12)	Rough -5 to Swim Speed -4 to Fly Speed	Large branches in continuous motion. Whistling sounds heard overhead. Umbrellas used with difficulty.	Handling Check +3 Piloting Check	Disadvantage on ranged Weapons Extinguishes flames Disperses Fog & Smoke Flying STR Check DC 20 +6 DC Hearing
8	Near Gale	334	32 to 38	13 ft (max 19)	Crashing -7 to Swim Speed -5 to Fly Speed	Whole trees in motion. Inconvenience felt when walking against the wind.	Handling Check +4 Piloting Check	Disadvantage on ranged Weapons Extinguishes flames Disperses Fog & Smoke Ends Flying +6 DC Hearing
9	Gale	405	39 to 46	18 ft (max 25)	Breaking -10 to Swim Speed -10 to Fly Speed	Wind breaks twigs and small branches. Wind generally impedes walking.	Handling Check +5 10 damage/hour Piloting Check DC 15	Disadvantage on ranged Weapons Extinguishes flames Disperses Fog & Smoke Ends Flying +10 DC Hearing
10	Strong Gale	475	47 to 54	23 ft (max 32)	Tempest -15 to Swim Speed -15 to Fly Speed	Structural damage occurs, such as chimney covers, roofing tiles blown off. Ground is littered with many small twigs and broken branches.	Handling Check +7 20 damage per hour Piloting Check DC 20	Disadvantage on ranged Weapons Extinguishes flames Disperses Fog & Smoke Ends Flying +15 DC Hearing
11	Whole Gale	555	55 to 63	29 ft (max 41)	Wrack -20 to Swim Speed -20 to Fly Speed	Considerable structural damage occurs, especially on roofs. Small trees may be blown over and uprooted.	Handling Check +9 30 damage per hour Piloting Check DC 25	Disadvantage on ranged Weapons Extinguishes flames Disperses Fog & Smoke Ends Flying +20 DC Hearing

Degree		Up to Speed	MPH	Wave Height	Swim / Fly	Impact	Vehicles	Effect
12	Storm Force	660	64 to 75	37 ft (max 52)	Tidal -25 to Swim Speed -25 to Fly Speed	Widespread damage occurs. Larger trees blown over and uprooted.	Handling Check +11 40 damage per hour Piloting Check DC 30	Disadvantage on ranged Weapons Extinguishes flames Disperses Fog & Smoke Ends Flying +25 DC Hearing
13	Hurricane Force	Over 661	over 75	45+ ft (max 75)	Devastating -30 to Swim Speed -30 to Fly Speed	Severe and extensive damage. Roofs can be peeled off. Windows broken. Trees uprooted. Large vehicles overturned. Moving vehicles can be pushed off the roadways.	Handling Check +13 50 damage per hour	Disadvantage on ranged Weapons Extinguishes flames Disperses Fog & Smoke Ends Flying +30 DC Hearing

STORMS

The most challenging for of weather is storms. Storms on Wyrld last 1 to 12 hours in general.

Storms are often accompanied by wind, and so these effects are added to existing effects of any Wind.

RAIN STORMS

The most common sort of storm. Rainstorms will be Mild, Average, or Intense.

- ❖ **MILD STORMS** are more annoyance than anything. They reduce visibility and Obscure anything beyond 90 feet. They add +5 to Handling.
- ❖ **AVERAGE STORMS** will reduce speed by half, and Obscure anything beyond 60 feet. They add +7 to handling.
- ❖ **INTENSE STORMS** reduce speed to one quarter and Obscure anything beyond 30 feet. They add +9 to handling.

THUNDERSTORMS

Thunderstorms are a type of rainstorm that can also be mild, average, or intense.

Thunderstorms introduce a chance to be struck by lightning of 1 in 999 (a roll of 1 on **3D10**, with each die being a different digit). Being struck by lightning does **20D10** Lightning damage to anything it hits.

HAILSTORMS

Hailstorms can also be mild, average, or intense. Hailstorms last **1D4** hours. Hailstorms cause 1 point of damage to vehicles each minute, overcoming thresholds.

- ❖ A **MILD** hailstorm features small, pebble sized ice. For each hour out in a mild hail storm, a being or vehicle takes 1 hp of bludgeoning damage.
- ❖ An **AVERAGE** size storm features larger hailstones. For each hour out in an average hailstorm, 1d6 bludgeoning damage happens.
- ❖ An **INTENSE** hailstorm features fist sized hailstones. For each hour out in an intense hailstorm, 2d6 crushing damage is taken.

TORNADOES

Tornadoes have a 33% chance of including a hail storm, and a 50% chance on including a rainstorm. Tornadoes typically have a radius of 125 feet where they touch ground, an eye of **1D20** feet, and being caught in one will have a few different effects. Being caught in a Tornado adds +15 to Handling.

Tornadoes have a Speed of 5500 and move each round in a random direction (**D8**).

Tornadoes last **1D6** minutes at a time, but in a given hour, there can be **2D6** Tornadoes.

Characters holding on to something or Flying under their own power must make a Str check against a DC20 to resist being sucked up.

- ❖ **6D6** bludgeoning damage from debris caught in the funnel.
- ❖ Carried **5D10** feet into the air.
- ❖ Moved **6D12** feet in a random direction away from last position.
- ❖ Falling damage based on height of fall once released.

HURRICANES

Hurricanes are always **INTENSE STORMS**, with a radius of 125 miles and an eye of 25 miles. Being caught in a hurricane will cause 5 hp per hour of abrasion damage. Falling unconscious while exposed in a hurricane has a chance to drown a character. Hurricanes add +6 to Handling.

BLIZZARDS

Blizzards are snowstorms. Blizzards can be Average or Intense.

An Average Blizzard reduces visibility to 30', and each hour of exposure the folks out in it must make either a Con or Vitality save against a DC of 18. Failure means they take **1D6** Cold Damage and 1 point of Fatigue.

Intense Blizzards reduce visibility to 15', and each hour a Vitality check is made against fatigue, and a Con check is made to avoid cold damage. Intense Blizzards add +10 to Handling.

SANDSTORMS

Sandstorms happen when the wind hits 6th Degree (a speed of 211 (19 to 24 mph) or higher), called a Fresh Breeze. Sandstorms can last 1d6 hours.

- ❖ At (7) Strong Breeze, visibility becomes lightly obscured, and Perception Check have a DC of 10.
- ❖ At (8) Near Gale, Visibility becomes Obscured, and Perception Checks have a DC of 13.
- ❖ At (9) Gale, Perception checks are at disadvantage, and Perception Checks have a DC of 16.
- ❖ At (10) Strong Gale, Sandstorms do **1D6** damage per hour of exposure, and Perception Checks have a DC of 18.

For each degree above 10, the Perception DC increases by 3. Sandstorms increase Handling DC by +1 for each degree above 6 as a result of reduced visibility.

STORMY SEAS

As noted in the Strong Winds table, large open bodies of water (seas, oceans, etc.) become very dangerous in high-speed winds. Combined with a storm, they can be downright devastating.

LANDSLIDES & AVALANCHES

The Mountains of Wyrld are all very high, some of the smallest mountains a mere 20,000 feet, while the typical one is around 25,000 feet high. Passes through them that still require climbing usually are about 15,000 feet, and very, very seldom used since there are land and sea routes that are much faster and safer due to the bitterly cold temperatures that can kill a man in under a day above 10,000 feet.

Still, the heights of these mountains mean there is a constant snowpack, and where there is snow pack there are avalanches, which are extraordinarily deadly to be caught up in, causing falling and bludgeoning damage.

A character caught in an avalanche must make a STR or DEX save with a DC of 20 to avoid being caught in an avalanche, with failure meaning they take **6D6** frost damage, and have a good chance of suffocating or suffering from frostbite if they cannot gain escape or freedom within six hours. For each hour trapped, they suffer an additional **1D6** Frost Damage. The DC of this is 15, and can be made using PER, KNO, or SAN. Additional Conditions may apply at the DM's discretion.

If a creature is buried beneath a Landslide or avalanche, they will be 2d10 feet below the surface, and will begin to suffocate. If they are less than 5 feet below the surface, they can burrow their way out or climb their way out through difficult terrain.

If they are deeper, they must be dug out by someone else, are sightless and restrained. It takes 1 minute to dig one foot through an Avalanche or Landslide.

FLASH FLOODS

Flash floods strike in areas where water is rushed together. Flash floods happen without much warning. 10 rounds before a flash flood, a Survival check can be made to determine it is coming. If the area being flooded has a clear sky, 5 rounds before a flood arrives, initiative should be rolled to begin determining actions as the sound of the flood can be heard. If the area is currently experiencing a storm, the sound is only heard two rounds beforehand.

Flash floods one is caught in require a STR (athletics) check or fall into the flood and be swept away **10D20** feet. Falling damage is taken for the distance swept down the flood.

Vehicles caught in a Flash flood will capsize.

FOREST FIRES

Forest fires travel at a speed of **1D8** each hour. Four hours before a fire is reached, the smoke can be smelled. Two hours before a fire is reached, ash can be seen. Being caught in a Forest Fire causes both **1D6** damage each round, and increases fatigue by 1 point each minute, with suffocation striking if a character is rendered unconscious. Forest Fires last **1D8** days.

RAGING RIVERS

Raging Rivers are generally shallow (less than 10') but move in excess of a speed of 2500 through rocky, dangerous, difficult terrain. While trying to cross a Raging River, one must make a STR (athletics) check or fall into the river and be swept away **10D20** feet. Falling damage is taken for the distance swept down the river.

SWAMP GAS

Biomes of this nature typically have escaping gas pockets that give the area a strong, nasty smell not unlike rotten eggs. Every mile of travel is likely to pass through a pocket of such, and exposed flames can light it, doing **3D6** fire damage to all within 60 feet.

EARTHQUAKE

Earthquakes are very rare on Wyrld, nearly always the effect of some kind of magic or creature. There are no natural fault lines on Wyrld, as the Powers that Be decided they didn't want them.

SINKHOLES

Sinkholes are unpredictable, as they are areas of soil and rock that lie directly above an empty space in the earth, and there is rarely any way to spot them or be prepared for them (Survival DC of 25 to spot them). Sinkholes themselves are relatively safe, it is the drop should they open into an empty space that is the problem, along with the debris that adds **1D6** crushing damage to any falling.

QUICKSAND

Quicksand may not be sand. It can be mud, vegetation, or other challenges. Each round that someone is in quicksand, any movement they apply will draw them down 1 foot for every 5 feet of movement they attempt. If they end up submerged, they begin to suffocate.

VISION AND LIGHT

The most fundamental tasks of adventuring— noticing danger, finding hidden objects, hitting an enemy in combat, and targeting a spell, to name just a few—rely heavily on a character’s ability to see. Darkness and other effects that obscure vision can prove a significant hindrance.

Any visual aspect will have two qualities to it at least. Additional factors like refraction can be treated as one of these two.

OBSCURENESS

Obscureness is the quality of translucence of something. Rock is not translucent, Fog can vary, smoke can vary.

Level	%	Description	Vision
Clear	0		0
Light	25	Light foliage, thick haze, light fog, typical smoke. Penalty of -1 to rolls.	-20
Medium	50	patchy fog, or moderate foliage, creatures have Disadvantage on Perception checks that rely on sight.	-40
Heavy	75	Thick fog, smoke, or clouds, creatures have Disadvantage on Perception checks that rely on sight.	-80
Total	100	blocks vision entirely. A creature effectively suffers from the blinded condition when trying to see something in that area.	--

BRIGHTNESS

Brightness is a quality of light source. The presence or absence of light in an environment creates five categories of illumination:

Level	Description	Vision
Bright		0
Dim	usually, a boundary between a source of bright light, such as a torch, and surrounding darkness. The soft light of twilight and dawn also counts as dim light. Coyola three quarters to full is a moonlit dim night,	-10
Shadowed	Places between the possible sources of light, Sina’s three quarters to full nights, shadowy alleys and heavy forests during the day.	-20
Dread		-40
Dark	outdoors at night (even most moonlit nights, but not during any full moon of Sina or Coyola), within the confines of an unlit dungeon or a subterranean vault, or in an area of magical darkness.	-80

A given area might be lightly or heavily obscured.

- ❖ In a lightly obscured area, such as dim light,
- ❖ A heavily obscured area—such as darkness,
- ❖ When trying to see through a lightly obscured area, they also have disadvantage, and things within that range of sight are treated as lightly obscured.

bright light, dim light, and darkness.

BRIGHT LIGHT lets most creatures see normally. Even gloomy days provide bright light, as do torches, lanterns, fires, and other sources of illumination within a specific radius.

DIM LIGHT, also called shadows, creates a lightly obscured area. An area of dim light is usually a boundary between a source of bright light, such as a torch, and surrounding darkness. The soft light of twilight and dawn also counts as dim light. A particularly brilliant full moon might bathe the land in dim light.

DARKNESS creates a heavily obscured area. Characters face darkness outdoors at night (even most moonlit nights, but not during any full moon of Sina or Coyola), within the confines of an unlit dungeon or a subterranean vault, or in an area of magical darkness.

URSIGHT

A creature with Ursight can perceive its surroundings without relying on sight, within a specific radius. Creatures without eyes, such as oozes, and creatures with echolocation or heightened senses, such as bats and true dragons, have this sense.

DARKVISION

Many creatures in Wylde have darkvision, which treats Darkness as Dim Light and Dim Light as Bright Light. The range of this ability varies from being to being, but within that range the treat Dim light as Lightly Obscured. However, the creature cannot discern color in darkness, only shades of gray.

TRUESIGHT

A creature with truesight can, out to a specific range, see in normal and magical darkness, see invisible creatures and objects, automatically detect visual illusions and succeed on saving throws against them, and perceives the original form of a shapechanger or a creature that is transformed by magic.

Furthermore, the creature can see into the Ethereal Plane. As noted, this is not always healthy for those who can see into it. Those who have this ability describe it as a horrific experience that gives them nightmares. Apparently, the Ethereal plane is not a pleasant place, and there are a lot of unseen, invisible spirit beings roaming around.

HAUNTED LOCATIONS

Haunted areas are those locations that raise goosebumps on the skin and are said to be an effect of a current or recent or future haunting by a ghost. It is a location where the lost still wander and is always searching for a Shrineward or Shaman to send them home.

Haunted locations are typically 10 to 60 degrees colder than the area immediately around them and have reduced visibility both in obscureness and brightness without any identifiable cause. Strange noises, whispered words, and other markedly disorienting effects can happen. Wisps are known to frequent Haunted locations, drawing on the emotional energy of the area.

RESONANT LOCATIONS

These areas are off in some way – they have strong psychic vibrations. A common effect of a Resonant location is an eerie feeling, like chills down the spine, or the fine hairs on your arms raising on their own. Resonant Locations may have a Psychic or Necrotic feel to them.

The specific effects of a resonant Location can vary from location to location. Some cause damage, others cause a strange sense of uneasiness, still others can alter or change the nature of the very world, shifting it to astral or ethereal spaces, causing terrors to come to life in both real and illusory ways, and mimicking certain spell effects.

PALESCENT LOCATIONS

These are places where the Pale is having a hard time, where the veil is thin and threadbare, and there is leakage into the Dimension from the Pale. These locations can have unusual effects on the way that spells operate, and can recharge or drain mana, cause spells to misfire, or result in strange effects that may not have been intended if mana is involved.

Magic can work in extremely unpredictable ways in a Palescent area, such that one spell when cast may produce an effect of a different spell, or the cost of a spell may change, or the spell may be of greater or weaker potency or a combination of all of the above. Magical items may or may not work, and also will suffer from the same effects. Some artifacts may be unbound from restrictions on them.

FALLING

Falling causes crushing damage. Every 10' of distance fallen causes **1D6** damage. For distances in between 10' increments, the die is added at 7' of distance. Thus, a 15 foot fall only causes **1D6**, but a 28 foot fall causes **3D6**.

FALLING ONTO A CREATURE

If a creature falls into the space of another creature that is not at least two size categories larger than it, the second creature must succeed on a DC 15 Dex roll or take crushing damage, and any damage taken is divided evenly between both creatures, with prone being the resulting position for all.

FOOD AND WATER

Characters who don't eat or drink suffer the effects of fatigue. Exhaustion caused by lack of food or water can't be removed until the character eats and drinks the full required amount.

FOOD

A character needs one pound of food per day and can make food last longer by subsisting on half rations.

A character can go without food for a number of days equal to 3 + his or her Constitution modifier (minimum of 1). Eating half a pound of food in a day counts as half a day without food.

At the end of each day beyond that limit, a character automatically suffers one level of fatigue. A normal day of eating resets the count of days without food to zero.

WATER

A character needs one gallon of water per day, or two gallons per day if the weather is hot.

A character who drinks only half that much water must succeed on a DC 15 Constitution saving throw or suffer one level of fatigue at the end of the day. A character with access to even less water automatically suffers one level of fatigue at the end of the day. If the character already has one or more levels of fatigue, the character takes two levels in either case.

No one can go more than three days without water unless they have some special ability. At the end of the second day, they must make a Sanity Check against a DC of 15. At the end of the third day they will collapse, exhausted.

ELEMENTAL ROCK-PAPER-SCISSORS

Many folks are of a mind that says one element counters another, or that there is an order to them that affects what they can do and how they can do it – you can beat rock with acid, or acid with snow, or however one wants to organize that.

That is not the case here. Throw water against stone or earth and you get mud. Throw it against sand and you get gritty sand. Try to melt ice and you get steam. All the elements are equal here, there is no one over the other. In a contest of magic, it is the skill and power of the mage that determines victory in such a case, not the element they use. This also matters because environmental effects are often expressed in terms of elemental damage.

BIOMES

ZONES

All of Wyrld's Biomes are divided into Zones.

- ❖ **COLD:** Cold areas are Subalpine regions between 5,000 and 10,000 feet, or Arctic areas; or under the effect of a Spirit.
- ❖ **COOL:** Temperate areas.
- ❖ **WARM:** Subtropical Areas
- ❖ **HOT:** Tropical areas.

CLIMATE & WEATHER

Climate and storm chance are generally determined by the broader groupings of biomes, as shown on the table below. Particular sub-Biomes may vary within each group, but the overall general temperature applies, though often slightly warmer. Biomass is in gC/m³/year, temperatures are provided in degrees Fahrenheit, rainfall is inches per year.

The Chance of a Storm uses a D30 – if the number rolled is equal to or less than the number shown, a storm happens.

PRIMARY BIOMES

	Biomass Productivity	Avg Yr Low	Max Yr Low	Avg Yr Temp	Avg Yr High	Max Yr High	Avg Yr Rainfall	Storm D30
Frigid	These biomes are always very cold, and are based in altitude or proximity to the Arctic Circle. Note that passes in Wyrld through Mountains are often in Alpine areas.							
Arctic	0	-20	-30	-15	-10	0	1	1
Alpine	50	-40	-50	-30	-20	-10	10	5
Taiga	340	30	25	40	45	38	75	4
Tundra	140	20	-20	25	30	38	10	2
Wooded	Cold, Cool, Warm, and Hot Wooded biomes. Wyrld does not appear to have any temperate rainforests.							
Forest	340	30	25	40	45	38	175	4
Woodland	1,250	42	32	49	55	65	200	12
Rainforest	2,000	70	60	70	80	90	275	18
Jungle	2,500	70	60	70	80	90	325	23
Grassland	Cold, Cool, Warm, and Hot Grasslands. They may have small thickets or stand alone trees near riparian areas or where water is easily reached.							
Heath		30	20	30	50	60	45	2
Prairie	1,750	35	25	50	60	70	65	3
Meadow	1,800	0	-10	40	65	75	85	4
Savanna	1,650	70	60	75	80	90	110	6
Steppe	Cold, Cool, Warm, and Hot Steppes. These are generally rough country, hilly, rocky, and windy; transitional areas.							
Moor	1,000	50	40	50	50	60	50	2
Scrubland	1,100	55	45	58	60	70	60	3
Shrubland	1,200	65	55	68	70	80	60	3
Veldt	1,300	75	65	78	80	90	60	3
Deserts	Cold, Cool, Warm, and Hot Arid regions, divided by their underlying nature.							
Dendra	4	-40	-50	-30	-20	-10	2	1
Barrens	1	45	40	70	100	110	5	1
Desert	5	50	45	75	95	120	10	2
Sandsea	3	40	35	73	105	130	6	1
Wetland	Cold, Cool, Warm, and Hot Wetlands.							
Bog	1,500	50	40	55	60	70	70	4
Fen	2,000	55	45	60	65	75	75	6
Marsh	2,500	60	50	68	75	90	80	5
Swamp	3,000	65	55	73	80	95	90	5

IDYLLIC

Areas considered to be an ideal climate or desirable. Sylvan is a biome, the others are affected by the biome they are part of.

	Biomass Productivity	Avg Yr Low	Max Yr Low	Avg Yr Temp	Avg Yr High	Max Yr High	Avg Yr Rainfall	Storm D30
Sylvan	Known as "Mediterranean" to some Incarnates.							
Sylvan	1,750	35	25	50	60	70	45	3
Riparian	Brooks, Streams, Rivers, Ponds, and Lakes.							
Cold	1,500	-10	-15	-5	-2	+5	--	2
Cool	1,800	-10	-15	-5	-2	+5	--	4
Warm	2,000	-10	-15	-5	-2	+5	--	6
Hot	2,200	-10	-15	-5	-2	+5	--	8
Spring	Freshwater and Thermal Springs.							
Fresh	1,800	-10	-15	-5	-2	+5	--	2
Thermal	1,300	-10	-15	-5	-2	+5	--	2
Oasis	Found in Deserts.							
Cold	1,400	-10	-15	-5	-2	+5	--	1
Cool	1,600	-10	-15	-5	-2	+5	--	2
Warm	1,800	-10	-15	-5	-2	+5	--	4
Hot	2,000	-10	-15	-5	-2	+5	--	6

DEPENDENT BIOMES

These biomes can change according to the biomes they are located in.

	Biomass Productivity	Avg Yearly Low	Max Yearly Low	Avg Yearly Temp	Avg Yearly High	Max Yearly High	Avg Yearly Rainfall	Storm D30
Sheltered	These are naturally protected and sheltered regions.							
Glen	975	+5	+5	+5	-5	-5	15	1
Vale	1,100	+5	+5	+5	-5	-5	20	1
Cavern	650	65	55	65	65	75	--	--
Agarthan	650	65	55	65	65	75	--	--
Seacave	550	65	55	65	65	75	--	--
Oceanic	The assorted impact on the surface and below of the water.							
Littoral, Cold	50	28	-15	28	-5	-5	25	2
Littoral, Cool	125	45	-15	45	-4	-4	50	3
Littoral, Warm	160	63	-15	63	-3	-3	75	4
Littoral, Hot	225	70	-15	70	-2	-2	100	5
Pelagic, Cold	50	28	-15	28	-5	-5	25	2
Pelagic, Cool	125	45	-15	45	-4	-4	50	3
Pelagic, Warm	160	63	-15	63	-3	-3	75	4
Pelagic, Hot	225	70	-15	70	-2	-2	100	5
Bathylgic	300	40	--	40	--	--	--	--
Benthic	100	20	--	20	--	--	--	--
Croft	All Crofts are the impact and place of Humanity on the world.							
Cropland	650	--	+3	+5	+3	+3	--	4
Rangeland	650	--	+3	+5	+3	+3	--	4
Orchards	650	--	+3	+5	+3	+3	--	4
Settlements	325	--	+3	+5	+3	+3	--	4
Ruins	1,100	-5	--	--	+2	+2	--	5
Dungeons	--	--	--	--	--	--	--	--

BIOME DESCRIPTIONS

Biomes do not inherently make sense on Wyrld – an alpine environment might suddenly break out into a sylvan woodland, for example. This is usually a sign that there is a Spirit of the World present, who protects, engages, and maintains that biome.

From the perspective of a traveler, the chances of encountering things are often directly affected by the biomes that one passes through – as well as what one might encounter.

FRIGID

ARCTIC

Frozen Ice, typically three to five feet thick or more, that covers the pole.

TUNDRA

Tundra is a flat and cold grassland with low plants like grass and moss that only grow during the short summer. A thick layer of ice lies just below the shallow soil (permafrost) all year around, and trees cannot penetrate it to anchor their roots. Many birds visit the tundra in the summer to nest, but most escape the winter by migrating to warmer areas.

TAIGA

Taiga is made up of mainly conical-shaped evergreen trees with needle-like leaves. The taiga has long, cold winters. Taiga is also the treeline between 6,000 and 10,000 feet on the mountains.

ALPINE

Alpine biomes exist at 10,000 feet and above the tree line on very tall mountains. They are usually iced over most if not all the year and are known to be the home of some formidable creatures. The mountains are an Alpine biome, with the mountains here averaging 25,000 feet, with the lowest mountain passes around 15,000 feet, and still deadly, and still ice capped year-round.

WOODED

FOREST

Cool coniferous wooded areas.

WOODLAND

This is the kind of forest where there are four relatively distinct seasons. Many of the trees shed their leaves in the fall and become inactive through the frigid winter

RAINFOREST

A temperate rainforest is where it stays warm all year. The vast numbers of trees keep their leaves year-round. Many of these forests get so much rain that there isn't even much of a dry season – more like a rainy season and a rainier season.

JUNGLE

This is your thick, wet, dense, green and bug filled, muddy and noisy and smelly tropical rainforest. They are found mostly on Islandia, but also around the southern, more tropical areas of the Seven Seas.

GRASSLAND

Sometimes called plains or prairie, grasslands are almost entirely short to tall grasses with no or few scattered clumps of trees. This land type gets just enough rain to help grasses, flowers, and herbs grow, but stays dry enough that fires are frequent, and trees cannot easily survive across the whole region due to lower levels of rain.

MEADOW

Meadows are marked by a high concentration of edible plants and flowers, often ringed by trees or separated from other, nearby grasslands. Meadows have shorter grasses, rarely getting above two feet in height, and are favorite pastures.

PRAIRIE

Prairies are temperate low grasslands typically found in valleys. They occasionally have trees, mostly on the edges or near water sources. They can be windy, and are subject to regular, predictable seasons of alternating wet and dry. Prairies have grasses that grow as tall as seven feet and can have seemingly entire worlds that are unseen from elsewhere within one.

SAVANNA

These tree-studded grasslands receive enough seasonal rainfall so that trees can grow in open groups or singly throughout. The animals living here have long legs for escaping predators and usually are seen in herds. A combination of fire and grazing animals are important for maintaining the savanna. Savanna are tropical Biome grasslands. Savanna grasslands typically have grasses that grow to about four feet in height during the wet season but die down during the dry season to almost nothing.

STEPPE

MOOR

A Moor is a high, mountain shrubland, cool, subject to snow, and usually possessing unique grasses and herbs, plants, and animals. The grasses and shrubs on a heath grow to about three feet high.

SCRUBLAND

Steppes are cool, hilly, rugged, and covered by shrubs and scrub. Steppe vegetation is dominated by shrubs and is adapted to periodic fires, with some plants producing seeds that germinate only after a hot fire. The ashes left behind after a fire are rich in nutrients like nitrogen and fertilize the soil, promoting plant regrowth. Fire is a natural part of the maintenance of this biome. Steppes will have small stands of trees in thickets – young growth, densely packed. Grasses and shrubs are generally very diverse, but most are over four feet in height.

SHRUBLAND

The chaparral is also called scrub forest. The annual rainfall in this biome ranges from 25.6–29.5 in and most of the rain falls in the winter. Summers are very dry, and many chaparral plants are dormant during the summertime. The chaparral vegetation is dominated by shrubs and is adapted to periodic fires, with some plants producing seeds that germinate only after a hot fire. The ashes left behind after a fire are rich in nutrients like nitrogen and fertilize the soil, promoting plant regrowth. Fire is a natural part of the maintenance of this biome.

VELDT

Veldts are warm, hilly, rugged, and covered by shrubs and scrub. Moor vegetation is dominated by shrubs and is adapted to periodic fires, with some plants producing seeds that germinate only after a hot fire. The ashes left behind after a fire are rich in nutrients like nitrogen and fertilize the soil, promoting plant regrowth. Fire is a natural part of the maintenance of this biome. Grasses and shrubs grow three to five feet high here.

IDYLLIC

SYLVAN

Sylvan biomes are commonly deciduous and temperate forests, sometimes with mixed types, two tier canopies (as opposed to a Rainforest's three or four). Nearly all Bamboo forests are Sylvan. Beech and Birch trees are the most common.

OASIS

A biome found exclusively within deserts, around a source of freshwater. They will be surrounded by assorted Palm trees and fig trees, and have a low growing, inch high at best groundcover that is thick and somewhat rubbery.

RIPARIAN

Riparian biomes surround freshwater rivers, streams, lakes, ponds, and other related areas. They are the Waterways, and this applies to locations where there is no human settlement around it.

This is a freshwater biome around streams, rivers, and watering holes that possess tall banks of loose stone and rock over firmer root and dense soil. Essentially the sides of a river about to about half a mile.

SPRING

This is a freshwater biome around springs and watering holes that possess shallow pools and serve as watering holes. Some will include hot springs, which are waters heated by some internal force within the earth and have minerals and often surprising abilities.

DESERT

BARRENS

A barren is a desert area that is dry, perhaps somewhat rocky, does not often get much rain but still supports plant life in scattered areas and has plenty of life that struggles. And finds a way. Barrens are feared because they are also known to have places where quicksand exists, massive moist sinkholes fed by underground streams and made up of silt that often seems dry on the surface and is merely thick sludge below.

SAND SEA

This biome is primarily identified by sand. Sand everywhere. Sand in everything. Sand, sand, sand. Dorado has the largest known sand sea. Of note is that the Sand Sea of Dorado is often traversed by **SANDSHIPS**, which are typically driven by magic as if the sand itself were water. Sandships are built along the same lines as sea ships – the finer sand of the Doradan Sand Sea enables far less friction.

DESERT

This biome is typically covered by large amounts of crushed stone and are sometimes called a Stone Desert or rocky desert. Much of the long Bitter Road is simple desert interrupted by spots of barrens and sand.

WETLAND

BOG

A Bog is a wetland that is full of peat moss and similar mosses, often compacting down into tight layers that are then flooded around and part of water, with little oxygen and few fish, but a great deal of other wildlife. Bogs can often run as deep as thirty feet and spread out around things. Bogs are also home to several vines sorts and other plants and are a favorite haunt of mushrooms and plant critters.

MARSH

A marsh is a freshwater wetland, usually heavily wooded, with rain frequent and river drainage often. Marshes are found in cooler areas, with water that is sluggish, brackish, and usually 5 to 12 feet deep.

SWAMP

A swamp biome is a saltwater marsh or bog that has Mangrove trees in a kind of forest structure. It will have many other kinds of trees and will slowly shift as it moves inland from saltwater to fresh, but always have a water depth of three to five feet. Swamp biomes are typically humid and warm.

SHELTERED

The biome is composed of places where the biome is markedly different from that around it, making it a complex one found in narrow canyons, narrow valleys, and earthen fissures. They are never large – the biggest might be a couple miles long and a half mile wide – and always protected from the weather in a way that makes them stand out from the region around them. Sheltered Valleys tend to have the most interesting starts, middles, and ends for adventures.

The underground biomes are of a kind all their own. Note that Agarthan areas are formally considered to be part of the Underdark, and one should always tread carefully lest you stumble across one or more of the many traps, surprises, and tricks they have for those who dare follow into their warrens.

GLEN

A Glen is an open cavern or cave, a former sinkhole or similar place, where the ways and places of the earth have opened up and changed the biome from the surrounding area. They are often more humid, and frequently

reveal things, being hidden places. Many Glens hold access to the Underdark and other areas beneath the surface.

VALE

A Vale is a small Valley, idyllic and protected from the elements, usually four seasons, but can have a milder climate even in otherwise harsh regions. The Colonies are located in hidden Vales. Also called a Dale or a Dell.

CAVERN

This biome exists in a natural space underground, typically dry.

SEA CAVE

Sea caves are found among the littoral region and are formed by the sea.

AGARTHAN

This Biome exists in a semi-natural space underground, often occupied by Imps and damn fool adventurers. The Agarthan biomes are also the means by which Goblins and others are able to conduct raids and attacks, using them to smuggle their ill-gotten gains out and to the civilized lands.

This Biome only exists at a depth of at least one half miles.

OCEANIC

LITTORAL

The shoreline of the seas, down to 660 feet. This is generally warmer water and where much of the common sea life is found. Littoral Regions extend out roughly 10 miles from shore.

PELAGIC

Shallow waters (over 660 feet down to one quarter mile, or 1300 feet). Schools of fish and the occasional predator mark this region. Pelagic Region extend roughly 30 miles from shore, beneath the Littoral.

BATHYLGIC

The zone between 1300 and 3200 feet in the open ocean, and up to 50 miles from shore. There are strange creatures, massive in size, that dwell in this region, but they even fear those who rise from the deep water, where sunlight never reaches, which is below this.

BENTHIC

Pretty much as you guessed – deep water. Depths over 3200 feet, out beyond 50 miles from shore. There is not much natural light here. Note that Wyrld's oceans as they are known only run about 6000 feet deep at the deepest parts around Avilon. According to some brave explorers from the Sea realms, there are large undersea sheltered Valleys scattered about the ocean's depths, and strange creatures dwell there. Overall, Wyrld's oceans are shallow compared to those of some Incarnates' origin worlds.

CROFT

CROPLANDS

This Biome is irrigated agricultural land.

RANGELANDS

This biome is herding land that sees frequent, persistent, ongoing use in agricultural herding.

ORCHARD

This biome is a human maintained, wooded area, not too unlike a park.

RUINED

This biome exists where the land has been ruined by some great cataclysm. On Wyrld, these are rarely devoid of life – instead, the life there tends to be hungry, alien, and inevitably deadly. The Wastes are an example of a Ruined biome. However, some biomes whose Spirits have been slain or otherwise been lost may become ruined as well.

At one point, the entire world was civilized. There were settlements and private sites all over the world. These locations and places have joined the tombs and constructed mausoleums of the powerful or the mighty from

ages long past as an ongoing risk to people because they can make for a great Goblin or Imp base or serve as the entrance to Grendel Warrens or just generally attract something scary like a dragon or Beholder.

When a powerful adventurer or other person dies, they often have left behind Reminders – not quite ruins, not quite intentional tombs. Towers, Castles, and more are scattered across the world, and they await new people to claim, reclaim, or discover them. This is important, for those that are not often become outposts for Goblins or Grendels, and present real and present dangers to the Bright Lands should they gain true footholds.

DUNGEON

This biome exists in manmade space underground. There are more than a few known ones, but most adventurers will avoid even them – they are rife and well known to be heavily trapped and designed to kill.

Worse, it is said that you can visit them at one point, then return several weeks later, and all of it will be either changed or rest, as if someone or something is keeping them up and maintaining them.

FEATURES OF NOTE

There are some things about Wyrld you just have to talk about on their own, because of the way that they are referred to or how they are notable in common conversation and note.

THE SEVEN SEAS

Even a casual observer of the Empire will notice the startling feature that has been commented on for as long as people have known the shape of the world.

Sometime after the end of the God's War, during the Bitter Road, the world changed, and one of the greatest of those changes was the sealing of the Ocean of Tears, turning it into the Sea of Tears, though most often just called The Great Inland Sea. Divided into smaller seas now, it is around this plentiful source and the shores of it that the Empire has been built.

The Great Inland Ocean is usually clear and warm, and troubled only when storms come up from the south. It is what allows the great Riverboats to ply their trade, moving upstream into the realms, and even crossing it, alongside ships. It is a major hub of commerce and travel, rest and beauty, and only the fact that it is filled with some rather dangerous creatures keeps people from truly taking it for granted.

Within the Sea of Tears, however, are **THE SEVEN SEAS**: Tranquility, Serenity, Showers, Storms, Clouds, Shadows, and Dreams. The average depth of the Seven Seas is about 3500 feet, with the deepest parts around 4000. The littoral areas around the shores only stretch out for about a mile, after which there is a sharp drop off.

The Seven seas are littered and strewn with small islands and assorted options – there is even a legend of a Floating Island that drifts about. The tale of the Sea Wizard Garda and his unrequited love for the Elfin maiden Isen is well known and oft heard, complete with the tragedy of their passing beyond the Pale after years of travel within the Seven Seas. The legendary Mariner, said to be half-Triton, was the first to sail all seven seas, and today serves as a Saint for those who ply their trade on the waters.

THE IMPERIAL ROAD

It took 87 years, but in 219, Sibola completed The Imperial Road, which is one major road and several small tributaries that link all the major Cities and Major towns. The Cities are mostly linked by the main body, which travels mostly along the coast, while the Towns are linked by tributaries of the main road that also take as direct a path as possible.

The imperial road is wide enough for seven laden wagon to travel side by side upon, with cleared space out an equal distance to each side. It is paved with local stones cut in uniform rectangles measuring five feet long by four feet wide and two feet thick. The roads are slightly raised in the middle and have wide drains on the sides that are often planted. Next to the drains are broad walkways, about 9 feet wide, also paved, and raised above the edge of the road a good three feet.

The Imperial Road has one major diversion point: the Crusade Road, which leads to the Crusades.

The road is the most widely used means of land travel, because it is not merely convenient, but it is well patrolled, and there is rarely a point where help is not within a half day's ride. Every 30 miles along the length of it is a Station House, often next to some sort of Inn (or near a turn-off for an Inn).

Station Houses are stone buildings, square, with an arms and common room on the bottom, a barracks room on the second floor, and a watch post on the top floor, often with an attached mess and outbuilding.

A standard posting to such a place is a Fortnight, with a week's travel permitted for returning each way, thus completing a full month.

CROSSROADS

On Wyrld, there are Road Crossing and there are Crossroads. Road Crossings are just that. Places where two or more roads intersect.

In the Boonies, however, a Crossroads is a location that has strong Palescent, Psychic, and Resonant aspects, sometimes singly, sometimes in combination. There are typically graves nearby, always marked, though the names may be absent or faded. There are often Spirits here – Jinja and Halaso, typically -- and there is always a sense of foreboding and ominous destiny. There may not be actual roads, but it is just as likely there are.

Crossroads are liminal spaces, one of the points at which magic seeps through the Veil into the world, and they are scattered and found everywhere. They are a place literally "neither here nor there", "betwixt and between", and are of great importance to the Master of Crossroads, Erishu.

At each new moon, spirits and travelers will leave small meals, set aside for the crossroads. If they are well known, they will be marked, often with a six-foot-high stele engraved with a door upon it, or a cairn of stones topped by a marked one.

Many crossroads will have one tree that is set aside from the others, very tall, with long, strong branches, and they will be used to execute brigands and bandits. These are always places outside the reach of patrols, justice said to be served.

The most dangerous Crossroads will have four stone braziers laid out, each marked with a pattern of three wavy lines, and if you look carefully, you will find they are connected by a thin wire extending from a complex knot in the center, and having another fine wire wrapped around it and laid out in a circle equidistant from the knot and the braziers. This wire will often be buried, but it will always touch the stone at some point, and often they will enter into it seamlessly.

They are natural ritual spaces, and it is said they are empowered themselves by the crossroads itself, enabling even an unlearned person to set forth and bring across some denizen or other, usually in pursuit of some bargain.

THE BLACK STONE

About halfway up a mountain (because they are high and kill people) there is a massive black stone monolith, and legend says that you can ask it a single question, and it will answer. For centuries people have gone to this stone and asked it all manner of questions. You only get one, though.

One day a beloved Emperor made the pilgrimage to this fabled stone, and he asked the question "What is the meaning of life?". The stone was silent for a time, and then in a grinding, grating voice, it said "Forty one."

THE WASTES

This is somewhat like the opposite of a biome, an anti-biome, a place where there is no life; not flora, not fauna, not a spore nor speck of possibility. Not even the monstrous nightmares or the great Dreadnaughts dare tread here.

WASTE ENVIRONMENT

Fierce atmospheric combat is waged above these lands, the forces generated in the clouds striking down and blasting away whatever rests upon the earth.

At the end of every minute while in this region, there is a 1% chance (1 on d%) that lightning strikes a creature. Roll for each group of creatures within 10 feet of one another or individuals. When striking a group of creatures, roll randomly to determine which creature is hit. A creature that wishes to take the hit can make a DC 20 Dexterity saving throw to interpose themselves between the target and the lightning bolt. A creature hit by a lightning bolt takes **20D6** lightning damage and suffers the conditions.

Everything moves at half-speed in this difficult terrain due to the constant hazards of roots, thorns, vines, low-hanging branches, and undergrowth.

To move faster, you must succeed at a DC 15 Dexterity saving throw every round or else trip and be knocked prone.

For every 30 minutes you spend in a waste, you must succeed at a DC 13 Constitution saving throw or suffer 1 level of fatigue.

For every day a person or creature spends in this terrain, it must succeed at a DC 13 Constitution save or be cursed. The curse varies, but usually begins to sap the individuals Vitality, Psyche, or Heart score by 1 point each day, with their appearance taking on a more plant like appearance little by little as the curse takes hold.

The curse can be removed using Remove Curse or Restoration, but only so long as the score affected doesn't reach 0. Once the score affected does reach zero, the character becomes an awakened plant of some sort and is now a native to the Waste, unable to leave it or suffer 1 point of necrotic damage for each minute it is outside the waste, eventually decaying into a sticky ashy residue.

Cursed creatures and those native to the waste ignore these penalties.

THE WESTERN WASTE

It is, as it is named, a wasteland. Utterly barren, even the topsoil gone. It is said that when those who hold spells pass through such an area, they lose the spells – because they have been deprived of all that makes them magical. Even the great artifacts do not work here. At least one of these great wastes was created by mortal deed, and the name of that person has been struck from all record and note. There are vast and peculiar obelisks here, averaging about five wide and between 8 and 16 feet high, about a foot thick. They seem impervious to tools and have the peculiar ability to vanish and reappear elsewhere. They are haunted, many say, and many claim they whisper, “water sleeps.”

NORTHERN WASTE

It is said that trees of ice, shrubs of snow and a thousand sparkling sculptures occupy this place, where the north wind meets the sea, with a river that flows, full of memory, where all that was lost might one day be found. There are vast and peculiar obelisks here, averaging about five wide and between 8 and 16 feet high, about a foot thick. They seem impervious to tools and have the peculiar ability to vanish and reappear elsewhere, their surface sides reflecting strange patterns and markings. They are haunted, many say, and all that they whisper is “water remembers”.

SOUTHERN WASTE

A wizard built a tower here once. A grand blue one, ten stories high, legend saying each story was of greater size within than without.

Later, he engaged in bargains and trade, dealings and demands with Imps and Thyrs and Grendels as he sought ways by which he could make his magic have mastery over all others.

During those years he forged and created many mighty things including twenty rings that he is said to have gifted mighty families, save one that he kept for himself. His deceptions and perfidy exposed, he couldn't make magic great again, and in defending himself from vengeance, he created the waste where the Tower of Ism still stands.

The tower is surrounded by a field of these same Obelisks, most standing, some lain across others in a ring, and these stones are said to whisper, “water's wet”.

SEA WASTE

This is a peculiar patch of sea near Keris and Bermuda, where it is said a Merrow mage once tried to slay the world. Whirlpools and spouts have been known to appear out of nothing without warning, and sailors tell of unseen shifting sand bars. There are vast and peculiar obelisks here, averaging about five wide and between 8 and 16 feet high, about a foot thick. They seem impervious to tools and have the peculiar ability to vanish and reappear elsewhere, and they float across the waves, prone, their sea sides covered in thick dead barnacles, their surface sides reflecting strange patterns and markings, and many say they can hear them whispering “water lives”.

THE ANCIENT LAND

Occasionally, someone will desire to risk themselves to try and recover some of the iron and steel that were lost in The Ancient Lands. Less than 1% of those who have tried that effort ever return, but those that have come back have spun wild stories about how the world there is reclaiming the land, but that what has come is twisted and vile and deadly to everything.

The most reliable source is the Master Sorcerer Amenhast, who described the Ancient Lands as being beautiful and deadly, filled with vast ruins overrun by deadly plants, of waterways and rain that are poison, or vast clouds of spores that will choke and swarms of insects that will bleed you dry.

He claimed that there are areas there where magic is dead, that no bird nor beast flies or crawls there, that it is a realm beyond anything imaginable – and that it is trying desperately to grow and expand.

The truth remains unknown, save for two things. The first is that Amenhast died the night after giving this report, and his body erupted with growths and was twisted monstrously before he was burned. The second is that he brought back with him samples.

Water that was like acid, plants that moved on their own, even severed and without soil, and dead insects the size of a hand, six legged and with mandibles that are razor sharp and stingers that leave behind eggs.

Branches of crystal, and soil that nothing natural could grow in and that had to be destroyed.

The sacrifice of Amenhast and the team of fifty others who were not able to return is a key point to remember, for the temptation remains; steel, iron, and artifacts from the God’s War still lie within that realm, untouched and lost for generations unknown.

It is widely suggested that some of the diseases and corruptions that are happening have their source in the Ancient Lands – brought with them by those who journeyed to that place and returned.

The worst part is that no one who has returned has ever been able to tell anyone where they found it.

THE SEVEN DONJONS

Located in out of the way places, there are seven labyrinths rumored to have been created by seven great Grandmasters in the Ages of Fable, Myth, and Legend. Rumor says that each of them contains vast wealth, lost secrets, and strange mysteries.

However, all seven of them are notoriously deadly – scant few tales are passed of the few who have returned, claiming tremendous loss of life, impassable tortures, and cruel and heartless traps, and all but impossible to reach first levels.

A side business exists across the land purporting to offer maps to them – most are fake, though discerning which is which is always difficult because even the Powers won’t talk about them except to admit that they are indeed real.

Some legends state that it was Paria who created them.

THE FIVE HEALING SPRINGS

Long ago, when people were less fearful of those from the Fairywilde, there were five healing springs created by them. They were meant to be a precious gift to the peoples, to save the sick and the injured, provide for the

chance to live longer lives, to ensure youth and vitality longer than normal. Some legends say they can even return the dead to life.

They were hidden, though, so that only the most determined could find them, using clues scattered throughout the world, to save themselves or those they loved.

I once joined a seven-month long search, and we traipsed many of the far corners and strange spaces of the world. We found empty lamaseries and ancient ruins, but not once, in all those months did we come across any healing spring, having followed ever last one of the clues we could obtain. It was an enormous waste of time, money and life.

Over half our bearers were slain by wildlife, the rest of us by critters like the terrifying Almiraj.

Nasty little bunnies. The small group we had sent ahead to scout had to use one of our precious Doradan grenades on it.

Speaking of critters...

CRITTERALIA

Wyrld is best described as teeming with life of many different kinds and sorts, some seemingly common, some very different from normal, and some simply beyond all mortal ken. The following discusses the nature of and variety of that life.

BIOMASS OF WYRLDE

Group	Subgroup	Percentage of Biomass		Includes
		Total	Group	
Plants		85%		Plants
	Algae	>	5%	
	Mosses	>	6%	
	Trees	>	25%	
	Shrubs	>	7%	
	Flowers	>	4%	
	Grasses	>	20%	
	Cacti	>	3%	Succulents
	Kelp	>	10%	Water Plants
	Crops	>	8%	
	Phlankton	>	9%	Tiny Sea Life, Plant Based
	Floralia	>	1%	
Fungi		3.5%		Mushrooms, Slimes Oozes, Etc
	Mushrooms	>	45%	
	Lichen	>	23%	
	Molds	>	22%	
	Slimes/Oozes	>	3%	
	Fungalia	>	2%	
Microtic		2.25%		Too Small To See
	Archaea	(1.5%)	<	
	Protists	(0.7%)	<	
	Viruses	(0.04%)	<	
Animalia		2%		
	Arthropods	>	40.5%	Insects, Crustaceans
	Fish	>	21%	
	Molluscs	>	10%	
	Annelids	>	8%	
	Birds	>	7%	
	Livestock	>	5%	
	Cnidarians	>	4%	
	Mammals	>	2%	
	Nematodes	>	1%	
	Faunalia	>	0.5%	
	Monsters	>	0.4%	Aberrations, Abominations, Horrors
	Dragons	>	0.3%	
	People	>	0.2%	
	Trolls	>	0.1%	

The Biomass of Wyrld is the total of the living world's overall mass. Biomass helps to determine impact on an area, population numbers, and what is necessary for certain types of predators to have available to them.

CLASSIFICATION OF WYRLDE

While many have attempted a broad and startling variety of attempts to classify and place into taxonomies the assorted living things of Wyrld, no one has done a more widely accepted and generally considered useful a job of it than the Merchant Shim Sheroo.

Sheroo's travels and experiences paved the way for a practical understanding of the life of the Boonies that is usually difficult and hard to understand without that direct, personal experience.

For much of the last 40 years, a booklet can be found among the hands and in the hearts of many folks of the land. Typically fashioned of rough paper, printed on a press, bound in a thick cover, and scattered throughout the land, they are nearly ubiquitous.

We use the classification system from Sheroo here, which groups critters into certain discrete categories:

Aberrations	Abominations	Beasts	Constructs	Corruptions
Denizens	Dragons	Elementals	Fauna	Faunalia
Flora	Floralia	Giants	Grimms	Horrors
People	Salathen	Slimes & Oozes	Trolls	Water Monsters
	Undead	Undying	Spirits	

The following is a general list of some of the most terrifying creatures that exist in the world. While you would do better to consult a good bestiary (such as Sheroo's *Critteralia*) for more information, this will at least give you a vague bit of knowledge about what it out there.

ABERRATIONS

Utterly alien, highly sentient, and terrifying. Aberrations have some kind of Planar origin, and are usually hostile and generally foul tempered, but this is not a default trait; rather they are often angry that they are trapped within the cycle of Wyrld where they do not belong.

They are some of the strangest of all the things that are out there in the world.

HORRORS

Horrors are exactly that: things that are utterly horrific, and terrifying, and horrible, and, well, you get the idea. Yogs are an infamous example of this.

The single most notable factor regarding Horrors is that encountering them can drive one mad on sight, and facing them is an intense, constant challenge as one struggles to hold onto sanity while dealing with them.

Most horrors are considered to be linked in some way to the Old Ones.

ABOMINATIONS

Abominations are living remnants of the God's War, creations built to destroy the followers and defenders of other Powers That Be. Abominations are terrifying to behold, and often fashioned to destroy and eradicate anything. Since the God's War, most of them have fashioned some lair or found some place, for they do not fit into the circle of life of the world itself, and do not often need to feast on anything other than the followers of the Bright or Shadow Powers That Be.

BEHOLDERS

Beholders are the product of Dusit and Pallor getting together with Melane an exceptionally long time ago and creating something new. They became weapons meant to change the course of the war, and they still get mighty upset when folks forget how important they were, sweeping across the land in vast groups of them, and they would have been unstoppable "if it weren't for the damn Elfin".

They are why one can come across a field of statues, or a swatch of vegetation that is new amid the old. The last attempt at a census of them identified twenty-five before the last of the team was slain.

A Beholder has a roughly spherical body surrounded by ten tentacles that each end in ten tendrils. In the center of its front and back on each side is a single large eye situated above a horizontal slit and a many toothed maw. To the side of the Central eyes on each side are two smaller eyes on stalks, much like a snail, and they are considered the danger, though there is much worse.

Beholders have small servants that are often near them.

HYPNARACH

The Hypnarach are eight limbed – four limbs on each side, capable of bending in multiple directions. Each limb is roughly seven feet long. These are attached in groups of two to gut sections about three to five feet long each. Behind the gut sections is a large, six to eight-foot-long bottom section much like a spider’s abdomen, while ahead of it is a chest and head section. The head looks somewhat human, though it splits open into four sections revealing the inner maw with its many moving parts that can cut through steel as if it were paper. They have six eyes, two forward, one on each side, and two above that can also see forward. The eyes are human looking. To either side of the head, in what might be thought of as the “shoulders” though no limbs come from it, only strange cilia used for manipulation, are sets of spinnerets.

Hypnarach are mottled shadow black, covered in long stringy hair that is usually tangled and matted and coated in filth. They make musical, pretty sounds that can calm and lull creatures. They lair in places that people do not go, where they fashion a burrow usually about fifteen to twenty feet deep that is lined with webbing that is slick and frictionless. They give birth to live young three to five per birth, and they eat any kind of moving protein. Preferably while alive, as dead is tasteless.

Hypnarach are not spiders – each of their limbs ends in a five fingered hand, they are warm-blooded, and they think. It is believed that they may have once been human, like Yuma, and were or are corrupted by something. Their vital organs are in a soup in the large “belly,” and in some cases an entire person has been found within it, pale and hairless.

They lure victims in, calm them with their song, and then wrap them in a cocoon that seems to have a surface paralytic. When they eat, the “head” burrows into the cocoon, and they feast while the flesh is still warm and the victim alive. The cocoon is then eaten after. They are experts in trap building, lure making, and incredibly strong, agile, and fast. They do fear fire or intense cold, and do not move or go out when it is too cold or raining. Some theorize that they are the servants of Pallor in the world, for their lairs often have imps and other creatures around them as helpmeets.

There is little that one can do for a victim of a Hypnarach. The filth around them often carries infections and illness, and few survive.

Many a Yuma has come to be because of them.

HONTAKILA

A cross between a cat and a bear, they aren’t considered beasts because of their six equidistant limbs and the hard armor plates beneath their fur. They are deeply hated. They can climb nearly any surface, burrow in soft earth faster than a man walks, and they are vengeful in the extreme. Wounding one draws its ire, and they have the ability to smell a person at ten miles away and can track without rest or pause until they locate their target, who they will kill or be killed by.

They have clutches of 10 to 20 young at a time, their furry eggs said to be delicious. It has earned them the moniker “the last meal”. One of the greatest fears of most settlements is having one set free or loose in a settlement.

FAUNA

Beasts are the normal animals of the land that you may encounter. There is two notable things about Beasts to be aware of. There are squirrels the size of large dogs, and elephants the size of mice, eagles large enough to ride the backs of and lions the size of housecats. It is a complex, deeply intertwined world filled with a lot of layered systems that ultimately serve to make for a world that is wonderful and wondrous. Some examples are:

Aardvark	Adder	Alicrocs	Alpaca	Antelope
Armadillo	Badger	Badger	Bear	Beaver
Bison	Boar	Bobcat	Camel	Caracal
Cheetah	Constrictor	Coyote	Deer	Desert Lizard
Dingo	Elk	Emy	Ermine	Ferret
Field Cat	Fox	Frog	Gekko	Gerbil
Goat	Grass Snake	Groundhog	Hare	Hippo

Hyena	Impala	Jackal	Kingsnake	Kola
Lion	Lizard	Llama	Lynx	Marten
Mink	Moose	Mouse	Olm	Otter
Panther	Polecat	Porcupine	Possums	Quagga
Quokka	Rabbit	Raccoon	Raccoon Dog	Rat
Red Panda	Rhinoceros	Sambar	Serval	Sheep
Skunk	Squirrel	Tiger	Toad	Tortoise
Tree Snake	Turtles	Viper	Water Buffalo	Weasel
Wisenet	Wolf	Wolverine	Yak	Zebra

MINIBEASTS

Minibeasts are normal animals that have been somehow rendered one quarter the size of their normal counterparts.

MACROBEASTS

Macrobeasts are normal animals that have been somehow rendered twice or three times the size of their normal counterparts.

BIRDS

These are the Birds of the air. Normal animals but flying.

They, too, come in Mini- and Macro- sizes.

BUGS

Insects of the world, unite! But seriously, these are just normal insects and other “bugs”.

GIANT BUGS

Giant bugs are bugs that have reached up to 3’ in size. Still normal bugs, just bigger, and because of that size, deadlier.

MACRO BUGS

Still normal bugs, but they are up to 9 feet in size. Spiders are the best known of them.

FISH

These are normal fish. Trout, Bass, sharks, the whole thing. If it lives in the waters, it is a fish until it does something monstrous or talks to you. As with Beasts and Birds and Bugs, they have bigger sizes. Ting still has a major fear of tuna after beign swallowed whole by a macro one.

FLOATING WHALES

Among the more frightening of the fishes are a species of Whale which has the ability to somewhat fly. They convert waste into some sort of gas within them, and rise above the waves into the sky. Beyond that, they are normal whales, and as many things about whales are used, they are hunted the same as their less buoyant kind.

The catch is that these whales strongly object to being hunted or seeing their kind hunted, and so they will raise their vast bulks up out of the ocean, and then vent the gas, crashing into whaling ships and often sinking them.

They are not, however, fully aware of the differences between a merchant ship and a whaling ship, or a skyship and a sea sip, and are just as likely to attack them.

CONSTRUCTS

Mashenists are not, sadly, only interested in making life easier and improving the lot of the ordinary person. Some are dark, and often they have picked up the same cues from wizards, and sorcerers, and warlocks, in the fabrication of monstrosities.

DREADNAUGHTS

The God's War was absolutely devastating to the entire planet, not merely to the Ancient Lands. The people had spread far and wide across the lands, and built many places that were special, and even sacred.

Wherever people were, the Powers That Be fought. The Powers That Be tried many things before they turned to creating the young peoples. The most devastating and fearful of them all were the Dreadnaughts.

Dreadnaughts are machines built for the sole purpose of destroying life, and they feed on all things. But they were often left alone, or abandoned, and the places where they were made, the vast forges, were not shut down. Some say these forges are still out there, somewhere, still building them, though the materials are rare and there does not appear to be anyone still mining for them, let alone who might know how to make them or what to make them from. It is rumored that Dreadnaughts are not the only things of their kind left over from the ancient days – that a few attempts to create soldiers exist as well.

There are several distinct kinds of Dreadnaughts. Each has vitredur armor around its inner workings, but all are still able to be felled, and vitredur is a valuable material, as are many of the other parts from these things.

Dreadnaughts are not alive. They have no Soul, but it would not be something you could tell. They will stalk, hunt, and kill people, and there are rumors of the Goblins even using them. They are animated by forces from the necrotic plane, however. There are a dozen types of Dreadnaught, ranging in size from the horse sized Charger to the immense Thunderer.

The advice of the wisest is that when you see a Dreadnaught, you run. You run for all you are worth, and you do not stop until it goes back into sleep.

Let sleeping Dreadnaughts lie.

Please.

CORRUPTIONS

The Corruptions are something that came about after the God's War, twisted beings like the Yuma. No lair has ever shown any of them to be in service to a Dread God, but they still seem to have found some source that has twisted them beyond the norm. While the birth of a Yuma from a corrupted person has been witnessed, no one knows where the hellhounds come from, and their twisting is too like the Yuma to be a coincidence.

YUMA

The Yuma are large, eight to ten-foot-tall, emaciated (young) or grossly thick (well-fed) beings that have some unique powers. They eat only entrails and organs, with a special delight for livers, hearts, and brains. They are usually roughly human in shape, with long, curved nails that end in sharp points, elongated feet that force them to stand on thickened balls and toes with bent knees, and rows of pointed, sharp teeth but no molars.

The most terrifying thing about Yuma is that they were once people, and their forms reflect the rage, the despair, the jealousy, the vices, the horror of their inner selves. Transformation happens over a week, and the first sign is the loss of molars as the new teeth grow in. A common symptom is inordinate hunger that cannot be satisfied normally, along with pain should something other than entrails be eaten. The best tasting entrails come from other people. They cannot eat cooked food, grains, or fruit. As they change, their base desires override their ability to reason, though not their cunning. Yuma heal incredibly fast – they are not too dissimilar from trolls that way.

DENIZENS

Denizens is a collective term for the dimensional beings. These include Fae, Phantasms, Specters, Angels, Malakim, Valkyries, Devils, Demons, Hags, Ghouls, Ghosts, Miasmas, Zyma, Humours, Vapours, Pneumas, Wraiths, Wights, Shiki, Kauns, Khrysos, Lunos, Wisps, Shadows, Shadowfells, and Netherfells.

EPHEMERALS

FAE

When discussing the denizens of the Fairywilde, it is key to remember a few things about terms for them and those drawn from them:

Fey is a “kind” of Faerie, with the other sort being Fells (singular Fell, and much like the other dimensional Fells). Fae is the term for all of them, *any* who come from the Fairywilde. Fell beasts include the dreaded Displacer Beast, as well as assorted other horrific creatures, inclusive of Cait Sidhe and Cu Sidhe. The Fell are, essentially, not able to be mistaken for people. The Fey, on the other hand, can and often are mistaken for them. Fay is a term to denote a Halfling, with the reason behind it being that Elfin were shaped in part with stuff from Faerie.

Although spelled differently, they all sound very much alike, and there is no doubt that it is intentional and purposeful, a form of the natural unreality and chaos the forges that place and those people.

The Fey are dangerous, capricious, and prone to all manner of violence and harm against people, because they don't believe that Wyrld should have people in it, and that they are little more than overdeveloped animals and savages that might make for halfway decent pets.

THE RULES OF FAIRYWILDE

It is **not uncommon** to encounter a Fae or Fell. It is of value to know certain rules gleaned through trial, tribulation, error, and grievous consequences.

- i. Never accept a Faerie gift.
- ii. Do not eat Faerie Food or drink Faerie wine within the plane – their food is not meant for us, and they are known to be amused by our reactions.
- iii. Do not follow the music and step into a fairy ring, nor follow the singer and descend a Mound, nor rest wearily to the wind's whispers beneath a shady bough.
- iv. Do not tell the Faerie your full name. Whenever possible, do not tell them your name at all, nor let those around you do so.
- v. Do not be impolite, rude, or offensive, even in jest. Be polite, very polite, so very polite.
- vi. Do not give them any clothing except for the most wonderful, nor anything made that is not the most beautiful.
- vii. Do not be surprised if they ask for a gift of you, and already know what they want.
- viii. Do not thank them, but always show gratitude, lest you incur a debt or acknowledge one.
- ix. Do not mention a newborn child you may know of when in their presence or within earshot.
- x. Do not kindle flame in the woods except in clearings.
- xi. Do not shed the blood of another on Fae ground except in a duel, and always make sure you have witnesses.
- xii. Do not run in the Woods at night, lest you step upon a resting Fae, or offend a dryad or nymph.

PHANTASMS

Phantasms are always in search of that which is solid, so that they themselves may obtain it. They can only be harmed by things which are, themselves, ethereal, but if they are in our dimension, they are capable of harming solid beings with a swipe of their long talons.

One big key is that phantasms differ from Ghosts, they appear corrupted, terrifying, malicious, and rotted, while ghosts will generally appear as they did in life.

SPECTERS

Specters are among the most terrifying of beings. Specters are incorporeal, struck only by certain kinds of weapons (silver, imbued, ingrained, and such), and have the ability to suck all manner of essentialness of a being away. Psyche, mana, vitality – all of the are subject to the powers of a specter.

Specters are native to the Astral Plane, and they are known to attempt to cut the silver cord that bonds the spirit to the flesh.

CELESTIALS

Celestials are denizens whose exact nature is often best described as merely ineffable and beyond the mortal ken. They are roughly akin to the Fey, Fell, Specters, and Phantasms of the Inner Planes around the Material. While not universal, most of the Powers That Be have some sort of demesne within this Plane. The Denizens of this plane are most notable for their use of an empowering by Celestial Energy, which is cool, comforting, and more than a little numbing.

ANGELS

Angels are winged humanoids that stand about 8 feet tall in their normal forms. Angels are servants of the Powers That Be, and they can serve any of them. are the children of the Powers That Be, acting as servants, messengers, and general support staff for the Powers. Sometimes they are given tasks to manage within the Ephemeral such as guarding a potential Ikon or supporting someone of interest to a particular Power.

Angels are exceptionally hostile towards Devils, and it is always warned not to get caught up in between the two. They tend to be neutral towards and even confused by the Fae, and they get along well with the Kauns of the Radiant Plane. They and the Reanimated of the Necrotic planes are an interesting thing – the presence of an Angel causes the Reanimates to collapse and stop moving. Meanwhile, the Wights of the Netherealm are capable of causing them intense damage that seems to ignore whatever it is that have to defend against Devils (with whom Angels are more evenly matched). Finally, they will generally attack a Yuma that is rampaging, but won't normally act to save someone who has been infected. As with the broader denizens of the Outer Planes, they are there after having been sent there initially through the efforts of Belial, and like the Fey are not bound to the ways of thinking and custom with which we are familiar.

VALKYRIES

Valkyries are the children of the Powers That Be, acting as servants, messengers, and general support staff for the Powers. Sometimes they are given tasks to manage within the Material such as guarding a potential Ikon or supporting someone of interest to a particular Power. Valkyries are always women, or at the very least they all appear to be women, but we have no way of proving that, and even Valkyries talk about their men.

As with the broader denizens of the Outer Planes, they are there after having been sent there initially through the efforts of Belial, and like the Fey are not bound to the ways of thinking and custom with which we are familiar.

Valkyries ride winged horse like beasts and are drawn to bravery and battle. When seen, they typically have a sword, a shield, and a spear. Valkyries stand about 8 feet tall, and seem to shimmer, and their shadows are always strange.

MALAKIM

Malakim are the children of the Powers That Be, acting as servants, messengers, and general support staff for the Powers. Sometimes they are given particular tasks to manage within the Material such as guarding a potential Ikon or supporting someone of interest to a particular Power. Malakim are not winged, but always have an aura around them, and stand around 8 feet tall in their natural forms.

As with the broader denizens of the Outer Planes, they are there after having been sent there initially through the efforts of Belial, and like the Fey are not bound to the ways of thinking and customs that we are familiar with.

Malakim appear to all be men, but even they speak about the women they have, so it is likely that this is just our way of seeing them. Malakim have deep and intense dislike for demons

INFERNALS

DEVILS

Even Angels have not the breadth of lore and tale that Devils do, for only Demons are more feared.

Devils feed on souls, and the more wicked a person is, the sweeter the soul is. Evil is in *actions*, not in what the person *thinks* – intent is not magical, so Devils are extremely gifted at goading and encouraging and helping to set the stage so that thought turns to action and then to keep encouraging it. They will use pleasure as a tool, but more often they use suffering and pain and trauma.

Devils have a fixed, horrifying shape that they obscure through Glamour, and they delight in pain, suffering, and trauma. This form is usually bipedal in some way, four limbed, often tailed, frequently with horns, sometimes with wings. Devils need only to touch to drain one, and their weapons and bodies are meant to draw blood and cause harm — they have a violent and cruel structure so oppositional to our own that even the Dread Powers That Be and their followers avoid Devils. They have a goal, and that goal is the subjugation and destruction of the Mortal Realms. It is said they take every shape and form that is possible, but that they settle most often a few that are well known.

A Devil is generally considered to be one of the most potent powers there is, and their hunger for the souls of humans is legendary and unyielding — there is no deal one can make that will not result in giving them a feast. It is said that Devils were the ones who made the bargains to create Vampires, and that they laugh about it. Devils are readily as powerful as Angels, and while Demons are older, they are the more dominant.

Devils have set rules that they follow upon their own Plane, and set structure, and are rigid and unyielding, which is part of why folks who conjure them often think in terms of dealing. Devils do not have the power to cross to the Mortality Plane on their own — they must be summoned, and they cannot remain here for long, never more than a single day. The amount of harm that a single devil can cause in that day, however, is incalculable.

Devils are eternally foes of Angels, will often take command of reanimated dead, consider wights beneath them but are not so foolish as to ignore them, are terrified of Yuma, and dislike Fae because they are too mutable. Devils like that which does not change, can be counted on, and no one has ever said such about the Fae. Kauns and Devils do their best to avoid each other.

DEMONS

Demons feed on human suffering, grief, fear, and terror, and like to chase it with a bit of flesh when they can – the younger, the better. Demons are more flexible in their shape and appearance than Devils, for their shape and form is affected by the being they are facing – and only the sharing of what one sees with others can fix the form of a Demon among any given group – otherwise they will see their own manifestation. They can seem to be almost anything since demons take their shape and forms from the minds of those they torment.

Demons are amorphous, shape changing, and often immaterial. They are distinctly different from Devils, in that they care nothing for souls, but everything for suffering and misery. Demons can only arrive on the Mortality Plane by being summoned — but they can persist and remain indefinitely. Demons can be forced back to their Plane, but the risk is often immense -- Demons are chaos and uncertainty made manifest, filled with nothing resembling rational and logical thought.

Demons do not abide by rules, codes, or contracts. As many of them have names similar to those of Devils, to whom they are very distantly related, they are often summoned by accident, and as they cannot be bound in ritual summoning as devils can be, those failures are rarely recalled or recognized for there is never anyone left to tale the tale.

Demons seek to dominate and control people, but do not cooperate or partner only dominate and force. They care nothing for rulers or leaders, heroes or cowards, they thrive on emotions and the darker the better. Some demons prefer the brighter emotions as an appetizer – the sark of love, the first flush, the contented happiness, the amuse bouche of nostalgic amusement – and they are often considered the worst, for they will encourage and feed and toy with those emotions, slowly draining everything through it, and then they will turn and destroy what is joyful to feast upon the darkness and horror and grief.

The most powerful Demons known include Vinirial, Pathos, and Penitwis.

HAGS

This is the home of Hags, horribly vile beings whose eternal struggle against Valkyries are documented in many myths across all the Mortal Realms.

Hags seem to be uniformly women, as no one has ever reported encountering a masculine or neutral Hag. They are gifted with the ability to produce Glamours, and perhaps the most notable thing about them is that they make bargains that are incredibly dangerous.

Hags are extremely territorial and will only bow down before the greatest of their kind, whose threat is ever ominous: Baba Yaga. Hags loathe witches and claim to be offended by the mere sight of them. There is a long history of Witches interfering with the plans and schemes of hags, which are always tied to some bargain, and always have the same end results: servitude and consumption.

Hags will eat anything but prefer things that complain about it while they are being eaten.

RADIANTS

KAUNS

Kauns are a short, green loving people who love joyously, but lack a certain generosity of spirit. One tells a long and torturous story of centuries spent struggling to live in a hostile world after getting trapped there one time. Name of Lepra, he takes a lot of flak from others. As a result, we call these Denizens “Leprechauns”.

KHRYSOS

Khrysos appear to be golden hued people, said to be eternally happy, optimistic, outgoing, and joyful. They are all of those things even while doing incredibly cruel and malicious actions.

They always have incredibly complicated names, like “Rumplestiltskin.”

LUNOS

All of them are named Bud. Except for when they are not. Lunos appear as house cats of larger than normal size, usually very white, and fond of using their right forepaws to interact with things. It is said that if you shake that paw, you will be either lucky or unlucky. Black is not an uncommon color, but then so is any other coloration – white just seems to predominate.

NECROTICS

MIASMATA

Reanimates are the Undead: Zombies, Mummies, Skeletons, Severed Limbs, and so forth that are powered by the spirits of this plane. Strictly speaking, it is [MIASMAS](#) that animate the dead, [PNEUMAS](#) that animate golems, [ZYMA](#) that animate certain constructs such as the Dreadnaughts, [HUMORS](#) that can affect the living, and [VAPOURS](#) that can interact with the world more physically.

GHOULS

Ghouls come from Quietus, and it is believed that the poor fools who originally summoned them are themselves now ghouls. Ghouls are discussed in the Bestiary.

GHASTS

Ghasts are almost like personifications of their home – silent, swift, and feral. They appear to be emaciated humanoids, bald, with long pointed ears that stick up above their heads and make it appear at a distance as if they have small horns. They are carnivorous and have a double row of sharp teeth. They live in small villages led by a combination of shaman and chieftain, and they are quite industrious in their underground lairs.

The upper world is occupied by the **GORMEN**, immense Minotaur like beings who are almost exactly like the Ghasts, except they are omnivores and while they will eat Ghost meat, they prefer their farms and grains and vegetables.

SHADOWFELLS

Shadowfells are very much like the Fae, a reflection of them, but as a shadow is a reflection.

SHADOWS

Beings of nightmare, like the hellish versions of Shiki.

WISPS

Appearing as glowing orbs of intangible light to most, these beings are mischievous, and may help or may hurt, but always are of their own mind and hate to be alone.

NETHERFELLS

Netherfells are spirits that have fallen to a curse, denied the peace or horror of the afterlife deserved, and bound to a space. Netherfells are often said to be the spirits of people – and they may well be so. However, it is likely that they are Spirits of the World. It should be noted that Netherfells are not undead, though they are often confused with such.

WRAITHS

Wraiths delight in their psychic tortures. Like the Fey, they are powerful and dangerous.

NIGHTMARES

These many shaped peoples are exactly what they are named for, the manifestation of fears and worries and darkness combined, literal nightmares come to walk the earth.

On Wyrld, when you speak of the Boogeyman, he is real.

SHIKI

Shiki are tiny sized, hybrid animal (such as cat/fox) creatures that are magical and denizens of the **Netherealm** who are summoned to Wyrld. They are also known to escape and venture into the world at large, where they flit about and observe things. It is believed they are spies for the **Netherealm**, who likely have designs on Wyrld for themselves. There are many different varieties of them, and according to legend they were once actively sought out for arena fighting purposes, since they do reproduce. That was before the God's War, however, and the manner of capturing them has been lost, except perhaps to Sages and their Theurges. They do not like Beholders.

WIGHTS

Wights are essentially the Demons of Purgatory and appear to be proud of it.

DRAGONS

From the Hydra to the assorted sized dragons and on to the wyvern, these dragons of Wyrld are not what you might expect. The Dragons of Wyrld are not the many-colored splendid things that many have flights of fancy about.

They are six limbed, typically grey-brown, and get really annoyed with people. Especially people who steal things. Dragons hate to have things stolen from them.

Dragons are generally grouped into 5 categories: Wyrms, Greater, Lesser, Wyvern, and Drake. They strongly dislike being referred to by these terms. That said there is really very little known about them. In the last 200 years, only seven dragons have been seen, and only two have been killed.

Dragons of Wyrld have enormous wings but are otherwise small – about the size of a large elephant, excluding the wings and tail. Not much more is known about them – they do not seem all that interested in having long conversations that end with people returning to tell the tale.

And they do like to talk. Endless talkers. Seems as if they have a culture and social system all their own, but it centers on being the one with the most stuff and the largest herd, though I have to say I have never seen a dragon herding anything.

TARRASQUE

The Wyrld Tarrasque is not quite as large as its sibling in other Mortal Realms. This makes it significantly less of a threat – and far more common. This does not mean it is a pushover. Widely considered to be the single most dangerous thing one can encounter – in so far as people have returned. *Tarasks*, as they are called, are four legged, with neither neck nor tail, their mouth part of their underbody, and their eyes slightly forward and above their shoulders. They have two orifices on either end, and are able to eject an acidic sludge up to 30 feet to either side. Each leg ends in sharp edged claws that are six inches long.

ELEMENTALS

The elementals of Wyrld are far less interesting than those able to cross to other places. There are *many* kinds of Elementals.

An elemental is always formed of the element it is. They do not have organs or skin or such, they are beings of unique will, the children and descendants of the Powers That Be. There are many different types of elementals, an entire ecology of them, like the great birds, the serpents, and others. One thing remains true: if an elemental exists in a shape in one, then there is a form of it in all others.

Humanoid appearing elementals are well known – Dao, Djinn, Efreet, Marid, etc. They may appear human-shaped, with great powers, and there is always one kind for each of the elements. As with all things, the elemental dimensions themselves are reflections of our own, and within them, these beings of great power are the people.

Earth and Fire elementals are always masculine, Air and Water elementals are always feminine. The rest of the dimensional denizens are generally without a fixed or given gender state.

Lastly, there are guardians of the world itself, separate from any God or other power, whose sole purpose is to protect the world. They are always people who are infused with this spirit and become lost in the memories of all the people they were before and separated from the regular concerns of mortal people – for people are their enemy far too often.

FAUNALIA

It is difficult to describe Faunalia, as I am never sure what Sheroo used for his boundaries. Most of them are some sort of strange combination creature, usually not particularly sapient or sentient – that is, they are animals, beasts, but not “normal”.

AL’MIRAZH

These resemble a rabbit with a single horn, like a unicorn, but have the temper and disposition of a stepped-on Badger. They are sometimes found among Jackalope. Of note is that some of them have horns that are more like spear points, and teeth that are so sharp they can be used to shave. They have earned the nickname “vorpal bunny,” and it is rarely said with humor. Nobody knows what vorpal means, but that doesn’t matter.

BICORN

A part-panther, part-cow creature with a human-like face that feeds on divine or radiant energy and tends to eat clerics. They carry a strong and unforgettable stench about them.

CHUPACABRA

These demonic looking beasts are reputed to attack and drink the blood of livestock. They resemble a dog with horns, extra-long teeth, and metallic claws that unsheathe like a cat.

They are especially fond of goats.

JACKALOPE

Jackalopes are said to be so dangerous that hunters are advised to wear stovepipes on their legs to keep from being gored. Stores sell jackalope milk, but some question its authenticity on grounds that milking a jackalope is known to be fraught with risk. One of the ways to catch a jackalope is to entice it with whiskey, the jackalope's beverage of choice.

The jackalope can imitate the human voice. When ranchers gather by the campfires singing at night, jackalopes can be heard mimicking their voices or singing along, usually as a tenor. They would attack humans by goring their legs with their antlers, causing foresters to wear stovepipes on their legs as protection. The legend stated the only way to calm an angry jackalope was to offer it whiskey to drink.

It is said that jackalopes only breed during lightning flashes and that their antlers make the act difficult despite the hare's reputation for fertility.

KAKTIKIS

The Kaktikis is a cat-like creature, covered in hair-like thorns, with particularly long spines extending from the legs and its armored, branching tail. The creature is said to use its spines to slash cacti at night, allowing juice to run from the plants. On later nights, the creature was said to return to drink the now fermented juice. The then-drunken creature was said to shriek throughout the night. The cactus cat was a very hostile creature towards any animal invading their territory. Animals that crossed them often ended up with large puncture wounds, and sometimes fatal injuries.

It is a desert predator. To avoid the harsh heat, they'd carve out the inside of a cactus and sleep through the day. It eats the bugs and juice of the cactus, keeping it hydrated. They were said to be immune to scorpion venom and would hunt them at night.

Cactus cats were social animals, often mating for life. They were said to live about 20 to 30 years. Before and during mating season, the male felines would break open a large Saguaro cactus and let the smell attract females to the location. Often enough, two females would be attracted to the scent, and fight. The fight usually ended in one of them getting brutally spiked or stabbed to death. The winning female would then meet with the male and drink the cactus juice. The pair would get drunk and then produce a litter of kittens within the next few weeks. The kittens were born blind at birth with no spikes.

RACCOONWOLF

Yeah, Trash Panda crossed with a wolf and as big as a horse. In packs. If you see one, use fire. They do not like fire. They do like your friends, though – usually for a meal.

ALICANTO

This bird with luminescent feathers which feeds on gold or silver is often found near mines, causing all manner of problems given it is a wingless raptor, smart, and brutal. It does not eat flesh, only metal, but it has no problem with tearing anything that gets between it and its food to pieces. Think of a feathery velociraptor.

HODAG

"It had the head of a frog, the grinning face of a giant elephant, thick short legs set off by huge claws, the back of a dinosaur, and a long tail with spears at the end", according to one survivor of an encounter with a hodag. Vicious, sneaky, and predatory, Hodags are a scourge that often sneaks in through patrol lines into civilized territory, usually by burrowing.

ISNASHI

Details on these beings are scarce. These include the creature only having one eye, long claws, lizard-like skin, backward feet, and a second mouth on its belly. In more recent alleged eyewitness accounts, it has consistently been described as resembling either an ape or giant ground-dwelling sloth and having long arms, powerful claws that could tear apart small trees, a sloping back, reaching heights of seven feet when standing on its hind legs, and covered in thick, matted fur.

It is slow but ferocious and extremely dangerous due to its ability to move without noise in the thick vegetation. It gives off a putrid stench and emits a frightening shriek and weapons such as arrows and bullets could not penetrate the creature's alligator-like hide. Its only known weakness is that it avoids bodies of water.

PIASA

They have Horns on their heads like those of a deer, a horrible look, red eyes, a beard like a tiger's, a face somewhat like a man's, a body covered with scales, and so long a tail that it winds all around the body, passing above the head and going back between the legs, ending in a fish's tail. Green, red, and black are the three colors of this beast that haunts rivers, streams, lakes, and shores.

RAMIDREJU

Creatures which have a sinuous six limbed body, like a snake, and their fur is slightly green-colored. Its eyes are yellow, and its nose is like that of a hog, which it uses to dig very deep holes. Ramidrejus are a very sought-after animal because their fur heals sickness and the animal has a fervent desire for gold, so there is often a goodly amount of it in its lair. They eat it, though – you might come across a lair of a hungry one.

BULCORS

Kind of a mole, badger, and tiger hybrid that burrows or swims through the soil. They avoid stone, and are ambush hunters, usually seeking to pick off one of the large herds of deer and related creatures. They are about five feet tall at the shoulder, with clawed feet, but are not particularly fast above ground.

FLORALIA

Plants, sentient, sapient, and other. Yes, we have them. Fortunately, they are rare. At least in my experience. Wyrld has a large variety of murderous plants, carnivorous flora, and then, of course, the number of plants that are just going to poison, kill, or maim you.

FUNGAL FOES

Fungi are everywhere and known to be the all-time favorite foodstuffs of Imps. As with most plants, they can be cultivated, a trait that many species engage in. Goblins like them since they too have a large enjoyment of their taste – it is said that the fastest way to distract a horde of goblins is a plate of mushrooms with gravy. As Goblins can eat pretty much anything, even poisonous ones will do.

Of the forms the Imps have bred (and there are many), the Shrieker is the most dangerous and deadly in any of its several forms.

DEADLY PLANTS

Some plants are just plain dangerous.

BLOODVINE

The greatest horror is the vine which they call "the devil's snare", and we're full of stories of its death-dealing powers. I was able to discover truly little about the nature of the plant, owing to the difficulty of handling it, for its grasp can only be torn away with the loss of skin and even of flesh; but, as near as my friend Dunstan could ascertain, its power of suction is contained in several infinitesimal mouths or little suckers, which, ordinarily closed, open for the reception of food. If the substance is animal, the blood is drawn off and the carcass or refuse then dropped. This does make it easy to avoid, if you can spot the skeletons that the vines tend to cover or catch the scent of death in the air.

DEVILPOPS

These are parasitic vines with purple blossoms known as the "devil's poppy" that seize and poison animals. Is a potent narcotic. My band once fell asleep passing through a meadow full of the damn things. Lost my dog, Toto, too.

MADAGAR TREE

The slender delicate palpi, with the fury of starved serpents, quivered a moment over her head, then as if instinct with demoniac intelligence fastened upon her in sudden coils round and round her neck and arms; then while her awful screams and yet more awful laughter rose wildly to be instantly strangled down again into a gurgling moan, the tendrils one after another, like great green serpents, with brutal energy and infernal rapidity, rose, retracted themselves, and wrapped her about in fold after fold, ever tightening with cruel swiftness and savage tenacity of anacondas fastening upon their prey. I still have scars from this damn thing. I won't say where.

YATEVEO

Named for producing a hissing sound and having poisonous "spines" that resemble "many huge serpents in an angry discussion, occasionally darting from side to side as if striking at an imaginary foe" which seize and pierce any creature coming within reach.

GIANTS

It is said that there are Giants in Wyrld though they do not appear to want much to do with us, and I have heard of none within the Empire. However, there are some giant-like beings that are quite fearsome, if easily manipulated.

ORCI and **ONI** are often said to be two sides of the same thing, but I suspect they are more than that, a twisted relation not unlike the Goblins that was never functional, and they have much in common with the hulking Trolls. Both are ambush predators.

I am aware of the legends about yeti or ogres that infest other regions in small numbers, but the best I have seen is casts made of footprints that could have been shaped by people seeking to draw money out of the unaware or Troll sign, and you just don't want to encounter a troll.

Notable about both Orci and Oni is that they are generally nine to twelve feet tall.

ONI

Oni, fortunately, are limited to the islands.

ORCI

Orci prefer quiet forested streams and ponds that draw prey to them.

MITES

Mites are a race of violet or purple skinned, two foot tall, bipedal, pigeon toed, winged, flight capable beings with one eye in the center of their wide heads, one brightly colored horn that juts up from it, no visible nose, and a

gaping maw that stretches nearly the width of the head and can open to almost a foot wide. They are primarily arboreal, preferring to ambush prey from the trees, and seem to be able to tell if the prey is going to be tough or not. They have an intense love of music and will often pause to gyrate strangely when they hear a tune they like. They can also be bargained with, having a value on very short shorts, something they occasionally wear.

When attacking, they will drop to the ground and begin to gyrate and speak their strange tongue, including such words as *wop*, *bam*, *boom*, *bop*, *a-boppa*, *lopa*, and *lum*. This is a ritual chant to prepare the sacrifice for their deity, which appears to just be a ten-foot-tall representation of one of them. The horn on their head can be useful to gore their opponents, but also can be used as a sort of musical instrument, with them exhaling through it while closing off holes they have drilled into it in some strange ritual.

Victims are sacrificed and their corpses dragged at the mouth of a cave within a large, circular rock that is thick in the middle and thin on top, like two inverted teacup saucers. There, a shaman keeps careful count, and those who have reached an unknown number of acceptable sacrifices are allowed into the cave. After a period, they will emerge, nearly eight feet tall and commensurate in size. this massive increase in size leaves them in an aggravated state, which can only be calmed by music and ritual prayer.

These very large ones have a deep fondness for eating their prey, usually people, whole.

GRIMMS

Creatures of the Underdark, bred in secrecy for the purposes of the Imps, these terrifying things are truly monsters. Some of them are classified as Floralia, as Imps create incredibly beautiful gardens they do not like to be disturbed, and peculiar traps for the unwary.

CAVE URCHINS

Stone covered, many spiked creatures that tumble through cave like spiked boulders, with a massive maw capable of swallowing a person whole. They never come out of the tunnels – should you encounter such, please report it to your local Guildmaster.

PEOPLE

This category is for all the peoples of Wyrld. Humans, Elfin, Dwarfs, Gnomes, Fay, Goblins, Thyrs, Grendels, and more. If they are descended from the Ancients, then they are people.

GOBLINS

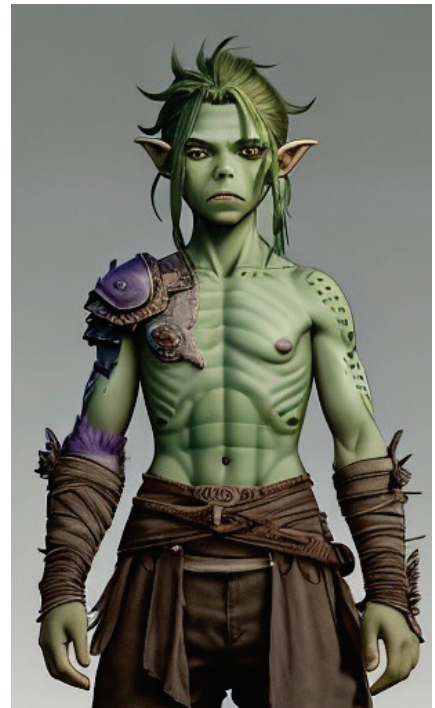
The vermin that are the stuff of children's horror stories are the Goblins. They were forged by the Dread Powers That Be, created from people who once served them in the God's War, and they have the appropriate ideas from that, as well as a strong appetite for the flesh of the Bright Bloodlines, whom they see more as cattle.

They eat people. They rape and pillage and raid and engage in mayhem.

They are vile creatures with a stench that is instantly recognizable, though you haven't smelled it. There are more Goblins than there are all the other Foes, all the other Progeny, combined.

Most people are aware of Goblins. Goblins typically travel in Bands, commonly between 7 and 50. They are always doing the bidding of the Dread Powers That Be or the Dark Lord in Lemuria. They steal, they defecate in granaries, they poison water, and their blood is poison to all who touch it. They can range in size from 4 feet tall to 6 feet tall.

They are oviparous, laying clutches of small, black eggs that grow to be two feet high and 'bout a foot in diameter at the thickest part from a single, eight-inch-tall egg over the course of a week. They lay their eggs in massive chambers, a single goblin clutching as many as a dozen eggs.



Entering a sealed clutch will cause them to hunt people doing so to the ends of the earth. As female Goblins are oviparous and do not provide milk, they do not have breast tissue or ducts – though there are basic capabilities among all Goblins owing to their derivation from human stock. As a result, Goblins pretty much look the same if they are male or female until one can examine genitals.

When Goblins rape (which they do with gleeful abandon), they will sometimes have a victim who has a child. On these occasions, the women will birth a large, 20 pound or so, *egg*. From that egg will come an **Orc**, a half-goblin. Orcs are hairy, deformed, broken things that are feral and vicious and are better off dead, one of the few things most People agree with them on. Orcs can never raise their Kno above a 4.

That Child is an Orc, and there are only a handful of known cases for an orc’s birth to not have killed the mother. Possibly because the egg really doesn’t fit well with people. Goblins use Orcs as slaves and will often capture women to use as slave breeding stock.

Complexion	#D1E64D	#9ABA28	#6B683D	#AD9C88	#D6CD8C
	#D2EA9E	#DAF2B0	#E5F6C5	#C8E190	#CDE596
Eyes	#FD00FF	#FF00A7	#FF008D	#FF0067	#FF004D
	#CDE596	#66CCFF	#FF0066	#FF3300	#000000
Hair	#8F8F8F	#7E2D7E	#CBABCB	#321232	#434343
	#003300	#008000	#336600	#006600	#00CC99

When an Orc on a raid rapes a woman, you end up with a half-orc. Half-Orc eggs are smaller, and less likely to kill the mother, but still very capable of it. Goblins will always try to kill half-orcs. In the bright lands, a half-orc is called an Ogre.

Goblins often collaborate closely with Trolls and Fell Fae, who are nightmares from the deepest pits of horror.

Oozing, dripping, terrifying creatures that hide in places where people shouldn’t go. Under bridges, in caves, in the scary places.

The seemingly innumerable Goblins come in five shades of skin tone, with mottling over their entire bodies.

Their skin is thick, tough, elastic, and strongly colored. They prize the greener colors, though all of them tend to have their coloration fade over time to an ashy green color.

REDCAPS

Among the Goblins are certain members who are often set aside into special shock units, as they have lost faith in their erstwhile allies regarding that. The most common of these units are notable for the brownish-red berets they wear as a mark of insignia – they are called Redcaps, and generally are about twice as dangerous, if not more, than a typical goblin. They specialize in stealth, and focus on doing extreme levels of damage before vanishing, creating a sense of terror and uncertainty wherever they can.

Redcaps are not larger, they are just more skilled, stronger, and more capable than regular goblins.

HOBGOBLINS

Among the Goblins are certain members who are often set aside into special shock units, as they have lost faith in their erstwhile allies regarding that. Another type, often positioned as leaders of bands, are Hobs, or Hobgoblins. Hobgoblins are much larger than the normal Goblin, and incredibly tough and enduring.

MEROW



Merow are amphibious Goblins. They long, sharp talons on both feet and hands, their hands are broad and webbed, and their feet are wide and webbed, which gives them a peculiar gait. Both calves and forearms have extendable fins they use for their swift and terrifying speed in water, and they often have a low sloping ridge fin along their backs. They can breathe as easily underwater as in, and persist in the shallower water, rarely going deeper than 100 feet. Merow stand about 3 feet tall but stretch to 4 feet in the water. They are covered in a smooth appearing skin that is very rough in actuality, much like that of sharks.

Merow make homes from coral and shells interlaced with seaweed. These are domed structures, often linked, and entered from the top through a hole. They eat mostly sea life of all sorts and are very successful ambush hunters.

Merow will attack ships that a band encounters, using their thick claws to scale the side of the wooden ships, which is why many wrap their sets in metal. They will travel along river ways, fresh or salt, and will raid in bands of 15 to 30. Merow do not engage in some of the activities other Goblins do, and so there are no orc Merow, or if there are they often die young. Merow must spend the first years of their life entirely in the water, are born with only the most rudimentary fins, and their coloring is always bone white at birth, darkening as they age.

Hair	#FBFFE7	#FEF2AC	#C3E3D1	#99CFB0	#A9D593
Eyes	#5043FF	#9E97FF	#B7B5CB	#A4CFDC	#100C60
Complexion	#41D7D3	#209895	#B6F0EF	#6DE5C0	#26D49E

IMPS

Imps are *everywhere*. Said to be the result of bet lost by the dead **Trundle**, Imps are three feet tall when fully grown, which is said to happen in a month. No one has ever seen a pregnant Imp, nor do Imps appear to have any sex organs, but there have been cases of two headed or multiple limbed Imps.

Imps are hazards – they live underground in vast tunnel complexes that spread throughout the world, and the largest of these is rumored to be called **Agartha**, the Dark Below. They wield very sharp swords, wear well-made armor, and tend to roam in groups of 20 at least – though a horde of 200 were once seen assaulting the Paladin Jonathon.

Imps are thieves, hoarders, and nightmares. They can move about any time but tend to choose night for the most effective scares. They do not do much with or to people – no eating, no enslaving, no horrible things – but they rob, steal, hide, and make enormous mischief.

They are like rats, if rats could spot the value of something and take it just for themselves and like to tap on walls and windows and rooftops late at night.

Imps are vegetarians. In their deep caverns, they grow and live off a variety of fungal life, lichens, moss, algae, and more. They do eat eggs, fish, and they are very fond of stealing cheese.

They do not get along well with Thyrs, Kobolds, or Grendels. They rob Goblins the same as they do the Bright Bloodlines, but much more carefully.

There is a particular kind of Imp that is very much feared, however. They can be up to seven feet tall and seem to be a kind of strange happenstance among them, for they are brutal, violent, and deadly.

They are Imp fiends, and while they do not eat meat either, they do drink blood, and they do what is needed to get every last drop out.

Imps are born as wriggling worm-like things called larva, or tads. They are usually placed into the vast fungal gardens, and at this stage they are very much omnivorous, eating everything, including each other, as they grow. As they do grow, they develop small limb like extrusions, including the two that jut from their back.

Hair	#707070	#929292	#CACACA	#E3E3E3
Eyes	#707070	#929292	#CACACA	#E3E3E3
Complexion	#707070	#929292	#CACACA	#E3E3E3

After about a month, they spin themselves into tight, stonelike cocoons, and for two weeks they complete their growing stage, with the outer fibers of the cocoon becoming the strange vestigial wings that speaks to their infernal origin.

THYRS



Seven feet tall, resembling a walking fur rug, the boogeymen of Wyrld are the Thyrs, a seeming hybrid of Jackal, Hyena, Dingo, Gorilla, and who knows what else. Thyrs are very tall, long lived, well organized, well-armed, and possibly one of the greatest threats to peace ever. Thyrs are perhaps the most vicious of the Foes, though rarely seen, and even Grendels hesitate when faced by one.

Thyrs are decidedly gifted with masculine and feminine versions. The female Thyrs are far, far worse, and tend to be the ones in charge. You can always spot a female Thyr by the rows of small teats and their red eyes. Thyrs give birth to litters of six to eight pups, who wean off in about six months and take about 6 years to grow to adulthood. A Thyr warlord is usually surrounded by generations of her own family, and they compete for the same things that people do, but they tend to have an outlook that matches Goblins, which makes them impossible to reason with.

Immensely strong, it is said that a full-grown Thyr can rip a man in half, and she will do so just to get to the vital organs she so loves. Thyrs hate Therians, and the feeling is decidedly mutual.

Thyrs live for around 360 years or so, making them the longest-lived peoples, and giving them a longer overall cultural memory.

Men's Eyes	#00A9CE	#41B6E6	#0072CE	#005EB8	#003087
Enby Eyes	#898383	#817467	#A17253	#7C5C42	#404040
Women's Eyes	#D60707	#8D0202	#6B0202	#9C2626	#B55374
Fur	#777777	#827B6C	#92805C	#524834	#121110

GRENDELS



Grendels are six limbed, large mouthed, antennae bearing, blue, furry, large eared, mammalian looking, usually around four feet tall, and bad tempered like a Honey Badger with a thorn in its rear end. Toss in a terrifying look, like a spider met a wild badger and got along, and you have an average Grendel. They grow as they get older, roughly an inch every year until they reach seniority, with the largest standing a full seven feet tall. Now give it a sense of humor that overrides everything. They are smarter, faster, stronger, and unpredictable.

They love metal -- they will steal any metal they can, especially iron. They are said to have been made to be spies, saboteurs, and shock troops. They can climb up damn near anything, are fast, furious, and prone to being drunkards. They love music and are famed for holding vast feasts where the central feature is an adventurer run through

with a spit and slowly roasted over an open firepit, stuffed with chestnuts and cheese. Grendels love to cook and will go to war to control spices. They are rumored to make Goblins seem downright tame and gentle beings.

A Grendel's fur covers a black, rough skin. Their fur tends to be all within a narrow band of colors. The tips of their ears and other extremities will be black in color most of the time, with some individuals having a white or the rarest being a pale pink in color that extends to the tips of their hair around those areas.

Fur	#5549ED	#1F13BF	#2658F6	#072FB1	#BCCBFC
Tips	#000000	#6D6D6D	#A5A5A5	#CFCFCF	#F2F2F2
Eyes	#B4A958	#706932	#FF0000	#A06060	#C49C9C

KOBOLDS

Scattered around small towns and hamlets, usually near the sea, are Kobold camps. **The Kobolds** were created by **Pallor** as one of her secret efforts in preparation for replacing Belial one day. They did not work out as well as she had hoped, though, and she has left them alone in favor of her spider things, by all accounts.

The Kobold are small people who have some very markedly lizard like characteristics, typically three to four feet tall and around 100 to 200 pounds. They have extremely dense bones and tough skins and can breathe underwater or on land. Oviparous, a Kobold can walk, talk, and function on its own after hatching. They have at least three sexes, and two of them can lay eggs and two of them can fertilize them. Kobolds have shortish snouts that are wide and flatter, with horizontal nostrils, like an alligator or crocodile, tails typically two feet long and thick at the base narrowing to a blunt tip, and large round eyes that sit high and wide above their snout. They do have ears, which sit high on their head, pointed and triangular, slightly angled both forward and sideways but not nearly as moveable as some therian. Their hands have sharp, short claws that emerge over the last knuckle, and they have broad feet with three rounded toes that each have a single claw more centered. They have a pronounced, smooth, scaled skin that is typically mottled in assorted patterns, yet is light on the chest and palms and soles of their feet, and dark along the back. The scale are thicker along their arms, legs, back, and sides, thinner along the front. Kobolds tend to be in the greener spectrum, and mottled in color, with lighter colors on chest, darker colors at the extremities.



Their speaking involves a more guttural, throaty sound, and does not rely much on the use of the tongue to shape sounds, though it is easily enough used for other things. They are omnivorous, with a fondness for things that do not argue with them about being eaten verbally, fruits, and fish. They will also eat many insects and have grub farms.

Kobold eggs need a reliable, warm, dry place to hatch, which is why they will frequent beaches – sand is a major high value item, and sand that can be warmed easily – such as the black sands from some of the areas around the Silent Sea. They build with mostly woven reeds and woven wood, rarely employing trees or other better known hard woods, and quite familiar with and fond of some of the more useful toxins in their typically swamp like homes. Kobolds are best known for their king's primary domain, what we would think of as the village of Bermuda, but they are actually found pretty much everywhere there is not an active, ongoing presence of others.

Many think of Kobolds as being somehow related to dragons, and this is possible – no one knows what they are a blend of, for it is not alligator or crocodile or lizard or snake or other reptile. They are warm blooded, and much to the shock

of folks encountering them, are very intelligent and highly organized in a very feudal society that starts with King Kobold and proceeds through Dukes, Counts, Barons, and Earls, all overseeing one of the small villages, with the King at the heart of Bermuda itself.

Kobold tend to view the Bright folks as annoying, but only engage when there is a resource or other conflict involving the two groups wanting something. Usually, Kobold are busy building a place for themselves and their children. They do not necessarily value peace, but they do not go looking for a fight – they will merely finish one if it started.

They are quite adept at doing so, even though it is rumored that King Kobold is seeking to forge an alliance with the Bright Lands.

Back Scales	#7AA47E	#50CE80	#2D9F58	#7CDAA0	#39736D	#4B6F3D	#82B070
Eyes	#EAC63E	#D5AE1E	#BD750E	#884200	#770000	#2A0000	#FFC1C1
Belly Scales	#E2EAD1	#B7CF92	#B9C887	#86BA88	#90AC71	#556A3E	#7AA47E

SALATHEN

There are five broad types of Salathen (Sky, Sea, Soil, Sand, and Smoke), each broken into around a dozen or half dozen kinds, and they are all very dangerous. It is said that they predate all the Peoples on the world. They are six limbed, often vaguely resemble a dragon in some ways, or perhaps a big lizard. They have peculiar eyes that have three pupils surrounded by a comingled iris of assorted colors and horizontally slit nostrils. Some have fur, some have scales, and some seem to combine aspects of different animals. Among the assorted types occasionally seen, however, are Agrainians, Silurians, Floridians, Venturians, and something that is usually just referred to as a walking wall.

Salathen comprise an entire system unto themselves – and they especially enjoy eating the things the Gods made. Legends say that Dragons are a kind of Salathen, and that among them are some strange beasts that seem to be combinations of different animals – including people and horses! How hilarious. Probably just some sort of therian.

Thankfully, it is rare to encounter Salathen in the Bright Realms, as they tend to be mostly confined to wherever it is they come from.

SAND

Silurians are the best known of the Sand Salathen, found everywhere sand is.

SEA

Floridians are the best known of the Sea Salathen, found everywhere water is. They are separated from sea serpents and related water monsters because they generally don't spend the bulk of their time in the water, merely near it.

SKY

Arkanians are the best known of the Sky Salathen, found everywhere. Most reported Dragon Sightings are actually of Sky Salathen.

SMOKE

Venturians are the best known of the Smoke Salathen, found everywhere smoke is a normal thing and the heat of the earth is great. This fortunately places them mostly in places to the southeast, and around volcanoes – but there are other regions, often near hot springs. is.

SOIL

Agrainians are the best known of the Soil Salathen, found everywhere earth is. They are burrowers, and they are a somewhat natural predator of buletes.

SLIMES & Oozes

SLIMES

Slimes are of assorted kinds, usually marked by their overall color. They are an amorphous species, their core form being a kind of rounded dome like shape, and they can exude assorted things from their surface.

Essentially all eat in the same way: they absorb the thing, enfolding itself within them. They are able to operate

collectively and form a large being with a kind of hive mind that is likely about the same level as a dog. It is said that if ever there were an intelligent slime, it could likely find a way to take over the world, and slimes eat anything. One of the most feared is the Gelatinous Cube, which seems to be an oversized version of the assorted slimes. Despite reports of the sometimes being seen above ground, they dislike the heat of the sun. One report has a massive conglomerate of Cubes acting with high levels of intelligence down in Lemuria.

OOZES

There are some things that defy the mind. One of the most likely is the existence of sentient oozes, which actively move of their own will, slick and sticky, fluid and filmy. Their moist and malleable forms are excessively painful, and they love to hide and ambush prey.

SPIRITS

One of the more complicated groupings, this is a catch all for the Spirits of the World, the dis-, semi-, and incorporeal beings that inhabit assorted places around the world. Naiads, Dryads, and a host of other beings occupy places and will often defend or protect them.

Spirits are a powerful and potent force, rarely to be underestimated, and they are everywhere. Many have Shrines raised to them or have made deals with people. They are often confused with Fae or Elementals, and Spirits often rely on that misunderstanding. These Spirits are a part of the Wyrld – killing them kills the world, a little bit at a time. Killing the world kills those who live and dwell within it, like us. As a result, these Spirits have significant capability to defend and protect themselves and the world.

Spirits are of particular importance to Melanie, Antelle, Ululani, and Tamasin.

NUMEN

The **NUMEN** are the Wee Folk, who dwell among those things made by People, called into being by wonder and awe and family. It is said that a home with a loved Numen is always clean, that garments are always mended, that food never spoils. Conversely, a home where the Numen are mistreated or ignored may have significant troubles.

OLOSHE

The **OLOSHE** are a darker spirit, more violent, less kind, and given to the harder edges of life. Oloshe are dark spirits, cunning, potent, and to call them mischievous makes Imps seem downright pleasant.

QIRA

The **QIRA** are nature's presence, the things that dwell in the wild places and the special places, often acting as Shrine guardians and just as often the way that a Shrine is identified as suitable.

JINJA

The **JINJA** are spectral, wispish, seen out of the corner of the eyes when sensed, can be malevolent or benevolent, are concerned with pleasures that can be varied and wild, and delight in involving themselves in the affairs of mortals. Shamans are most famous for their bargains with Jinja.

HALASO

The **HALASO** are brought into being by strong emotions and portentous events, thereafter remaining and defining a space. It is said that they are psychic emanations by some, and others, such as Shamans, just say they are the force behind psychic spaces.

GHOSTS

Ghosts are not planar – they are the cursed dead. It is possible to curse someone so that their Quintelan is bound here, trapped and often fractured in some way, such that they are unable to move on unless the curse is lifted, or the circumstances forced upon them are changed.

Ghosts can be harmless or extremely dangerous and deadly – the things and events that make a ghost are myriad and not fully understood, but few who are ghosts are happy with their state of being, for they are no longer in the Cycle, and are trapped.

Ghosts are weak against Radiant energies, and susceptible (like all things) to the voids. Voids do not free them, however, merely disincorporate them, and Radiant causes them to fade for a time, but they will return.

Ghosts can only be freed through solving a problem that lifts a curse. A curse always has a solution, but it is always out of the grasp of the Ghost. They cannot be exorcised or turned away, and they require Arts to understand and communicate – so they can be terribly angry, very frustrated, and often violent.

TROLLS

The Trolls of Wyrld are leftover madness, half sentient, extremely removed from what may once have been a human start, Trolls are varied and terrifying creatures.

Many names have bubbled up over the ages for them, but they are abominable, man shaped, seven- to eight-foot-tall human shaped beings with massive hands and large feet, covered in thick matted hair over a skin-like hide that often earns them their name. Their eyes are sunken, and smoke or steam wafts out of the dark eye sockets in which there resides an ember like glowing mass. They smell atrocious, and they will eat anything, their breath far worse than the rest of them.

Trolls are also sometimes called Things, because it is the best someone can come up with at the time. They all have a certain quirk that varies from one to one. Trolls tend to fit into their environments. They are described as seven to nine feet tall, bipedal, with overly long arms and large feet, covered in thick fur, usually matted, that helps them blend into the region they occupy. They can be found in Frigid, Wooded, Grassland, Scrubland, Desert, Wetland, Riparian, and underground biomes.

Stone trolls cannot stand the light of the sun – it causes them to harden and freeze into immobility. For Wood trolls, they are extremely susceptible to fire, but they also recover quickly from it when the fire is out. River Trolls cannot move far beyond the river or stream they have taken as home, waiting in the depths for the unwary, demanding tolls to cross a ford or bridge. Snow Trolls, sometimes called Yeti, become white and depend on the cold. Sand Trolls can rest beneath the sands for weeks and draw down their victims. Swamp Trolls can summon the very roots and vines to do their bidding, and at least one is said to cause burns on those who fear it when touched.

Oh, yes, they can talk, they can demand, they can beat the unwary and unprepared to death and later add their ground bones to flour for vitamins. Trolls are not inherently good or bad, orderly or chaotic – they can vary. But trolls are often said to be like children.

If you come across an Arch Sage named Telomere in your travels, ask him about trolls. He knows a lot about them and even then, tends to speak on their behalf.

TROLLKIN

Trolls are an especially pernicious problem, perhaps more common than some of The Foe that appear at inopportune times. In my past life, they were a children's story told in bits and pieces, either friendly or hostile, small or large, and they were generally cute. Not here. No, here, they remind me of something in what we called a "comic book", stories to entertain, but in this case brought to life in a horrible, disgusting, terrifying way. They are very dangerous to encounter, though all have a peculiar weakness that can render them immovable and allowing for a hasty escape.

Bridge
Mountain

Desert
Frost

Forest
Jungle

Hill
Swamp

Deep
Sand

River

Meadow

Stone

Blood

Rampant

UNDEAD

There are dark magics in Wyrld, magics which twist the flesh and bind the soul, necromancies that revive the dead and unnaturally prolong the spirit, drawing on necrotic powers. Infested and driven by miasmatics from the Necrotic Plane, these beings are alive, but not in a sense that we recognize, being driven entirely by death itself.

Those for whom this happens, those unfortunates, are called the Undead. That these things can animate skeletons and keep them together, that they fill zombies and pause decomposition, that they are able to raise revenants and restore mummies – they are a scourge, and the necrotic plane is to blame.

The most irksome of these assorted beings are Zombies, Skeletons, and Mummies. Revenants are another deeply feared form, as are Fext, Draher, Gangshi, Oreks, Gotcha, and related forms. The biggest key when dealing with the undead is to remember that they are corpses that have been returned to a semblance of life by some form of miasma. If it isn't a corpse, it isn't undead.

There is no hierarchy to the undead. They are the tools of others, like the Dread's Clerics, and as such the revenants, zombies, and skeletons are little more than puppets. They are often confused with the corrupted, however, of which the Yuma are the most fearsome, but thankfully not all that common yet.

According to the lore of visitors to other Mortal Realms, some things that are undead elsewhere are not so here. Vampires and Liches are not undead here, nor are Wraiths, Spectres, Shadows, Ghouls, Ghosts, and Ghosts. These are planar Denizens.

A peculiar point to note: Ghouls will eat the undead. They do live on corpses, after all.

DRAHGER

Draher live in graveyard, barrows, or ruins, often guarding treasure buried with them in their burial mound.

FEXT

Fext are animated corpses, like Zombies, of ancient warlords and masterful warriors. They are especially feared, because not only can they be anywhere, but they can only be harmed by glass weapons. Actual weapons, made of glass, not something like a broken bottle.

GOTCHAS

Gotchas are giant, rotting, skinless skeletons made up of many different dead bodies, standing 30 feet tall with burning yellow or green eyes that seem to protrude from the hollow sockets. Gotchas are so named because as they move their teeth clatter and the tendons vibrate, and it sounds very much like they are saying "gotcha" over and over again in strange patterns.

OREK

An Orek is a thinking zombie. They do not appear to rot, and they act otherwise like a regular person, even perhaps holding a job and working beside others. Oreks hunt at night, killing and eating people.

RALANG

Ralangs are zombies who are infectious. Their bite can cause a kind of spiritual contagion that takes from three to 18 months to grow within having no obvious effect, but then turns upon the host and begins to kill them, causing them to rot. Infants might die in 1 or two days, proud warriors might take well over a hundred. However, once they do die, they too rise as Ralang and begin to infect anyone nearby. Ralangs are fast. Very fast. Also, cunning.

ZOMBIES

Zombies – and their more decayed future selves, called Skeletons – are the work of something and or someone bringing through vapours, humours, and miasmas through a dimensional rift to animate and empower the dead.

A lot of people will say that the best way to kill a zombie is to chop its head off. Sadly, that is why most of those people did not survive. You survive by running away from Zombies. The best way to get rid of a Zombie is to get a Shrineward over there to dispel the Necrotic denizens and restore the corpses to the ground.

Chopping the head off of a thing that doesn't need one in the first place is foolish and I am pretty sure something left over from folks from another world.

UNDYING

There are beings of immense power and horrific weakness who have found ways to extend their life beyond the norm – and are not undead, but Undying – immortal, though the manner of that life leads much to be desired. The two best known examples of this are Liches and Vampires.

VAMPIRES

Vampires are a scourge that first appeared following a bloody civil war, with a member of a minor Noble house making a deal with one of the infernal courts and gaining significant power as a result — but at the cost of his humanity and his soul.

Vampires derive their great power from a peculiar, forced fusing of the three great Lower Planes, fusing a potent mix of Necrotic, Nether, and Infernal energies together through the original bargain that created their kind with Asmodeus, the Black Heart of Hell itself.

Vampires have no Soul and survive without by feeding their Spirit and Flesh at the price of their Heart. It is the consummate joke to realize that Vampires exist because of intense emotion that drove them, only to become something that lacks in all but the vilest of permitted Infernal emotions due to the machinations of the most powerful of all Devils.

They are neither dead nor alive, having become something else. The original and Prime vampire is long dead, but he had three “children”, or people whom he turned into vampires and bound within the same curse that he had been bound by.

Vampires are entirely territorial, limited to the realms in which they were born and a connection to the very soil itself. Vampires cannot stand the purity of the Sun, and have challenges with fire, which can harm them in any of their forms. Vampires are not stronger than they were in life, but they are generally faster and less limited by sensations such as pain — for they do not feel such things, and are incapable of love, contentment, and friendship.

A group of vampires is headed by a Master. The master vampire is always going to be the oldest, and they will always have three people beneath them, and those in turn, will have three, and those then will have three, and so forth. A vampire does not always turn others — doing so is weakening, and not all seek to reduce their own power. They can compel others, to induce a loss of memory, and they are utterly and completely without any redeeming qualities. They can change form into a thick black smoke or take the form of a rat or a wolf. The stories about bats are a myth — vampires do not fly, though they do have very strong and very sharp claws, allowing them to scale surfaces and their lack of fatigue means they do not tire.

Vampires need to sleep upon the soil of their realm of birth, and they need to be hidden from the sun. Some have cabinets in which they rest during the day, lined with the soil, so that they can travel.

Vampires can be killed much the same as anything else can, though the best ways are still fire and any other great source of Purity (including running water, which can drown them and tear them apart, though this can take significant time). A vampire is ranked according to how deep their lines of subordinates go, so a vampire with none is a rank one vampire, while one that has five generations is a rank five (each generation consisting of three answering to one above).

Vampires *can* command undead. Vampires are always empowered by evil, but weakened and subject to the powers of the Powers That Be who oppose those forces. Some call Vampires “anti-paladins”.

WATER MONSTERS

There are monsters in the seas and rivers, who will strike at an unwary vessel and destroy it – for pleasure, for glory, for territory. Some have theorized that this is why Wyrld’s ships are either riverboats, with their wide, shallow draft single hulls that avoid the oceans and seas, or the vast catamarans that are more difficult for these fearsome creatures of the deep to overturn. A single hulled craft would be easily capsized and likely lose all hands far more readily, for these things are voracious, and even the Kerisian warriors fear them.

SEA SERPENTS & RIVER SERPENTS

Combining features of both snakes and eels, these amphibious critters are found in assorted sizes from something as big as your finger to large enough to swallow a ship whole, with a typical specimen able to swallow a large man in a single bite, ready for slow digestion. The best news about them is that once they have a snack, they leave people alone while they retreat to their deep underwater lairs and digest them. Slowly. Sparing a thought for the victims, the good news is they usually suffocate before they are digested much.

RUMORED

The Rumored are creatures there is some kind of rumor about, usually unproven, sometimes a hoax. They may more properly belong in other classifications. As an example, one *rumored* is that there are an entire people who have the bodies of goats but with a human head!

THE CRITTERALIA OF SHIM SHEROO



For that better information, I recommend a book called [THE CRITTERALIA](#). It was written by **Shim Sheroo**, and although folks keep waiting for him to update it, he has not. Shim is a merchant, and by all accounts one who made his fortune before the book as an adventurer, which he wrote in his retirement.

It contains much the same information here, only in far more depth and with suggestions, tips, hints, and even some cures.

In the book, Sheroo catalogued around two hundred or so known critters of the world, as well as many of the most pernicious diseases; in doing so he often fought with them, battled with them, seeking in some way to find ways

to make the lives of those who came after him easier. He describes many of the creatures and denizens of the world beyond the walls, all of them encountered in his travels, with some tips for dealing with many of them. This list is drawn from that book, and I have included a few of the descriptions given in the book, but not many details.

SAMPLE CREATURES

The following list gives a brief sample of some of the creatures known to inhabit the greater Wyrld and oft encountered in the Boonies. Be aware, however, that none of them are the same as those commonly reported in other Mortal Realms.

Aboleth	Al'miraj	Animated Objects	Ankheg	Awakened Plants
Banshee	Basilisks	Behirs	Beholder	Bicorn
Black Pudding	Blights	Blue Slime	Carrion Crawler	Cave Urchins
Chupacabra	Clay Golem	Cloaker	Constructs	Crawling Claw
Cyclops	Darkmantle	Demilich	Dragon Turtle	Dryad
Elemental	Ettercap	Fae Dragon	Flameskull	Flesh Golem
Gargoyles	Gas Spore	Gelatinous Cube	Gibbering Moulder	Golem
Gorgon	Gray Ooze	Green Slime	Grick	Harpies
Hellhounds	Helmed Horrors	Iron Golem	Jackalope	Katikis
Kraken	Leviathan	Lich	Medusae	Mimic
Mummy	Naiad	Ochre Jelly	Oni	Orcus
Peryton	Piercer	Pseudodragon	Quaggoth	Racoonwolf
Redcaps	Revenant	Roper	Scarecrow	Scylla
Sea Serpent	Shrieker	Shroomkin	Skeletons	Hypnarach
Stone Golem	Tarrasque	Trolls	Vampires	Violet Fungus
White Slime	Yuma	Zombie	Other (G & L)	

OTHER RISKS

There are other risks, beyond that of the bestiary, that people should be aware of.

BLEAKFOG

This dense smoke like fog, a pale white shot through with grays and even hints of blue, is one of the most terrifying of things one can encounter. It billows out, and even the merest touch of it will immediately cause intense pain, raising white pus filled blisters on any area exposed to it, killing nearly instantly should it be inhaled, and causing intense agony that never lets up.

Yet for all the cruel, malicious evil of the stuff, it has a relatively simple cure: saltwater. Bathing in saltwater or hot springs will cause it to heal wounds as it rubs off.

POISONS

There are fourteen known poisons that cannot be easily recovered from without resorting to magic, although most people have access to or own an amulet against poison, and there are antidotes and antivenin for nearly every major poison. Most are things that people are aware of. Additionally, it is said that most people are immune to things that once were poisons – a probably an outcome of the last Skyfall. Poisons known are classified according to how they enter the body.

Poisons	Type	Effect	Price/Dose
Niobe's Tears	Ingested	Burning, Convulsions, Bleeding Orifices	4 pp
Helena's Drought	Ingested	Sleep, Coagulation, Heart Failure, Preservation	4 pp
Moon's Rest	Ingested	Sleep, Heart Failure	4 pp
Eyeshut	Ingested	Sleep, Dazedness, Intense Fatigue	1 pp
Veracity's Edge	Ingested	Truth Potion	2 pp
Essence of Aether	Inhalant	Sleep, Short Term Amnesia, Trance, Suggestibility	2 pp
Scent of Madral	Inhalant	Sneezing, Coughing, Gastrointestinal Troubles	3 pp
Smoke of Severus	Inhalant/Eyes	Blindness, Loss of Coordination, Brain Fog	3 pp
Oil of Shadows	Contact	Sleep, Dazedness	2 pp
Oil of Silence	Contact	Suffocation	4 pp
Oil of Serpents	Contact	Hallucinations, Convulsions, Heart Failure	4 pp
Duel's Finish	Injury	Head Pain, Dizziness, Vomiting, Weakness, Muscle Failure, Heart Failure	5 pp
Helena's Wrath	Injury	Loss Of Bowel Control, Intermittent Muscular Seizures, Hallucinations, Permanent	6 pp
Aztic Surety	Injury	No Coagulation, Loss of Coordination, Dizziness	4 pp

The known poisons in current use are limited in number but are prized and their formulas kept deeply and utterly secret – Envoys are known to make use of them. The recipes are often convoluted and complex, somewhat alchemical, a bit of physic, relying on all manner of strange and peculiar ingredients.

DISEASES

Thanks to the Gifts of the Ancients, the people of Wyrld have longer lifespans, hardier lives, and a general resistance to most diseases that the Ancients had to deal with. Sadly, the Dread Host created a series of pathogens as weapons of war, and those still endure, though risk is highly mitigated, with three notable exceptions.

CONTRACTING A DISEASE

The base chance of contracting a disease is roughly 1 in 20. Some factors increase this chance, and this is why Physics recommend coming to see them monthly. The factors that increase this chance are relatively few, and modify the chance as shown below.

Factor	Modifier	Factor	Modifier	Factor	Modifier
Currently Sick	+6	Infant	+10	Moist Weather	+2
Exposure	+2	Senior	+7	Hot Weather	+4
Crowded	+3	Contaminated Water	+5	Cold Weather	+3
Filthy	+3	Contaminated Food	+3	Spores	+5

All modifiers are cumulative, so exposure to a disease in a moist, cold, crowded place has a modifier of +10.

There are remarkably few diseases on Wyrld. Influenza, Colds, and cancers are about it. Of course, it is Wyrld, so cancer is not uncommon after roughly age 90, and the common cold is dreadful bane that you actually can catch if you get to cold or are in a bad place.

COMMON DISEASES

The most common diseases other than cancer are persistent – it is said that even the Ancients warred with these pernicious problems, despite their great power.

INFLUENZA

It causes fever, extreme fatigue, pain, and lasts until it has worked its way through. It can be deadly to the very young and the very old (under 6, over 100).

DAEZBUGH

This is a deeply uncomfortable intestinal bug lasting about a day. It is often known to strike down many on the day before a festival or the day after one.

CHATTERBURR

This disease presents about 3 days after exposure and contraction as a sudden high fever that includes deep chills, hallucinations, spasmic fits, and takes around two weeks to get through, but leaves few lasting physical effects.

UNUSUAL DISEASES

Wyrld has a few peculiar diseases to be aware of.

SEWER PLAGUE

Sewer plague is a generic term for a broad category of illnesses that incubate in sewers, refuse heaps, and stagnant swamps, and which are sometimes transmitted by creatures that dwell in those areas, such as rats and trolls.

When a humanoid creature is bitten by a creature that carries the disease, or when it comes into contact with filth or offal contaminated by the disease, they have a chance to become infected.

It takes a few days for sewer plague's symptoms to manifest in an infected creature. Symptoms include fatigue and cramps.

The infected creature will suffer from a deep weariness, healing more slowly and recovering more slowly. Eventually the illness will pass, but as it progresses the fatigue becomes ever greater, with a risk of death if they do not rally and recover. Antibiotic will cure it.

SIGHT ROT

This painful infection causes bleeding from the eyes and eventually blinds the victim. A beast or humanoid that drinks water tainted by sight rot may become infected.

One day after infection, the creature's vision starts to become blurry. This makes it harder to do things dependent on sight, each day progressing as the body fights off the infection. In most cases, this will result in sightlessness, where they cannot see anything, and their eyes begin to rot within their heads.

Herbalists, Physics, Apothecaries, Alchemists and others experienced in herblore may be able to effect a cure before full blindness sets in, using a rare swamp flower called Eyebright where a single dose comes from a single flower – assuming the swamp water it grows in is not also contaminated. This is usually done through a dose of *Antibiotik*.

It takes three doses to cure it, but if any of them is given after full sight loss occurs, then only magical aid can restore it.

TERRIFYING DISEASES

These are the diseases that were created by the Dread Host. All of them can be readily cured through magic, but there is little that can be done outside of that.

ANDROMEDE

A deadly, green, crystalline agent of indeterminate origin. It erodes the vessel walls of the circulatory system, causing death by either triggering the body's coagulation response (resulting in the entire system clotting in a few seconds), or by cerebral hematomas (accompanied by dementia) if clotting is prevented. It evolves at a rapid rate, is spread by airborne transmission, and is extremely contagious. It cannot take very acidic host environments, however.

CAKLE FEVER

This disease targets humanoids, although gnomes are strangely immune. While in the grips of this disease, victims frequently succumb to fits of mad laughter, giving the disease its common name and its morbid nickname: "the shrieks."

Symptoms manifest a few hours after infection and include fever and disorientation. Victims begin to feel fatigue, with the effects building up until they collapse or are cured.

Stressful events, such as fighting, being hurt, mild fear, nightmares, and the like can result in intense harm and a sudden fit of shrieking laughter that persists until they can control themselves.

The laughter is how the disease spreads, and those around a laughing victim can be infected rather easily. The greatest worry is that while in many the disease will ultimately pass, for some it leads into a descent into madness.

GEOSTIGMA

A disease that decreases the efficiency of the body's immune system, causing exhaustion and black sores appearing on the skin. Mostly affects children due to their weaker constitutions. It is a symptom of planar matter infesting the body. The body tries to eliminate it and overcompensates. Antiviral will end it.

LYCANTHROPY

The varied forms of lycanthropy are cruel and malicious, for the lifespan of a lycanthrope from the moment of birth – roughly 30 days after infection – is not more than five years, as the disease ravages the body through the forced transformations. The effect of the curse is to force a transformation into an animal; however, it operates in stages: the first stage, leading up to a full moon, and the third stage, immediately after a full moon, results in a hybrid humanoid form. The second stage is an animal. Thus, for three days around the full moon the Lycanthrope becomes bestial, bereft of human thoughts, compassion, and speech. The rest of the time they are normal, but tortured by dreams of what they did during the changed periods that they do not remember clearly, and subject to the hauntings of the ghosts of those they killed.

The curse form of lycanthropy is transmitted by bites which nearly kill the victim. Each month, this disease robs one of their mind, with the poor victims sometimes less aware than the beast whose twisted form they take by the end. No known cure is effective.

It is far better to be cursed, as the curse also eats at the mind until one becomes a raving beast, bereft of all memory and sense of who they once were. This can take anywhere from three to thirty days, as they lose all knowledge, even of who and what they are, sinking rapidly into oblivion until they are merely husks that exist only instinctively, unable to speak or think.

The magical form may not cause the mindlessness the curse does, but it isn't all that much better. Once under the magical form, the victim is subject to fits and bouts of madness between each full moon. The transformation still happens, with each time increasing the chance they will become trapped in the animal form, until eventually they are driven only by unnatural hungers. It should be noted that while it is popularly believed otherwise, all Therian are immune to lycanthropy.

RIPLEY

A parasitoid macro virus. The parasite's larval form resembles a slug and attempts to enter the body through the mouth or anus.

Stage two develops in the gastrointestinal tract over a week, becoming a legless creature resembling a deformed potato with a mouth consisting of a slit on the underside of the head that goes down the length of the worm. The victim show this as a distended, writhing stomach, but numbing toxins prevent awareness of the imminent death as it eats, leading to a constant state of defecation as the internal organs are destroyed except for the liver, kidneys, and lungs, with the heart being replaced by the creature.

They escape by eating their host's body between the stomach and anus– and emerge as fully grown, six legged versions of the stage two shape, but about the size of a small dog.

The lips separate to reveal hundreds of teeth that can bite through steel. They grow into creature the size of small ponies that seek to spawn in streams and water supplies. Antibiotic works against it.

TIMETHIEF

A very rare disease that nonetheless sends shivers down the spines of adventurers everywhere. Time thief's way of being contracted, symptoms, and more are unknown, beyond the simple mechanism of its action: it ages people. While it can be cured through magical means (and only through such), it proceeds to begin aging the person 1 year for each week. As a result, until several weeks have gone past, those who are most commonly in the presence of the victim do not immediately see it, and by the time they do, it is often months after it has begun. This aging deprives the victim of their Spans on that mortal plane, and so in a very short time people can go from the bloom of new youth to the decrepitude of ancient age, and then death. Antiviral will cure it.

TRIPS

A deadly, flu-based virus. Causes a lethally high fever and is highly contagious.

It is deadly because as the body fights off the disease, it mutates into different strains of influenza, making immunity next to impossible. It is said that the Posse of Eld are descended from survivors of this sickness going all the way back to the Ancient Lands. Antiviral will cure it.

WYRLDOKOKUS

It is a highly virulent killer bacterium. Its method of infection is overly complex, and it will mix in with other microorganisms and multiply. It can be transmitted via air, blood, mouth, or skin contact.

It causes an inability to shed water, and so over the course of the disease, the victim begins to swell up, even as they become tremendously thirsty, craving water ever more. The earliest symptom of it is a lack of a need to urinate. It can grow even more dangerous by combining Athlete's foot, Lactobacillus, or other extremely common pathogens. Antifungal will end it.

YUMABASILIS

This hybrid of virus, mycorrhizae, and bacteria is found in nearly all freshwater sources, but is harmed by the sun, rendering it inert if exposed. It is responsible for the creation of Yuma (see entry).

It takes about 10 days to grow within the body enough to trigger the changes which take another ten days, with an eruptive end that causes the tailbone to grow thicker and longer, the shoulder blade to enlarge and appear to create vestigial wings, nails to harden and grow longer, curving over and around the tip of fingers, and loss of all teeth as new ones form beneath them and grow out.

This process causes intense hunger in the person, culminating in the eruptive stage where their bones thicken and grow, muscle is grown rapidly, and they become the huge monsters in a rush in a single day. The pain and hunger drive their wits out of their head, and all they want is to eat entrails, which they can smell as if they were fine delicacies. Antifungal will kill it.

CHRONICALIA WYRLDICA

The following is a simple and yet broad history of the world – or at least, what we know of it. It is as brief as one can make 2000 years of history for an entire continent and the many peoples on it. The history of Wyrld stretches back into the mists and begins long before any Person stepped foot upon its shores.

To understand Wyrld, you must understand the history of the world, and how it aligns with the rest of the many universes. Or does not. You should know something about the world, as people who were born and raised here. There are several Ages of Wyrld. Ages are loosely defined periods of time, typically with a few major events, but are roughly grouped into periods. In the end, they are simply Ages of the world, like the growing a person from infancy into decrepitude. So, let us have a history lesson.

I have asked Sera Domina Caul, the Grand Master of the great Library to do me a favor and speak to you of the history of Wyrld, and the world's history. She taught me in the Tanjin of Aztlan.

There are many mysteries, many stories, even for a life as brief as yours, Mistral Urton, and I have not the time for your nonsense now! Ah, I see my new Pupils have arrived. Come, come! Gather now, gather! Very well, Urton, you can join.

Listen close and listen well, sense the air, and feel the Passage, for we seek to part the Veil of Time, and peer into the memories of the world. My once pupil tells me you are still lost, still wandering, and as I am long dead upon this mortal Realm, I shall seek to give you what guidance I can, what lessons I can, though only thee can choose to learn from it. . .

THE TIMELESS BEFORE

Before time, there was what the Ancients called The Universe. It was vast and infinite, and all that is of the Mortal realm here was once a part of it. Within a thing so vast it boggles the mind and is too great to comprehend, there was a place, and upon that place there were people much like us, and we call them the Ancients.

This, then, is not only our story – it is also theirs.

LOST AGE

There was, once, the skies above and the earth below and the Dragons flew and the **Salathens** roamed, and the world was quiet. No birds gave their song, no beetles built their nests, no squirrels stored nuts, and no ants delved into their labyrinths. The world was a quiet and alien place, unrecognizable as the oceans were different and the lands were different. To all of this, the Ancients came, and upon it they spread ten thousand blessings in a rain of steel and fire that lasted three hundred and sixty days. This is known, this is true, and this is what once was. They gave those blessings the ability to take root and take hold and take space and take on the world that lay around each. And so it was that those blessings grew, and upon them no man walked, no woman sighed, no themon waited to be seen.

And then, for a thousand years, it was quiet once more.

The Fae like to speak as if the world was once theirs, and that they used it much as we do, and that the Lost Age was when they retreated to the Fairywilde. This does not fit with the knowledge that the Powers created the Planes, but there are things that are very strange, that no one has explanations for, that are sometimes found in ruins and other remainders of this Age, and it hints that there was a time before the Powers created the Planes. Before they created the Fae. Before they came to this small bauble in the woven felt of the night sky. The Powers and even Chicory speak of surveys and expeditions and plans. They do it with puzzled expressions, as if it is barely known to them. But they say it was done, and that at last, in the *fievazwon*, The Ancients began The First Journey.

AGE OF TIME

From the great heavens beyond the firmament, they came. The first and the ancient, from whom all of us have come. They came from beyond the stars in smoke and cloud, in fire and fury, for as now it was then, and all peoples were born of the stars and are filled with the stuff of stars, and we are bound to them in a thousand

little ways, ways so small your eyes cannot see, ways so large only time can hold them. From them come the **FIRST PEOPLE**. Us. You and you and you and you and I and She, all of us are descended from them and their mortal flesh in the Mortal Realm, and here we remain until we are turned once again to the cycle, destined by our choices and our actions to return here or not, as we let ourselves be. We call them **THE ANCIENTS**, because there is none alive today who is truly akin to them, who are of them. Only us, in all our forms, and we are their descendants. We still utter the sacred phrase: *navtufivthirdynisevendiat*.

Among the Exilian there is a day that is holy, a day that is sacred, and none of them will work nor travel nor barter nor sell, and that day is the 26th of Windy. Scholars today believe that was the date on which this fire and smoke, ash and dust marked their stepping, and that their custom of saying **homagan** comes from the earliest words spoken by the Ancients. For recall, pupils, that the Exilian are those who remember **LANINGDAY**, and they honor it.

They came and they settled in what now we call The Ancient Land, in the vale Ackyu. They brought to us birds and spiders and squirrels and cats and cattle and the many things of our world that are blessed. Trees and wheat and fruits and berries. They fashioned from their labors a paradise aplenty, and they filled the world with their splendor and grand design, their diversity and even all that we marvel at today. For years and lives they gave to the world, and the world was happy, and they lived in peace and joy.

There are some very ancient legends, fragments, and bits, that do not paint quite so rosy a past. These come from Ancients who lived and breathed and died in that era, found in deep delvings in the oldest of ruins, and these tell tales of struggle and woe, loss and grief, for there were some mistakes made, and among them was an unexpected issue with creatures here before, with the river Salathen, and that a war was fought against them, and that they were driven out and driven to extinction or so close to it that no one ever saw them again, but that these early days were preserved among the people in honor and memory until the God's War erased them from our knowledge to be found again.

They were akin to the birds and the bees, the fish and the ants – they multiplied, and they spread, and they built great homes and splendid cities and they fought to tame this world they had, and so throughout the lands, spiraling out from Lost Aechkyoo, called **ACKYU** by us today, they took this world and made it their home, and it was good. Throughout the lands of the world, you can come across their ruins, their monuments, their creations. Above and below, they spread out over the lands, and it was good, and it was ours.

We call this spreading out the Diaspore, and we have seen that it is just as much a cycle, but in those days there were so many people that our grand and great city would have been as a village to them.

AGE OF DREAMS

The Powers teach us that Paradise is an illusion, and that anything of such great beauty must have a hidden ugliness, and in our case, we brought it with us, though it would many years before we learned it. This is why we say that all that is gold does not glisten, nor all that glisters is gold. What appears noble and proper on the surface may be corrupted and vile beneath, much as the Imps have taken our fair lands and carved into them their warrens and homes, their shelters and tunnels.

So it was that upon a day unremarked, a young girl tossed through time and strife and her friends came upon a strange and peculiar crevice in the world, and they ventured into it, and when they emerged, they were changed, they were different, and though for long they strove to hide and disguise this they were nevertheless still found out, for children can rarely keep such things hidden from their parents. A lesson you would do well to remember, pupils.

Before the great council that ruled Ackyu in those days they were brought, and their discovery was laid bare, but they were not believed, and so it was that they were set to show the twenty-five members of the council what it was they had found and guide them into it. The day came, and the entire council, led by the chief among them, chosen for his nobility and his honor, his dignity and his generosity, the Commander Bill Lyle, and they descended into the earth and were gone for three days and three nights.

No one knows what happened within that time, but thought twenty-five went in, as holy and sacred a number as there can be, it was not twenty-five who came out, and none came out as they went in. It is said that

afterwards some went mad, and others withdrew, that it caused rifts and divisions much like we still see today, but in the end, the survivors came together, and they argued, and they fought as we are all wont to do, and there were three factions.

The largest was composed of nine members, the second largest of seven, and the last of five, but the bonds and the deals and the contracts and agreements – as binding then as they are today, for what is honor without dignity, what is dignity without integrity, and what is integrity without commitment – set the five in power over the others, and chief among them was the one called Bill Lyle.

Forgive me, pupils, it sometimes becomes difficult to recall my old lessons, or whom I speak with, as I live now on Yrthe, and while much is the same, much is different, and like our mutual acquaintance Arabesque, I must struggle to recall against two histories.

It was then that the corruption began to be learned.

It is whispered that the change was not immediate, that it was not sudden, that many clamored for it and many tried to fight against it, but in the end the grand council became permanent, not chosen, and those in power began to tighten their grip or become unattached.

As Paramalus, Lyle became the Overlord, and he held firm to his grasp on not only the world, but on those others on the council. Only the children remained forever beyond his reach, and to this day, that is known is to still anger him, enrage him, though at the time he dismissed them as unimportant, and so gave to The Triplets the thread of his own unraveling, and the spur of his own downfall.

And so, the time of Age of the Gods ended, with Paramalus the greatest among equals, the Overlord of all Wyrld.

THE AGE OF DREAD

Now, in those days the Powers That Be moved among the people, and were seen, and were known and were treated as if they were just one of us, merely mortal, and at first none knew otherwise for it was different, but as the years stretched and the council did not change, did not age, did not pass into the great cycle, people began to suspect and worry and fear.

Paramalus declared himself to be the One God Above All, and demanded the Ancients heed him, serve him and his will and his lieutenants, and *they* were the Five.

They began to enslave others, often with pretext and simply desire, and gave them shackles and chains and made them lesser, and we know their names. We know Parabellum the Warrior, Paragon the Leader, Paramour the Beauty, Parafel the Beneficent, Parascient the Sage, Shavan the Rogue, Paranoir the Hunter, Parastrea of the Storms, and Paragnis of the Forge. We know them because they are the Nine, and they were enthralled to the Five, to Belial and Pallor and Dusit and Timur and Trundle.

They had children in these many years, and those children were never like what they had expected. Like their parents they came into the world with great powers, and they were often headstrong and capricious, cruel and malicious. These children were many, and often the product of things best left unspoken, for Paramalus has desires and tastes that even Pallor could not sate. They tortured those who would become the Bright Host. They gave them children and stole those children away to become the Devils and the Angels. They twisted these children, and they went back for more, until all was despair and grief and trauma.

We know as well that in secret, and over many lives, the first to whom the Ancients turned to Worship was Paramour, Mother of Peoples, called today, Kybele, and so she gained greater beauty and more splendor, and she was bounteous, and peace reigned.

Seeing this, Paramalus grew jealous of her, and desired her even though she was Mansa's, and would compare her to his Pallor, and find Pallor wanting, which in turn sparked Pallor to twist him, and cajole him, until finally he planned, and he schemed, and he devised, and at last, he acted. For patience has ever been one of his greatest gifts.

This was the era of Belial's Reign, and this is how the time of Mansa's Labors began. We do not forget the old names of the Powers, from when they were Gods. We do not always use them, for we will not forget the betrayals that would one day come, though we knew it not then. But this, Pupils, is why we always use them.

Paramalus sent Mansa away on a series of mighty labors. The lifting of mountains, the caring of seas, the arranging of stars, the shifting of winds, the building of lands. And as he was away enjoining them, Paramalus snuck upon Kybele whilst she slept and took her to his dungeons. There, he ravaged her, he beat her, he punished her and forced her to reveal the secrets of her power, so defiling and obscene were his actions. It was not an easy task, for mighty as the Powers are, it is known that they require worship to become ever more powerful, and among the secrets he learned for the Fairest, was that they were neither alone nor the only Powers, for she had met and as was her nature, befriended the Old Ones, and learned the blackest truth: without worship, they would begin to fade and become twisted and revealed, their forms becoming as obscene as those of the Old Ones, whose time was so long past that they were barely memories.

And he feared, and so it was that Paramalus became Belial, and so it was that the shadow passed over Kybele, who was, as then, the most beloved of the people. And he demanded that the People worship him, and commanded temples be built, and sacrifices made, for he, too, spoke to the Old Ones, and even today he has secrets and knowledge that few others have, stretching back through time and space and moments unknown to long before this world was.

At long last Paragon, to become Mansa, the Bright One, the Sun incarnate, returned to Ackyu and there he found Kybele, The Wonder, The Star of Heavens, hurt and battered, and he vowed retribution, and rebellion and recompense. He confronted Belial, Lord of the Heights, and I tell you my pupils that the land shook and great monuments fell from merely the words that were traded, and that Belial unmoved and enraged by all of this, and so he stuck Mansa with the back of his hand, empowered by the forced worship, and denied Mansa all that he sought.

Some say the silence that followed that lasted three days. That was so Paragon that his friend had betrayed him so deeply that he could not at first believe all of this, though not once did Belial deny it. Yet he did come to it, and as he did His fury rose, and with it the power that was his by right, and he returned the blow, stronger and more vitally. It was this moment that began the God's War.

Now, know this, pupils, for it is important. In those days, there was no magic. In those days, only these great powers had anything akin to it. The mind powers some show did not exist. There were no rituals, no spells, no Words of Power, no Runes. There were, to our knowledge, no planes or dimensions. Mortals had the thing some still seek to restore, the fabulous and fabled Teknogy. Tamasin says that we lack certain things to ever make it rise again, and that such a lack is intentional, for it was that which led, in part, to the events that came before. Devils and wraiths, hags and Valkyries, fae and Shadowfell were all part of this world. Yet there were only the Ancients. No Elfin, no Tritons. No Goblins and no dwarfs. Just the Ancients and the Powers. They had vehicles that flew in the sky of their own power, they had vast ships we can only imagine and then poorly at that. They could move across the world in the shortest of time and despite all these wonders, they still did not have magic. They had almost no weapons, and they had much metal and other things that were far more useful. They were not only on Avilon, our beloved home, they were throughout the world, in so many numbers that we do not even have true words for the number of them.

And know this, as well: the world then was not the world today. The shape of the lands, the rise of the mountains, the falls of the seas, the winds of the storms – all of it was different than it is today.

And as Mansa destroyed the great Temple to Belial, Belial and his closest, alongside some of who would later become the Bright and Shadow Hosts, they pulled their might and they tore all of Wyrld from the firmament in which it had begun, and they fashioned a new way for the world to be, and all that is said is that for a hundred years there were no stars in the sky save seven, and the tides and the moons and very days themselves were changed.

And in that time, it became known for true and certain, that those who had long ago been merely the council of chosen were now Gods, and that they would have their due. And with that, I must rest. Return tomorrow and we shall continue.

THE GOD'S WAR

Come, come, be welcome and unweary! Sit, sit! I have fashioned tea and brought water, and you see there the fruit and the baking's, so help yourself and become comfortable, for we will tell the tale of the End of the World and the Birth of the World, and should I do well you might learn how they are both the same and yet different.

I have spoken before of [THE FIRST ERA](#); of the thousand years and thousand things that came before and fashioned a world we have ever since lost the sight of, save for that in musings and musty records, scribed and scrawled across scrolls and cenotaphs. I spoke of the [RETORT OF MANSA](#), and the [GRAND REDRESS](#), which was the final time that the Hosts were as one. It was two generations following the declaration of Rebellion that it actually began, though we mark it as having started with the blow that felled Belial and shamed Pallor.

During those years, the people began to be divided as well, as the then Gods allayed themselves into hosts and drew to them those who accepted their promises and assurances, their claims and their accusations, their assertions of justice and injustice, each according to the hosts that arose.

Though we call them today the Dread Host, they were first known as The Righteous, and they were composed of the Five who were closest to Belial, and who were secretly as corrupt as he was previously, though now it had been laid bare for all those who chose to see. Not all did, however, and I must stress that the size of all his Host was greater than that of the all the peoples who live and breathe today. It was, in fact nearly four times the size of the Host that arose in opposition to him.

That Host rallied around Mansa, his lieutenant Qetza, and the redoubtable Vulcana. They are whom we call the Bright Host today, but once in an age long ago they were called The Rebellion. Their Host was itself still greater in size than all the people who live today, for the Ancients were a mighty people, and gifted with much, and they were not under such great attack as we are now.

The Third Host was those who sought to not become involved in the conflict at first, who were less concerned about the vagaries of who was right and who was wrong, but many of them had also suffered at the hands of Belial and the others, and so were sometimes willing to aid, but not so much as to place themselves at risk. My former student's matron, Antelle, is of this Host, whom we call the Shadow Host, sometimes the Penumbrae, for they dwell at the place where light can become darkness, where the Bright can become the Dread.

The Shadow Host's greatest concern was then and remains still the peoples of the world, though often we do not understand that, and forget that, and become easily lost within the larger war of what we see as Good and Evil, though such simplicities do no justice to the truths of that time. They were the smallest Host, smaller even than the four thousand three hundred twenty-one houses that walked the Bleak Journey. Among their number were the ancestors of the Exilian peoples, who persevered and preserved much and to whom much of this history was known long before it was rediscovered. I spent many a year among them when I was young and alive in that dimension.

And so it was that there were three Hosts aligned against each other. Those who sought to rule absolutely, those who sought to end them, and those who sought to preserve life over sacrificing it. The whole of the world is said to have been gripped by a deep and abiding tension, and each Host made plans and prepared for the petulant violence to come.

However, to engage in the war, it still took a spark greater than that which started it, and that was the outcome of the Grand Redress, which we know today as the [SKYSHATTERING](#). To assuage the terrors and worries and concerns, the God's had built a great shell about the world, and one day it was shattered, and what rained down caused entire continents to be abandoned and triggered blame and causation and thus the revelation of the secrets that the Dread Host had kept, in the form of the first peoples shaped by the powers of the Gods. For in secret and deep places, hidden and protected, volunteers were organized into 125 Houses who volunteered for to become the secret weapons of the Dread Host, to aid in subterfuge and espionage, to build transports and keep secrets, to protect what must be protected, and thus into the world came the Imps.

Now, I know that we are taught in our Tanjins that Dwarfs were first, but those are the teachings of the Empire, and they have reasons to exclude the Foes from their ways, though I do not agree with them. It is a truth: the Imps were the first among all the many things fashioned, before the Beholders and Dreadnaughts, before the Planes and Dimensions themselves were even settled.

And they were unleashed upon the world as the Dread Host removed themselves to a place that remained secret until the War's end.

Now harken up, and recall the lesson prior, and you will recall that I mentioned a young girl and her friends who were the first to find the strange chasm that lies at the start of all this woe and weal. She and her friends were still around – she had fallen in love and raised a family and watched over them, helping others if they came but often removed from the world that she might have a happiness and come to terms with what had happened to her. For her story is unlike that of any other on this world, and it crosses through time and space and for in a fluid way that is beyond our ken and our sense.

Her name is Chicory, and she was, is, and will be the Anima mundi, the Spirit of the World itself, absolute within her domain, and when the Gods stripped Wyrld from The Universe, they granted her power she would not have otherwise had. As the Sky shattered, she lost her family to accident and rage, disaster and Pallor's wicked cruelties, and so she sought out the others who had been with her on that first day, all of whom were akin to her, and all of them together is a force that only the Triplets need worry about.

As the world dealt with the disaster, they crafted the Planes and the dimensions, and they exiled the Denizens to their assorted homes, and it is important to note that when all was begun, when that moment of first creation happened, every dimension was an exact copy of this one, and every Plane was an exact copy of this one, and all the changes since are those the Denizens and the powers made manifest.

And from that great and grand effort, the Pale came into being, and yet, they did know of it, nor of the Veils, for sometimes when you create or build something, there are things that are also built – unintended consequences, and though they sought benefice, they laid the foundation for something that changed the world in a way they could not have foreseen.

The sky shattering revealed again the black void of the sky beyond, save for the seven stars and the three moons that were there, and so into that sky in honor of her family, Chicory placed the first star of the night sky, and to this day it is the brightest and most beautiful, and it is called Chicory's Heart.

Some will tell you it is a story, a tale, a myth. She will take you there to see that it is not and be unconcerned about whether you survive the trip. Yes, Ara, it is true. Why do you think the Powers all avoid her? She is why they have flesh when they manifest here. She is why that flesh can be harmed. Do not discount her, nor her ways, for she is a Power among Powers.

Very well then, let us return. The unleashing of the Imps was expected to join the Demons and Devils and Hags in their efforts to aid the Dread Host, and so the war began in earnest, and can all of you imagine the surprise of the Hosts when all their children and grandchildren vanished?

The first battles were not fought near Ackyu, but initially on a different continent. Aracal, the greatest landmass, still today bears scars from that, including a massive chunk of it sunk – and all despite the changes that came later. In the first decade of war, ten million lost their lives in fighting, and nearly thirty million passed from the ravages of it. Children were kidnapped, families were torn asunder, oaths were taken.

Bereft of their expected compatriots, the Dread Powers sought more volunteers, and once again in secret refashioned them, and from those efforts came the greatest of the Foe: Goblins. It took them nearly thirty years, but when goblins joined the fray, the tide war turned in the favor of the Dread Host, and then, in a moment of utter terror that echoed throughout the 500 years of the war, Parafel was killed in battle by Timur, who took his golden armor and claimed it for himself.

Desperate, in retreat, unable to supply front lines and care for the wounded and recover from the devastation, the Bright host turned to the bloody arts themselves, and some of the host stepped up and volunteered to be refashioned into those who could withstand the assaults, who could build bridges, who could heal the harmed and help with Hope; The Dwarfs walked the world for the first time.

Half the world's population had been lost, the God's say, by that fateful day, the anniversary of the sky itself shattering and plunging to earth a hundred years earlier. It was a stalemate then, and so the Dread Host tried something new, having learned about the dimensions from the search for a way to provide the immortality they now craved, and their followers sought.

For that which can die is *not truly* immortal.

They sought out the Devils and the Demons, only to find they were blocked. They sought out the Angels and the Valkyries, and they, too, were lost. So, as they searched, they turned to the Teknogy they had once used, and the dimensions they had found, and from all of that arose the Dreadnaughts, the Beholders, released in massive swarms that drained the whole of Euthania and changed that dimension first among all of them. Monsters came into the world as more and more people turned to the Bright Host and fought beside it.

Meanwhile, the Shadow host was not placid, and of all the Hosts, they had the most who were friendly with Chicory, upon who's very being this war was fought and whose flesh was scarred and whose pain was an echo through everything living thing when Parafel went down. For that is her curse, her price, her life.

And so, it was Charon who taught them the black arts used, the bloody arts, and it was Oremus who showed them how to draw on the Faje and so instill the needed spark and give to them the qualities needed from the other Planes, and the Shadow Host hid and began to spy and to sabotage and, also, to create.

It was Eshu who brought that secret to the Bright Host, though, who worked with Paria and Alfey, and who helped them to bring forth the mightiest warriors to ever tread the world: The Elfin.

By the later part of the second century of war, the battlefields were all over the place, and despite sabotage, the Dread Host brought the Merow to the seas, and the Bright Host countered with the Tritons.

And as the third century began, in a corner out of the way, the Shadow host ensured a way for life to persevere, even as a new nation was forming of those who sought to avoid the War at all costs, exiling themselves from all other people and beginning to wander, which they still do to this day.

Back and forth the fields went, and slowly the whole of the battles began to compress, to cover less earth for there were ever and ever fewer people. And yet, slowly, so slowly, but surely, ever certainly, the Bright host began to win, and the Dread Host found this unwelcome. They struggled to find out why, to learn what it was that gave the Host its unflinching ability to move forward, and they did not learn it then. But they would eventually: it was the Clerics. By granting their most faithful their boons and attention and the merest amount of their power, they could empower the first Mages on Wyrld to heal the wounded, to rescue the dying, to cure the ill, to feed the hungry. This was the secret the Dread Host did not learn, and the impact of it had them turn their gazes inward.

To overcome the efforts at espionage and sabotage, they took the ever-increasing number of volunteers and shuttled them into a half a hundred different effort; trying to come up with something. Many of them were destroyed. Some were merely interrupted; others were abandoned too soon. And from those efforts came the Thyrs, for they had seen what the Shadow had wrought, and the Grendels, for they were the madness of made manifest. As the war crept closer to the fourth century of blood and death and destruction, the Dread Host outpowered the Bright, and at long last the Shadow Host abandoned their efforts to avoid overt conflict.

During the Battle of Keratin, the Bright Host fell in droves and in sorrow before the abominations and the constructs, the goblins and the imps, the Thyrs and the Grendels. They lost their general then, slain by a Shadow Host spy who would, soon thereafter, be slain himself. And in the middle of this massive battle, between millions of warriors, a stone the size of a house fell to earth and decimated both sides as it scarred the planet itself.

This was the first Skyfall. For three hundred and sixty days, the skies spit forth stones great and small, strange and familiar, and at first no one knew what had happened, or why and there was much recrimination, until it became apparent that the problem was something older than they had realized: when they had removed the World, they had shattered many things, and those things came back now to haunt them.

It was only on the Equinoxes and the Solstices that they did not fall. They did not burn like stars that fall from the sky. They did not scream as they plummeted. They were silent. Their craters were not immense. They simply

fell. Everywhere. Through roof and wall, steel and bone, blood and flesh, they fell on everything, and it was then that we learned for the first time what it was the Imps had truly done.

For the only place that was safe was beneath the ground, and the Dwarfs built shelters, and the Imps would mine their way into them and so many quiet, hidden battles were fought.

Even the Dread Host was devastated, and it is said that it was the Skyfall that revealed to the *Animus Mundi* where they had hidden, and so she began to plan. But from the Bright Host, and the Shadow, they remained hidden.

Ah, Pupils, how can I make you understand the loss? The Skyfall obliterated all the wonders of the ancients in a way that not even the God's War itself had. We lost all those wonders, all those marvels, and there was no chance to recover them, to rebuild, to restore what was lost. Even the simplest of knowledge about Teknogy was lost, and our clockworks are but a pale, shadowed imitation.

After four hundred years of war, the might armies were returned to the old ways, the way of bow and spear, of blade and axe. And these were skills that the Ancients had forgotten. Yet the Skyfall did something else, something few will talk about or tell you.

It was that Skyfall that ended the Ancients, and gave rise to Us, their heirs. It was then that the world had Humans and Elfin and Dwarfs.

And so, the war did not end. It merely became what we know today, and were it not for the Clerics, there might not be any of us alive today to know it.

Dissension began to erupt within the Dread Host. Thyrs would battle Goblins, Grendels would encourage it, Imps would harass all. Morale began to plummet, and cohesion was lost, and yet still they fought on, those unwilling to fight further walking away in the midst of battle or refusing. Some were caught. Their horrific deaths and punishments did not stop it, it made more of it happen, just more silently, more secretly. Entire groups of Human vanished overnight, thinning the already sparse numbers ever further, to a point where it could almost be said that it was a war between Humans and Monsters. Almost, and many did, but the truth is it was never that simple, never that easy.

Four hundred years of war, never more than five days between a fight, God's being slain, homes gone, and so horrible things were that only one place remained nearly utterly untouched by everything: Ackyu, the Ancient Land, the place where People First Came. It was asked for many years afterwards how it had managed to avoid the ravages, and nary an answer was given until one night Melane told the man who would be a King that it was the Anima that saved it.

It was 25 years after Skyfall that [THE CASCADE](#) happened, and it changed everything. I have told you, my Pupils, of how they had no magic in this war, how the first to walk with it were the Clerics, the most devoted to the Powers themselves. Those Clerics drew upon the Pale, which no one had realized was aware, or indeed that it even existed, and that it depended on the existence of the world itself, of the dimensions and the Planes. The Cascade was what no Power foresaw, and what changed the war in ways that no one could have been ready for. All around the world, hundreds, no, thousands of hundred-mile-wide geysers erupted, shaking the crust of the planet, shaking the core, a global quake like nothing ever felt before or since. And from everyone came pouring the unintended consequences that had not been realized: Mana. For the Cascade was the rage of the Pale, and the coming of Magic, and the fury of Chicory, and the pleasure of Melane.

And in hideaways now long forgotten and left alone, great beasts awoke, and found that for the first time in over a thousand years, they could begin to plan to strike back at those who had stolen from them.

Oh my, these old bones still ache no matter if there's a rift or not. Time to tell the tale of the closing of the war, though you may have heard the Canticle of Chicory and know it, it never hurts to hear it again.

The Cascade was an immense change that filled the world, but even as it happened, the war went on, only now with people discovering that some could do magic and others could do strange things with just the power of their desire and will. Where once only the God's had power, now all did, but there was still only the Clerics to turn to for healing, and now they were burdened even more, for far too often did newborn Mages burn themselves or lose a limb or kill a friend who startled them.

It was Chaos, and even still the Bright Host and those who now allied with them of the Shadow Host ever pressed forward, but the cost and the price was great, and the losses uncounted and uncountable. And then the tide turned yet again, and the Dread Host felt as if they were finally going to have their victory, for they released the Kobolds and they encircled the Ancient Land, and therein they trapped the final remaining forces of the Bright host.

But the Kobolds walked away. Nearly every single one decided they wanted nothing to do with this war and this death and this horror. Aye, Pupils: this is why the Kobolds are creatures of the Dread who dwell in the Shadow, for they had not been volunteers, they had been shaped and remade against their wills, and they refused when their bonds were finally released.

Remember that all the Peoples of the world are still, somewhere, in their very essence, the descendants of the Ancients. Even if they lay eggs now, as the Goblins do. No God can touch the Will of a Mortal. This is the decree of the Triplets, who craft the tapestry of the worlds. All People have free will, for without it they cannot choose or deny their destiny, they cannot find or fight their fate, they cannot cast a thread into the Aether to be woven into the grand tapestry.

This is the work of Belial, another unintended consequence, for Chicory was not the only power that he dismissed unwisely. In closing off the World he gave them absolute domain over the Tales. And they like Chicory, and she likes them.

Now, where was I? Ah, yes, [THE SIEGE OF THE ANCIENT LAND](#).

Despite the defection of the Kobolds and the internal deceptions and strife among the Imps, Goblins, Thyrs, Grendels, and Humans, the Dread Hosts much reduced armies encircled those of the Allied Powers, and there they besieged them. Know this: The armies that were arrayed that day were almost insignificant in size compared to the armies that arrayed before each other in the first battles. This was all the peoples of all the world that any of them knew at the time, and they were then no bigger than half all the peoples of the world are today.

The Dread had abominations and Dreadnaughts, the Bright had sharper weapons and greater heart. The Dread were greater, three for every Bright, but they had never turned to magic among their troops for that would have given them too much independence it was thought. It was a siege the like of which even the worst of the Goblin Wars never saw. For twenty-three years it went on, and then the world was broken and remade in an instant.

It is called [THE CATAclysm](#), and while no one can say for sure what caused it, it was in the moments of that event that the Dread Power were trapped, were sundered in Spirit and Soul, Mind and Body, and their hearts taken, and it was in those moments that they were cast into the greater All and chained and sealed from the world until someone could find a way to release them. It was such a massive shock that all the Gods vanished afterwards, unable to be whole, to stay enfleshed and beside their followers. It was in that moment that the Clerics lost all contact, and with that all their great magic to heal and to cure and to save.

No one knows what happened save for those who chained the Dread Host and the Host themselves. The Dread Host do not speak to us who are descended from those who warred against them, and those who chained them have never spoken up. This we do not know what truly ended the War of the Gods.

We know only that the Dread Hosts armies were scattered, and that the Tritons were unable to come to the aid of their Bright host brethren who remained stuck in the Ancient Lands. We know that the Ancient lands turned fey and deadly, poisonous and inhospitable, and that earthquakes were frequent and that those who survived still had more death and despair as they scrambled to escape across lands that were being swallowed by the sea and trying to devour them, a ragtag mass of people who ended up being four thousand three hundred twenty one families standing on the shore of a land they did not recognize as the home they had known for years, that had stood for over a thousand years, vanished from the face of the earth.

That no time had been given to them to gather their belongings or to arrange for needed things, to know that the children needed food, or the men needed water. They were, in The Aftermath, suddenly upon a shore with wounded and dying, no gods to provide succor, no supplies to survive on, no promises kept, and no way to know what had just happened.

That, my dears, is the history of The God's War. Five hundred years of pain and slaughter and change and sorrow, capped by a betrayal the remains to this day. It is late now and so I will send you all on your merry way. We will meet again, though. We have the Ages past still to come. I certainly hope that you, Mistral Urton, have at least learned a thing or two about hells from such.

AGE OF FABLE

Ah, isn't a good breakfast worth the wait? I may dislike mornings, but I do adore a breakfast.

Alright then, let's see, where were we?

Four thousand three hundred twenty-one families stood upon the green shore of a furious unknown sea, wracked by storms, great hailstones hurling, and they had neither shelter nor safety, and through the whole ordeal, no help, no aid, no promises fulfilled.

Drawing inland, they took shelter in a great forest, and as the weather settled, they began to take stock of what they had. Nearly 28,000 people, they were all that had survived of the Bright Host. In a hundred years, less than 1% of the population was left. They were only Elfin and Dwarfs and Humans, though, with a few halflings – the Tritons had been left to fend for themselves alongside only around 5,000 Islanders. Those who had gone into Exile before the war suffered horribly during the cataclysm, reduced to only around 49 small families.

Among the Foe, things were only marginally better, but they were dropped away from the battlefield unprepared, unaware, and scattered on islands and the regions that would become Lemuria, and Duat, and Thule almost overnight. Across the tossed sea, the survivors and peoples faced their own insignificance before the true power of whatever it was that had done so much.

The Foe isolated, licked wounds, and their small numbers allowed them to begin to forge the cultures and peoples that they became, even as the people would become Thalasians and the Tritons and their halfling children regrouped in the sunken halls of Keris and the long, rounded homes of Islandia. On the fields of Hyboria, a people looked to the sky as the storm's clouds began to recede and began the first stirrings of moving into the seven sects that would define them.

This was the state of the world in the days following the end of the God's War.

Bereft of resources, of belongings, of shelter, left to their own devices with wounded and the elderly and children.

Six Gods had died, and the face of the world was shattered and crushed, as was the hope of all the peoples.

Know this: in those moments, those few initial days, the former Bright Host turned its back on their Gods, though even they had to acknowledge that they were indeed, Power in the World, and that their wills could change everything, and so that was when they stopped being Gods, and became the Powers That Be.

Those who survived the Siege noticed that they had the sea before them, and cliffs with a narrow, rubble strewn path behind, and between were the things they needed to begin to build a home. Yet, before they completed the first home and planted the first fields from the seeds and other things, they were attacked by a beast the like none had ever seen before in all the history of the world. Immense it was, a mountain with wings that blotted the sky around them. Claws as long as the arms of a full-grown man, teeth larger than the tallest man, a massive maw that exhaled flames that burned even if they were only close.

This was a Dragon, and it was not the last that would harass and hound them in the many years ahead, but after the first one left, two came the next day, and three the day after that, and the people decided they would use the plants for seeds and the trees for wagons and carts and weapons and then they climbed the cliff, all of

them, and so six months after the Siege, they began the Bitter Road, The Bleak Journey, that was to define them for a thousand years.

Travelling with hand drawn carts and wagons, the elderly and children, the need to rest, the need to find ways of surviving like the creation of wagons that could hold crops, and wagons filled with barrels for water; the valley they moved through, ringed by mountains and sheer slopes, was a scrub land, a near desert, fiery hot in the summer and bitterly cold in winter, sometimes snowing a dozen feet in a storm. Rain fell sporadically, often just in the smallest amounts. It was slow, and it was grueling, and after five years of this slow, grueling slog, they became a more solid, a more unified people, but not yet the indomitable sorts. A decade in, and strong leaders had formed, able to guide and look out for those that fell into their charge, and the needs of the many were divided and so it was that slowly but surely what would become the Five Hundred Families came to be, and for the next century they would define the way the people responded to threats and chose leaders and survived. They told themselves and their children, their grandchildren and great grandchildren, that one day this Journey would end, and they would come to a sea, and there they would build their own paradise.

At one point in the long journey, though, division did set in, for the wide valley was inhospitable and the leaders bickered and differed and finally, one night, an entire cadre left and sought their own path, their own way, one that wasn't slow and plodding one that was filled with strength and adaptability, and they found a pass, a small side vale, and they overcame a dragon to enter it, the corpse of the monster left in their wake, and they vanished.

As they struggled onwards, they were fell upon by swift, animalistic raiders, dragon attacks, horrible storms, and through all of it they persevered, though soon all they had were rotting carts and staggering people and death was a constant companion. It is said that no mile of the Bleak Journey was not marked by the deaths of many, through all the long years.

And then, about halfway through their bitter road, the world shook and cracked and shuddered and sighed once again. The skies turned stormy, and lightning and thunder would flash and strike and yet the air would be as still as the people themselves.

For eighteen moons this went on, and they knew not what was happening, what was going on. And they would not learn then, for soon all things calmed down and the skies cleared, and they began to march once more. It was then that the Powers That Be remade the world, fixed the Dimensions, and set up the planes, all part of work they would do for decades to come.

And though many guessed, all knew that such things meant that they had been forgotten, and abandoned, and betrayed.

The land within the valley would let no crops grow, the sky would let little rain fall, the mountains would let no one pass. It was forward, ever forward, a trudging, monotonous movement that cared neither for the ill nor the infirm, that ravaged them with disease and allowed the Dragons and the Salathen to attack and slay and maim and scar the very hearts of the peoples.

Barbarian hordes of half-human, half-animal people would raid and steal away children, leaving sticks and woven grasses in their place, steal rations and water, steal weapons and fabric.

Snakes and desert wolves, the hot sun, it was so horrible a time that what finally stumbled out of the Fiery Desert at the Pass of Despair was barely alive, malnourished to an extreme never seen since.

It should be said that the skies changed almost daily during the long march. That the earth shook. That the stars themselves changed – legend says that at one point they were not even there in the sky. The Mountains that defied them and left them stuck among the treachery of the ever-changing path they took trembled and on some days were taller, on others shorter. But above all else, it should be noted that the world that had been was gone, erased, the remains and the leavings were erased, and over the three generations, the knowledge of the Ancient Land, Ackyu, was lost.

The Bleak Journey was generations long, miles of the barest food, merest water, slimmest chances, most meager survival as those few, said to be less than one percent of all who had lived before the God's War took knowledge and life and history with it, sought a refuge to begin again.

No Powers That Be came to help. No children were spared. No hearts were soothed, no balms were given. Abandoned to a world that did not want them there any longer, the people struggled and to this day we have learned the lessons of that era of Dread. Those fashioned in the war were left to their own devices, second thoughts. They were never able to form their own communities, their own “homelands, so they do not have some of the things most people might think they have. Elfin and Dwarfs became part of the mass of people who struggled in the aftermath. Who suffered alongside everyone else, who were relegated to the back of the vast chain of humanity as it snaked along.

But they were not forgotten. Around the 118th year, generations which had only ever known the Bitter Road, entire lives spent on a march that had to be done because there was no place else to go, stumbled around a bend in the valley, and spread out before them was The Garden. Within it were fresh wagons, fresh water, fresh food, meat, which many had never known, fish, farm animals, and more than enough for each family to have the needed stock. Some tales speak about how there was even lumber. But there was also a warning: The Garden could only be stayed in for three years. Thus warned, those who led the Five Hundreds, as they called themselves in those days, trained by the rigors to use sparingly and treat with care, remained for only the three years, before continuing the bitter road beyond the Great Respite.

Now, many will say that the Bitter Road could not have taken so long, they will point to maps, and they will say that it was not that long, that the valleys are far wider than the ancient tales say, that the mountains are not nearly so tall. They will be the young that do this, the newly learned, and they will have forgotten that the path one can suspect may not have been the path that was taken, though most believe that it is merely what is left of the path, for did not the whole of the world change? Were not the lands sculpted and changed beyond recognition? What they see, and some still dare to traverse, is what was left of the great Journey, after the End of the World.

Births and deaths, life and loss, fathers to sons, mothers to daughters. Four thousand three hundred twenty-one families went in, 28,000 strong. Five Hundred Families came out, 17,000 strong, generations away from those who had walked in. They were a hard people, a tough and strong and determined people. They were a people that had never fought nor seen a Goblin, heard of Kobolds as myths, thought Thyrs were a boogeyman meant to scare children, and mocked at the idea of Ips. They had fought dragons the size of Villages and defeated waves of raiders from the sure foot mountain beast folk, whom we today call the Lost Sect. They were the Bright Peoples.

They emerged into the woods of Sibola and began to face the wild beasts and strange remnants, always moving forward because they knew not how to do anything else by that time, until, at long last, they came to a sea, where, to a person, they wept.

There they made a camp of scant thousands. So was Sibola founded, among tents and wagons along the shore of a vast sea and beside the waters of a river. A monthlong celebration was held, and fresh fish were caught, and fowl downed and roasted, and woven reed and wood strip tents were laid out, and at the end of it, the one who led them from the Garden was chosen to be King, and he named the city they began to build after his daughter, and that is how the House of Usher rose from the Fall and became the Kings of Sibola.

In Sibola they teach to use the Glaive and bear the Shield, they pass on their knowledge and skills, they defend what they have and protect what could come. They learned that they do not need the Powers That Be, and so from that Bleak Journey, the Humans became the Imperials of this world, and knew they needed no Powers That Be who would murder them all, knew they had a power that rivalled all, knew they could reshape all the things needed.

Lunch time already! I will go and get the breads, so why don't you start with those vegetables over there? A heavy breakfast is always best served by a light lunch, so we will just do some light little finger foods and such; we have many a year to go as yet!

AGE OF MYTH

The Age of Myth is said to begin with the Crowing of King Usher.

Haldane Ushe'Sher, more properly, but such is hardly known these days. Like much of this era, it has faded into myth.

Twenty-five years after the founding of Sibola, a Cleric of Kybele was visited in a young mother whose husband died tragically, and it was in that time that the people knew, the Power That Be had returned. Over the next dozen years, Clerics were chosen, and though leery, those in the greatest need offered to worship, and gained small boons for it, though it was not how they had heard it had been in the old days of the War.

It was not much, and not enough, and yet, it was a start. Across the way, the sprawling camp of Kahokia was laid down and planned for years to come, the spiral a way of knowing one another. Islandia began to build boats again, and to explore the islands they had been left. In Lemuria, they began the building of a vast Black Tower, while in Duat they began to build the interconnected homes that would one day be covered by earth, and all but invisible.

The Exilian came upon the builders of Sibola, and gave maps and seeds and many useful things, but dared not step into the city, for it was not the fabled Atalanta they seek. The now many hundred-year-old meeting place called Hyboria found that one of the seven Sects was gone, and to this day they mourn that loss, for they were the far travelers, and surefooted, and powerful raiders.

Thule began to explore. It was a task that would serve them well in the years to come, for it is said no one knows the seas better than them among the Foes, and they learned early how to avoid and defend against the Tritons and how to summon the then-feral Merow. They would learn about the rivers and the seas, and they would strike when they could, but it would be long yet before they found the Shining City.

Sibola grew. Fields were full of bounty, the sea gave its all, the wilds were full of game, and they found the many kinds of cattle that had survived and re-tamed them and so they began to recover. As they grew, they expanded, and they were not shy about using magic, and in particular they founded a college for it there. It was, at first, a wonder, but it was also fearsome, and it had been built far outside the original walls of the city, built then to protect from wild animals and the occasional monstrosity.

The plans were made and drawn to use an island, to bridge to it, and to carve it, and that island is what became the Sibola we now today, shaped by magic, and the walls that ring it were raised from the earth, such that they could not be undermined, such that they would not fall, and in all the many years since, they never have.

When this was finished, it is said the Lord Collegiate, the grandmaster of the College, the greatest Wizard of the age, was a young man, and ambitious, and though he was well rewarded by the King, by then the elderly son of King Usher, he was insulted and jealous and greedy. And as the people filled the city, he schemed, and he drew to him many other wizards and warlocks, witches and sorcerers, and they determined that as they had done so much for the city, it should be their city, and the people therein should serve them, for were they not the most powerful people there?

Who could stop them? Who would even try, with the enchantments they used to beguile the minds and alter the hearts?

And the Grand Master Akade smiled, and so the Akadian Coup began.

The Prince of Sibola, young Lord Mikel, was forewarned by his squire, a young girl who had trained in secret, dressed as a man, of the secret plot to steal his kingdom, and together with a Rogue from the streets they turned back and revealed the first two attempts, but the third was nearly a master stroke, for it involved capturing all three of them.

The old King, however, was not a fool, and knew whom he could trust and whom he could keep close, and among his many friends was the ikon of Kybele. She taught him and his court, his advisors and even some common folks, the secret that saved Sibola, and set forth the one thing that all such Mages fear to be used against them: Ritual Magic.

And among the many rituals they prepared, among the many magical items they crafted, was a summoning, the circle for it still exists in the depths of the Castle, alongside many others, and they summoned Akade.

Now, you may not be familiar with how a summoning works, so I should tell you that if done properly, a summoner can compel those who are summoned. That is correct, this was not a letter delivered and demanding a visit, this was a forcible taking of another sentient being, and while no records exist of what was done to this traitor, we can imagine much.

The remaining members of the secret group were rounded up and forced to watch their college be torn down. They were tried and sentenced to a one, and for ten years the use of all magic was banished from Sibola, and the many Mages were put under the aegis of the King's chosen champion and exiled across the sea.

There they were forced to establish a realm for themselves, subject only to oversight by the King, but left very much alone, for the King knew something that they did not yet again.

The Powers That Be had taken a dim view of the Co, and the powers of mages. They could do nothing about the powers, or not much, we surmise, but they could do the one thing that has since limited much of Akadian efforts: they made it so that magic does not always pass to one's own issue. The children of the Mages would never have magic of their own, and to this day, that still stands within those families, the power skipping two generations among all of them, such that no living heir to the secrets of a Grand Master will be of their own line.

And so it was that Akade got his wish, of a sort, and of a way, and Akadia was founded, and it truly is the Magiocracy he had dreamed of. He just never expected to have to run the place. If nothing else is true, the point we should always remember from his miserable victory is that one can escape many things, but one can never escape consequences.

Those mages Loyal to the king remained, and they used ritual magic over the years, despite its slowness, under his allowance until the horror hit again. In doing so, it let Astrologers know that this was something to expect, to plan for, to be aware of, and so immense was the disaster that the ban on magic was later removed, and new laws passed.

But even today no one can predict them, and we must expect that includes the Gods, as if they were the product of some mad mind's whim and vengeance. I speak, of course, about the Skyfall that killed the King, that fixed what the Powers had done, that toppled the mighty Lemurian tower and that shattered and erased many of the islands of much of Islandia, creating the Sea of Silence.

That loosed the Dreadnaughts once again.

It was just as bad as the first one, destroying much, but worse than it was that despite a grandmother who had been not only a Queen but a Grand Master Champion, the young king that rose to power following it, having grown during the rebuilding and watched the untimely collapse that killed his parents in his apprentice year, began to pass laws and rules that limited women, that took from them things that had been theirs, and this in turn led his sister into her own rebellion – The Women's War.

And War it was, brutal and bloody, and the victors of that War, having taught lessons that few would ever forget but many would try to ignore in the years after, took the entire navy of Sibola – every single ship, from small to large – and sailed off in the Sea of Tears. They chose a horrible time, and they underwent many difficult perils, facing sirens and single eyed giants and tossed hither and yon by storms and winds and waves, until at last they saw a great and broad river, and seeking to be as far from Sibola as they could get, they sailed down it to find a land that was as pastoral and warm as they could have hoped for.

And so it was that Aztlan was founded. They sailed down the River of Dreams, the linkage between the Sea of Tears and the great oceans beyond and found a place they could be themselves.

Now, as I said, it was the Victors who left. That is, the Women won the Women's War, and few are foolish enough to forget that. But this split the great House of Usher, and split many other Houses as well, and that has led to why it is that every realm keeps a great record, that we may always be able to know whence we came, and to whom we are bound by duty and obligation older than the world as we know it.

Years later, a small village outside of Aztlan proper was struck by terrifying raiders, like massive bears, wearing armor and wielding great curved blades and coming in ships with triangular sails dyed blood red and a black flag with a skull upon it. Runners nearly died delivering the news, and the Queen herself and her great Army feared it was the Sibolans, come to fight for what her family had fought to build (for ever has it been that Aztlan Matrons will speak of Sibolan Patrons seeking to take their wealth).

It was not, and never in living memory had anyone fought such horrific beings. Seven feet tall, covered in fur, raring and swinging their great swords in complex arcs and cutting down warriors and families with equal aplomb and when the two groups clashed it was then that both sides learned a critical lesson.

Aztlan is not the only Matriarchy on Wyrld; Thule is as well. For these were indeed the Thyrs, raiding for supplies while they made their way into the Sea of Tears, aiming for what they had scouted already: Sibola itself. For the people and warriors of Aztlan, it was as if a childhood nightmare had come to life, things which were myths had stepped out of the past, the ancient Foe that their grandparents had told only faint memories of stories that were old when they had been young. For the Thulians it was just as nightmarish, for the most implacable of their foes were well represented among Aztic Warriors: Elfin Maids in gleaming armor with shining swords passed down through generations, meant to bite and drink deeply of Thyrsian blood, artifacts from the times that perhaps only the Elfin remembered as well, passed as teachings among their communes.

Aye, pupils, it was indeed the first time that the Dread Host and the Bright Host had met in battle in hundreds of years. You can be assured that it was quite a shock to all sides, for none alive then had seen the others since the Day the God's War ended. Facing an army of warriors equal to their own and of a greater size, the Thulian Matrons pulled back and fled to their ships, and there they encountered another thing they had not been prepared for – and something no Aztic craftswoman would have expected in those days either. It was, unplanned, a brilliant trap among three groups who had not seen each other in centuries, for when they set foot on their ships, they found themselves in a battle with Islandian warriors, who had followed them, and this battle is what that unreadable stele at the docks of the village of Emberton commemorates. So long ago that the winds and salt and sea have all but erased the etchings upon it.

A tentative peace was set between Aztlan and Islandia. Trade began, for Islandians had no metals then, and over the years that followed the Tritons came as well, linking Keris, Islandia, and Aztlan together and setting the basis for the defense of the Sea of Tears that holds to this day.

Do not underestimate the importance of Aztlan. They found it by chance, but it lies on the most critical route for trade and attack in all the world. They are the gate between the Empire we know today and the Seaward Kingdoms, the only waterway from Duat, Lemuria, and Thule into the Bright Lands. While Qivira now controls the north of it, they maintain forts and holds the length of it, including islands within the Hearth Sea.

This is why Aztlan is so powerful, despite being so far away from Sibola. Why the Skyships have a gantry and the Train is a-comin. Oh yes, yes, I keep up with the news. How do you think my old pupil could find me so easily and get this to happen? I have great grandchildren, after all.

When word of this battle reached the ears of the then King of Sibola, he was not impressed. And when the first Kerisian merchants came to Sibola, in his later years, he allowed his spoiled Prince to manage them. This would prove to be his downfall, for that same child murdered him and took the crown and became the first of the worst, the Despot King, and he declared war on the Seaward Kingdoms and Aztlan and did what had long been feared.

They took Fort Tearside and razed it to the ground – you can see the ruins on the sea cliffs still, their inner chambers hidden. The massive Sibolan Navy, large then than even Aztlan's, poured through and turned the Hearth Sea and the Sea of Serpents and the Sea of Amity into battle fields among the waves, and it was then that the first Corsairs came to be, which is why even those of the land tend to adopt seaworthy habits.

The Sea War drained the kingdom as the Despot King raised taxes and conscripted troops, to this day, the notion of a press gang is still called a Sibolan Invitation, as many unlucky men and youths were kidnapped from villages and towns and forced into service in the war. Akadian Mages bolstered the Navy, and trade stopped; it is said that Aztic coffee once sold for the equivalent of a crown a cup, unless you had the right contacts with the right Corsairs.

This unreasoning desire to assert his will over the world far beyond his reach was too much for his cousin, who at the time was the Baron of Morovia. He received a visitor one afternoon during his regular audience, an unremarkable woman who delivered to him a series of laws. With her was a very much remarkable man: Mansa. The patron of Sibola. They told him to depose the Despot King and set forth the following laws, which would be inviolable on pain of the wrath of the Powers That Be.

He was unimpressed by Mansa, but he was terrified of the woman.

Six months later, the First Interregnum happened, following the death of the Despot King at the hands of his closest advisors, all of whom he had been secretly planning to execute the following day. It was 20 years before an heir was chosen, and it was the Princessa, not her older cousins or brothers, that they chose. The first Lady King of Sibola, ending the Interregnum.

The Sea War continued. As shall we, but on the morrow. It is dinner time, and a light lunch always makes you want to have a good dinner, does not? Until the next time, my pupils.

AGE OF LEGENDS

Well, isn't this a treat! Back for more, are ye? I hope your break was worth it. I hope even more you are ready to learn the next chapter in the Story of Us. Shall we begin? Now, where was I? Ah, yes, King Eleantra!

It turns out that Lady Kings were not particularly popular in Sibola five hundred years ago. Nor was she, in turn, particularly fond of the Court and the nobility, all still adjusting to the new laws, often bitterly and with much conflict. It was not a happy time for Sibola, and this may be why it was that the Sea War continued, as she tried to force order and uproot corruption.

In the end, it was her throne or her life, and she chose her life. She laid down a mighty prophecy in a full Court, before all the nobility:

The royal Hounds at that time included several small people, secretly in the King's confidence, and 'twas true enough that blood was shed, and that night the King abandoned her people and fled to seek out her cousins to the far south. That was how, ultimately, they landed in a quiet spot during the calm of a storm, and there founded the most secretive of all the Realms: Qivira.

I see by our faces that you thought as you were taught, that Durango was first. No, I am afraid that that was not the case, for you see Durango was born of the Succession wars, as the many greedy and grasping Nobles, chief among the Karovian line, raised their own armies and fought a war for a dozen years to see who would claim that throne, and then fought again and again.

A relatively minor noble from the House of Wikof, an Usher on his father's side, from a line that traced to the Despot King himself, a bastard Usher, as it were, managed to rise to the top and claim the throne for himself.

This led to many of the Nobles and their followers fleeing and declaring themselves a new Kingdom, Durango, named for the former Duke that had been their figurehead.

The new King recalled his navies, raised fresh troops, levied harsh penalties and taxes, and set out to make them bend the knee. First, he reclaimed Akadia, putting it more firmly under his thumb. Then he quelled Durango in a conflict so bloody it was the Syndics who surrendered, not the nobility, setting the nature of that city ever after. Then he besieged Qivira until it capitulated, and now, with four kingdoms under his belt, he turned to Aztlan, only to be repelled for he had not made peace yet.

He was in his middle years by this time, and he did something that changed the world in a moment of Spite, and declared himself to be the King of Kings, The Emperor of Sibola, and so the First Empire was born. The Sea war continued, and as he lay dying, he turned to his heir and commanded him to win that war and free his spirit from regret lest he be trapped in Quietus.

Elantrea's Prophecy

See me before you
In garments of war
Know now I speak true
My lands are scarred
You dare to defy me
To strip away my crown
A woman, you say, shall not be King
And I say to you, release the Hounds
Should blood be shed upon this floor
Know that one day again
Men shall rule here no more
For the House of Usher has fallen.

The second Emperor died on his feet, on a ship in the Silent Sea, learning why in a very personal way why it was called such. Few can withstand the grasping reach of the sea's dead, after all.

The third Emperor outlast his forbear by a day. He was murdered in his sleep by an Envoy from Duat, with whom he had sought an alliance after a bloody encounter between his sailors and the Grendels. Ah, you had forgotten about them, hadn't you? They may not have had the seamanship of the Thyrs, and I have questions about their being on ships at all given how much they enjoy what they call play, but aye, they had not been idle as they saw the Thyrsian fleets sailing and the Merow struggle against the Tritons for the ocean floors. So, they reached a bargain, and this is when the Merow ceased to be quite as feral as they had once been. If you have fought them, you know them to be just as vicious and stalwart as their Goblin kin, but they are a seafolk, and beneath the waves they have massive cities of coral scattered about, as the Imps have done with their world of Agartha. And so Duat made a treaty with the Merow and became yet another sea power. However, instead of joining in the sea war, they raided corsairs and sent fleets to raid the Goblins and seek out their mythical lost brethren, the Kobolds.

They succeeded in all of that, though they never heard that they did from those who found the Kobolds. Bermuda had been slowly built up over the centuries, but to describe it as up ignores the nature of the Kobolds, who do not want visitors, do not want trade, do not want the outside to bother them, and are rather pointed about it. Ask Ara – she's been along on more than one attempt.

They await a chosen one, a giant Kobold, who will lead them into the world at large. That is why. And they follow the Old Ones, not any of the Hosts. Indeed, they are more likely to be harsh with those who follow a host, including the Goblins, for they are even more bitter about the end of the war and the aftermath than we are. It is said among them that the very land they live on was moved like a Kress tile on a board.

The Fourth Emperor was a fool who insulted a Therian Chieftain. That led to wars with them. He, too, found out that Envoys are a very dedicated to their profession sort of group, if your profession is diplomacy or death. The fifth Emperor was a bit smarter, as he banished all Envoys from the realms. He also tried to make peace with Aztlan but found its reception bitterly cool as his Embassy was met by most of the Envoys he had exiled.

He feared invasion by land, feared assassins in the night, feared the Mages in Akadia, the secrets in Qivira. He spurned the Clerics and swore to Pallor. He died of an infection from a cat scratch one of his pets gave him when he squeezed it too hard during an audience. The poor white cat reached up and clawed him across his left eye. He ruled for 6 years.

The sixth Emperor of the Old Empire was six years old when he was crowned. He was six years and six months older when he died of dysentery from poorly maintained castle facilities. Since that day, six has been the unluckiest number in all the lands, because of all of the emperors of the First Empire he was the only one who tried to do right.

But his forebears had been cursed by the Powers That Be, and so once again the nobles fell to internecine squabbling while fighting two wars and trying to keep an empire together.

This was the Second Interregnum. During it, the realm of Lyonese was founded by a group of Dwarfkin Nobles and their kin, all pushed out of the other places for being a little too keen to explore and experiment with things. To this day that continues, with the clockworking of Lyonese being the most remarkable. And it was in Lyonese that the first Meka appeared, after all. It was rather violent there at one point, but the Meka did apologize and explain themselves. I forget the name – you told it to me, as it was after my time Ara, dear. Of no matter, though.

Now, you may be wondering why this time period is the Age of Legends. If not, you should be. For you see, it truly was an age of Legends. The Paladin Jonathan, the warriorress Panthesilea, the Dread Pirate Roberts, the anti-magic Fellowship that tossed the Imperial Signet into a volcano, this was a time of Legends, and the period when the less famous of them banded together and created the Adventurer's Guild. Bet you didn't know that. There are ten thousand legends of this Age, and for a good reason.

While the War between Hyboria and Sibola, between the Seaward Kingdoms and Hyboria, between Duat and everyone, between Thule and Aztlan, there were some people who had been forgotten by almost everyone, and they had long planned and prepared and massed. It is likely that Duat knew, for they did begin to turn much of

their efforts to destabilizing everyone else. Stealing ships and using them to attack those who thought they were allies, making raids on small coastal villages that only took the young and only killed the very old, and the like. On Snowy 14th, in the heart of winter, during the giving festival, at the very walls of Qivira, Durango, and Sibola, an Army of a million Goblins burst forth from secreted warrens carved over the decades deep beneath the earth by the Imps creating Agartha, and the First Goblin War began.

What we are today is shaped by what we were in the past, and history many hundred years ago to you may not be exciting but I trust you realize that those who lived and died in it found it too stimulating. They would gladly trade for this warm fire and pleasant company. The first Goblin War is why so many hate goblins. They came in numbers that no one had seen since the War of the God's, and all of those were so long dead that their bones were dust.

If you want to know why Imps are found in cities or why Goblins raid from bases that weren't there a month ago, this is why. Agartha, The Underdark, the unending city carved through the bones of the earth. Though Aztlan and Sibola both reside on islands, proper, both are reached by bridges, and where there is land, there is Agartha. The center of it is their actual capital, believed to be in the wilds north of Lemuria, but they are everywhere, and it is important you understand this is not an exaggeration. For nearly five hundred years we have fighting to close off those labyrinths and mazes so far beneath us that even Lyonese engineers have been unable to do more than find a few entrances. They fill the in, you see, they camouflage them, and no one ever locates a base immediately adjacent to one. Imps and Goblins may be strong allies, but if Imps had the appetites that goblins do, we would not be having this conversation.

Of those many legends, more than half are about the Goblin Wars, which last thirty years. It is difficult to truthfully say that the Bright lands won, but it would be just as truthful to say that they lost. It was, in the end, more of a draw, but also a proof that the Goblins still existed, that they still ate the dead on the battlefield, that they still took slaves and committed atrocities. And that walls were still needed to keep them out.

But if nothing else, the Goblin War did bring about the most positive change, and one we should all be grateful for. Among the many Legends and the stories and the lines was the importance of the Realm Codex, for within both Sibola and Durango's Codexes was a name of an heir that all could agree on, and all could put faith in, and the name belonged to a man about who the same was said, even if he himself did not know his origins. He was hidden away at birth, raised by a foster family, taught by a strange woman who wandered the world, gifted with one of the might Foebledes of the God's War, the potent Caliburn, and his name was Arturia Usher.

He went by Artur, lest anyone discover a secret that was kept until he passed. He bore three children during his long reign. He defended the great cities, he made peace with the Seaward Kingdoms, he turned his navy on the Thulian raiders and the Duatian instigators, he pushed Hyboria back beyond the Tangled Pass, and he followed the laws the entire time. He meted justice, and he had a group of thirteen great Warriors who stood by him and commanded his troops and kept his secret despite many trials and tribulations.

He is said to have created the Rite of Variance, and he lived for his full spans, dying peacefully in his sleep at the age of 107 on Rest 28th by the Calendar that he instituted, restoring the seasons to how they had been before the God's War.

His passing ended the Age of Legends. His children became the Kings and Queen of Sibola, Durango, and Lyonese, and with that, the Fall of the House of Usher ended, and the Line was restored.

Some have said that Arturia was the one that closed the Prophecy, but harken well, for the portents speak true: Arturia was not the Prophesied one.

I must attend to my garden, and the weeds within it that wriggle, and so tomorrow we will close out the lessons, and I will hope you are ready for it, as the Age of Heroes is a doozy. As you know since you live in it.

AGE OF HEROES

At last, we come to the era that is closing, the time of our lives, the history we know the best. It begins on the first day of the fiftieth year of the New Empire. The day after the passing of the First Emperor of the new Empire, Arturia.

We have journeyed through much history thus far. The thousand years before the God's War, the War itself, the seven hundred fifty years that include the Bleak Journey and the Ages of Fable, Myth, and Legends.

This is the Age of Heroes, and it draws to a close soon, but all of you will be known in the Age of Icons. I ask you if you will go forth and face that future with a weapon, or with hope? Ah, yes; yes, I suppose that both is a good answer.

Very well, let us begin again...

Emperor Kalderan was Crowned as the Second Emperor of the new Empire, and his reign was marked by a few items of note and interest. First, he received, one day, a delegation from a land none had ever heard of, a people none had ever known. No records of them could be found, and they spoke a strange native language that was difficult on their ears of the Sibolan Court. But they had watched for many years, and they had learned the language, and so they came. They were the Many who are One, the children of the Spora, the Kahokian Tribes. They wore strange clothes fashioned of hides, and carried bows and axes, but not swords, though their knives were large, with heavy blades that had jagged back edges. They came to trade, and to make either war or peace, they did not care which, so it was up to him to decide. To celebrate new friends and to reunite those who had taken the road less traveled, they held competitions and feasts for three days.

This is why Kahokian Bows are used by all the Imperial Guards in Sibola.

Second, his most faithful Duke, who had served his parent with honor, dignity and renown, came and begged leave to found a new Kingdom in a desert where they had been discovered some needed materials. His name was Leto Eld. He had a thousand people who would travel with him, and then later bring their families, and he would tithe to the crown, but begged leave that it be his, for he had come to see a different way of leading and being a noble from the study of laws and letters.

And thus was Dorado born. Nor did that come too soon, for it was very soon after that it was discovered by his son the secret that makes the Guns of Dorado roar, and far too soon they were needed in battle.

The Emperor passed away naturally after a good life, and his reign was peaceful and healing. Some say that even Kybele wept at his funeral.

Emperor Comorant was his second son, and his reign began because his older brother was slain by Goblins before his crowning, and that marked the start of the second Goblin War. Now, some will argue that it is still going on, but I do not think of small bands poking and prodding, testing and tying as a continuation of war, but the Second goblin War lasted for fifty years, nearly every month featuring a battle among one or more of the many realms, and even as it went on there were overland attacks on Akadia by Thyrs and sea raids by Duat and Merow allies.

The Goblins learned much from the earlier wars, and they learned ever more again during this seemingly endless series of assaults, feints, and battle. And yet, as it went on, so too did life in the Bright Realms.

It was like a ramped up version of the way things are today, far more raids, focused efforts, diversions, and traps – it was like a game of Kress on a massive scale, with living people as the pieces.

It likely would have continued if it were not for what followed it: the last Skyfall.

Once again, the whole of the lands were crushed beneath the onslaught of the stones from the sky, and once again those things changed many things – it was then that there came to be the many strange colors of hair and eyes, and it was then that we saw far more of the Fae, and the dimensional spaces were thinned somehow, making it slightly easier to move among them.

Unlike his predecessors, Cormorant immediately stopped fighting and began to aid his people during his year of the Skyfall, and it was his way of doing that which became held against him, for he tended to Sibola and left the

others to fend for themselves. The effort of reconstruction, though, crippled and ultimately killed him from sewer rot.

From the third (sometimes called the second, because the first is buried beyond Myth) Skyfall, there arose a lot of discord as the new Emperor was crowned, and though the rubble and disaster had halted the Goblin attack, it sparked a long series of cruel and wicked wars among the different Cities, spanning the reign of two emperors. Heroes arose like the legends of old, from the Goblin Wars to the rebuilding to the internecine fighting that had an unintended side effect.

It took from the gods some of their worshippers. They did not react poorly, however. They did react, and it was something else.

The fourth Emperor, the father of today's, tried to negotiate peace with all the other cities, to set forth a standard and way, and the fighting was intense. This was called the Great discord, and he had watched it tear down two prior Emperors who tried desperately to hold tight to an Empire of diverse people.

And then, he heard reports from sailors of an island raising in the seas south of Sibola. Crafted by the Gods. The other lords and nobles also heard of it. For six months it rose, and it built itself, and the fighting drew to a pause, and the schemes and plots were stopped, and then one day the entire retinues of all the rulers and the rulers themselves vanished.

They had been transported to Zefir. Many of the courtiers and staff spoke of the wonders of it, but also that within the great hall all the nobles faced fifteen of the Powers that Be who gave them quite exacting instructions. That was the beginning of the Convocations. Held every year now, they are where those struggles and rivalries, petty feuds and the business of kingdoms are hammered out, and at that first one, no one was allowed to leave until they did. This increased resentment against the Powers That Be, especially as they hadn't backed anyone in any of their particular righteous efforts, but thus it was, and so it still is: peace.

And, because of that, there as a sudden upstart that arose. You will surely hear about it – a city found by exiles, by wanderers, by criminals and explorers, and it was called Antilia, and it is not a part of the Empire. It became a rumor, and we still await the envoys in many of the great cities, thought they are a strange people with strange ways.

As he settled in, the last Emperor set the tithes and signed the Accords that ultimately united Kahokia and Hyboria, Islandia and Keris into the Bright League, and so doing set the world of the Seven Cities for the era we now are in and that draws to a close.

Well then, I do suppose that this concludes our little adventure in the wilds of time. Here, take a cookie. I baked them special for you. And don't worry about the vase.

Ah, see, I said don't worry about it. History is filled with much that we can wonder upon, and much of our world's history is ever so dark, and ever so dreary, but worry not. By the time you finish that cookie you'll feel right as rain.

Yes, Mistral Urton, even you. Be off with you all now, I am an old lady and haven't the strength to keep up with such energetic sorts as yourselves.

AGE OF ICONS

I want to thank my old teacher for her time and her devotion and her memory. As you have now learned, there is a great deal of history to the world, and that it has left us where we are today, in a strange place where there is an Empire but no one gives it much thought, where there are many things in common and even more that are not.

It is the 299th year of the New Empire. As we converse, it is the 26th day of Rest, and soon the new Year will be upon us, ushering in the Age of Icons, as we have for the last seven years from Oracle and Seer alike.

THE REALMS OF WYRLDE

Wyrld is generally divided into a few Regions of political influence and independence. The most obvious and important of these is the Sibolan Empire, also called the Bright Lands, consisting of seven distinct City States and their scattered tributary Towns, Villages, Hamlets, and Steadings. The bulk of what we will speak to surrounds these Seven Cities of Sibola, Durango, Lyonese, Qivira, Aztlan, Dorado, and Akadia.

That is not the sum of it all, however. The other major Power is the Empire of Lemuria, which is tightly bound through assorted political efforts with the nations of Agartha, Duat, and Thule. Although broadly separated, they are often thought of as a single group, and collectively are called The Dread Lands.

Next up are the Sea Realms of Islandia and Keris, who exist in a symbiotic partnership above and below the waves to the Southeast. Then there are the Savage Lands of Hyboria and Kahokia, which are not at all savage and that are marked by their unwillingness to build cities among their steps, preferring to remain nomadic and build large camps.

Lastly there are the ones that put everyone off slightly. First is Bermuda, which is a realm of primarily Lizardmen called Kobolds. Historically, the realm is included among the Dread Lands, but they have been actively seeking to engage in trade and relations with Sibola for years, though they are often difficult to bargain with. Then there is the peculiar Free City of Antilia, which is formally denied relation with the Empire and refuses to acknowledge anyone's claims of Authority over them but their own.

The founding of several of these realms is a matter of history, but none are older than the very end of the God's War.

At the point when all seemed lost, everything changed in the blink of an eye, and the Dread Host was divided and flung to the edges of Aviron – thus giving rise to Lemuria in the Southwest, Duat in the far east, Thule in the Northeast, and Agartha deep below. This period for them is not well known, but just as the folks who would later found Sibola had to deal with the Bleak Journey, these many nations and peoples had to struggle to find a way to survive on their own. The following several pages outline some of the aspects of each of the many realms to greater or lesser degrees.

THE SIBOLAN EMPIRE

The Bright Lands, the Seven Cities, this is all the Empire of Sibola, grown from the seeds planted at the end of the Bitter Road, and some say the ongoing continuation of the Bleak Journey.

The first 250 years after the founding of Sibola are considered a time of unremitting peace and prosperity by many, despite the challenges that did happen. This was the Age of Myth, and much of what happened then is now looked on as such – mythical and yet still connected.

Following a goal of going forth and multiplying, seeking freedom and power, space and adventure, this is the era when Adventurer's began to be a common sight, and nearly all of the current professions trace their origins to this time – the guilds certainly do.

The rebellions that led to the rise of Akadia and Aztlan, the slow and steady expansion driven by need for materials and the squabbles and disagreements of the assorted houses led to slow changes, even as much remained the same, all of it adaptation and shifting and changing over the years, decades, and centuries you have read briefly about.

That spread followed the boundaries of the Great Inland Ocean that contains the Seven Seas, hemmed by tall, impassable mountains, and what we have today continues to grow and change and become ever more, for these are the Seven Cities of Sibola.

AKADIA



INTRODUCTION

Akadians believe that magic will solve the problems of the world, and they look to the Grand Masters in their many Towers to find the solutions and often identify problems.

Those who live in Akadia without magic work as servants, farm and ranch, conduct trade and business very much as they do anywhere else, they just have wizards in a fit randomly killing people with Finger of Death and have to meet the needs of the Mages.

Years ago, Sibola was engulfed in a civil war. Out of it came two groups who failed in their bids to rule and were driven out. One group settled in what became Aztlan, the other kept moving, having heard tales from the Exilian of unique places, ultimately, the second

group founded Antilia, but the first group were sent to carve out a living.

Akadia							
Official Name	The Akashik Magiocracy under Warden		Flag				
Motto	Magic Above All						
People	Akashik						
Goods	Akashik	Akadian	Symbol				
Crafts	Akashian	Akadic					
Honorifics	Lord Mage	Seras					
Greeting	Well Met!	Huzzah!	Symbols	Tower	Starburst		
Parting	Success!	Few Demands!	Colors	Green	Yellow	Orange	Blue
Temples	Ululani	Melane	Shrines	Paria		Tamasin	
Towns	Gateway	Shangrila	Secrets	Pallor		Urisha	
	Shambala	Amarava	Known For	Rice	Magic	Luxuries	Secrecy
Rivals	Lyonese	Dorado	Foes	Sibola			
Weapons	Athame, Kadaga	Throwing Needles	Weather	Cold, Dry		Cloudy	
Armor	Akashik Packet	Spell Shield	Wealth	+50		1 Trinket	
Language	Akashik	Trade	Literacy	Akashik		+1 Slot	
Respect Shown	When meeting someone of a higher station, bow your head with your hands clasped before you.						
Folkways	First names are only used among close family members when strangers are not present.						
	Being helpful is ingrained in how they speak, always phrasing things as an offer (including mages)						
Virtues	Knowledge	Skillfulness	Caring	Affection			
Vices	Unreliability	Incuriosity	Rudeness	Ignorance			
Skills	Arcane	History	Ritual				
See Others	Lesser, Useful, Pathetic, Needful						
Others See	Haughty, Prideful, Pedantic, Scary						

Nestled in among the valleys of the Kunlun Steppes lies the place and time that is Akadia, where most Wizards learn their crafts and Arts. Separate yet a part of the whole, they are an autonomous Ward as the realm of Akadia, where the mountains themselves are the walls, and there are none around the villages, hamlets, towns, and cities of the mile-high world to itself.

Akadia has no walled cities, towns, villages, or hamlets. Yeti rarely come down from the snowy heights, and there is much game in the wooded valleys that all tend to have small lakes and streams passing through verdant fields. It is very much steppe country.

The mighty House of Skye controls the Skyships from here, the principal way in and out of the main valley; the only other route is a torturous, winding, narrow set of switch backs that can take a week to traverse when in the best of shape and with light wagons that begins in the city of Gateway, the major mercantile port and seat of the Warden.

Beyond Gateway, it is a land of hills, fields, towers, and small villages, each overseen by some Mage who has set up shop there and either hired or attracted people to them. It is easiest to say that Akadia is anarchist in its nature, but this belies the underlying truth: it is not. Akadia is a wholly subject vassal state of Sibola, that is allowed by the custom of the Wardens, to do pretty much what it wants, and it is a realm of Mages who have all the practical power and authority, that then delegate it to those who do not have magic and provide for their needs.

The Ruling Mages are all called Mage Lords, and often they have delegated their authority to someone who does not possess the ability to use magic who acts in their stead for others. Mage Lords oversee the villages and towns – with towns coming for a group of mages who at least at some point worked together on some project – and officially have final say over pretty much everything.

It is not unfair to say that when one lives in Akadia, you are taught and trained to do what is asked of you by a mage with absolute obedience. There is no use of Magic that is outlawed in Akadia, and mages can get a sense that they are the most important people, something even their own history undermines.

TOWNS

GATEWAY: upriver from The Sea of Tears, it is a fortified town that acts as the gateway to Akadia proper, and all roads into the realm lead through it. Gateway is the seat of the Warden. To the east of Gateway is a broad open area that is very wet and is used to grow a variety of rice called Cold Rice, and is about the only reliable staple crop of Akadia for export.

SHAMBALA: in the East, where most of the Mages tend towards a darker, more unsafe form of magical research. Over the mountains lies Seahold, which seriously considered moving for several years until a particular Wizard was killed by some adventurers for turning a member of their party into a toad.

SHANGRILA: This was where the skyships were first created and is mostly given over to the construction of things and the learning about them and figuring out what else one can do. They banned flying carpets, and tried to ban brooms but that didn't work out well.

AMARAVA: Some Mages decided they would rather live without all the secrets and the weird focus on more exploration and are interested more in showing that magic is not a threat to the everyday person. Outside the Vale of Akadia proper, it is a much-preferred stop for merchants than Gateway.

FEATURES

Akadia is a broad steppe country for the most part, with a single navigable river that has one navigable tributary. Weather comes in off the great Sea of Tears and is funneled up into the drier, colder hill country, steppes and moors for the most part. Thick forests cling to the base of the mountains that create the peculiar nature, and most farming and ranching is done within the central plains around Akadia Proper, which spans the confluence of the tributary and the main river.

RIVERS

The major river of Akadia is the Eureka, which is navigable deep into the hinterlands where it is said an ancient fort stands built by some now forgotten Wizard.

Feeding into the Eureka is the Euripides River, coming from the western mountains where it is birthed by a spring that dives for 400 feet into a pool called the Tumescence that is the source of the river and the main source of water for a small hamlet.

At the confluence of these two rivers, Akadia City sits, turning the rivers into water wheel burdened flows and using canals that serve to ferry the magiocrats throughout the city while the rest make do with the broad, tree lined avenues.

MOUNTAINS

The Prisongate Mountains, averaging 12 to 15,000 feet high and having only two high passes in addition to the broad vale that is captained by Gateway, provide a ring that separates the inner Ward from the Northern, Southern, and lowland Wards.

LEGACY

In Akadia, magic is a must.

Akadians believe that magic will solve the problems of the world, and they look to the Arch Masters in their many Towers to find the solutions and often identify problems. It is an interesting conflict between the often baser desires and aloof thinking of many an Akadian noble that they are also driven by a set of strong and rigid values that ultimately work to highlight helpfulness and creative problem solving.

They also tend to promote a bit of jealousy and pettiness. The great Airships are the products of Akadia, their wealth shared by all Imperials, but the Enjin of Dorado's Posse of Rails infuriates them – they even mandated that it cannot stop in Akadia proper and must go no further than Pass Keep. Note that no Rails reach Pass Keep.

OUTLOOK

Akadians are intensely proud people, often arrogant, frequently haughty.

Akadian mages think of themselves as above others and are constantly condescending toward others. They have an intense sense of pride and habitually demand people to attend to every one of their needs. Some of them take their seeming narcissism to the extreme by viewing themselves as perfect godlike beings who demand subservience from people. Sometimes, however, their arrogance brings about their downfall.

The reason for all of this is twofold. First, they are Mages. Akadia is the realm of mages, ordered to be created by the first Emperor, founded by the first Vizier, and existing as a pure and unrepentant magiocracy, where only those with magic have authority, power, and prestige.

Unlike in all other realms, there is no magic here which is illegal – all magic is legal, and everyone is more or less aware they could be subject to some kind of spell at some time, because this magiocracy is almost an anarchy.

The presence of the Marshals and the Imperial Enforcers tends to curb some of their worst excesses, but not much, and there is the ongoing challenge in that magic is not automatically inheritable.

The second reason is tied to the last bit there – only a small percentage of all the people on Wyrld can use magic, and since it is not automatically inherited there are no dynasties or similar powers. As a result, to keep the great Towers filled with Students, the different colleges and their masters quietly employ urMages to seek out, find, and bring back children to train and preserve the way of life they have built.

They overlook the fact that urMages may buy children, or steal them, or kidnap them, or more. As a result, among the most important places in the entire realm is The Orphanage, and adoption by a Master is considered the normal standard.

Those who live in Akadia without magic work as servants, farm and ranch, conduct trade and business very much as they do anywhere else, they just have wizards in a fit randomly killing people with Finger of Death and have to meet the needs of the Mages.

For Mages, the days are spent learning, teaching, experimenting, developing new spells, creating magical items, and all the assorted aspects. Nearly every mage of age in Akadia has a staff of 10 to 20 people whose job is to anticipate and respond to their needs and often even coddle them a bit, cajoling them to bed or to eat or something. Given that many Mages have a strong trait of being readily distracted, while also being able to

concentrate deeply, these folks are usually treated well by the Mages by custom and tradition, but also because if they didn't, they wouldn't have anyone.

Akadia is famous for the massive Towers. Some of them are simply the homes of mages, three, five, even seven stories tall. Others, usually the largest, most magnificent, are school – the infamous colleges.

For most other people, the one benefit to Akadia is that there are exceedingly low taxes since everyone works for a particular Mage and all they need is provided by those who work for them. Excess and additional is pretty much freely sold, bartered, traded, and used, and every avocation and vocation are represented.

The Guilds are strongest in Akadia because they, too, are headed by Mages. This is a key thing – where power is, a Mage is. Even if they don't seem like it.

The schools focus on training mages to serve the nobility and aid the broader world, meeting their sole request from the Emperor so long ago. They exist to enable, to improve, to study, to drive forward magic, and they are none too fond of Lyonese as a result, for only they tend to be able to compete.

This realm is a magiocracy. All roles of power and authority are held by or operated under mages of some sort or another, ideally by Wizards.

Akadia is built and functions around the needs of the many most powerful Mages – across many different fields and affinities, axioms and studies. As magic is not directly inherited, it deals with a need for new mages to take up and learn from those who have been active in their research and learning, and it is expected by default that all Mages are actively seeking to improve and hone their crafts, living in their towers and closing out the world around them.

This means that those who are closest to mages are the ones with the most real power in the realm, and they are not often afraid to use it. Each tower will have a group of people whose basic core function is to make sure that maintenance is done, that things are cleaned, that there is food available, that everyone eats, that even a late-night session is looked after.

As a result, Akadians have a reputation for being outstanding Innhosts, and for good reason: every one of them is taught from an early age to help support Mages in some way since it is pretty obvious, they are so caught up in their work they forget to do other things. They take care of themselves by taking care of the Mages – be they a Pedant or a Pupil, a low level or a high level.

But it is not always wonderful. Mages can be demanding, cruel, rude, inconsiderate, and worse.

LIFESTYLE

Life for most folks in Akadia is often considered better than that of folks in Sibola or Aztlan. Rent is inexpensive, work is plentiful, commerce is brisk, and there is always something interesting happening somewhere, as a side effect of a lot of the secrecy of the wizards is that gossip is nearly an art form here, and rumors are a baseline expectation.

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Every major town and city has a large orphanage that cares for the parentless. These orphanages are businesses, often operated by or employing people who work as UrMages – the child thieves. Officially illegal, and under a death penalty for those caught smuggling stolen children, there is an intense problem in Akadia around those who seek a magic capable child of their own to pass on their secrets to, and the fact that there are people who get angry about their children being stolen.

Adoption from a regular family does happen and often, but not frequently enough to satisfy the desire of the Mages of Akadia. Given some mages are vile people, this is not an unfounded concern, but nevertheless the trade continues, and because they exist, it is common for Sibola, Durango, Lyonese, and even Qivira to send their orphans in large batches here, or for families to send children they cannot care for there.

This is how, ultimately, the original magicless population arrived – they were orphans. The orphanages are also the location of the Tanjins, and most Akadians will welcome children into their homes, as it often seems that there are fewer children in Akadia than in other realms.

FAMILY

Akadia lacks many of the ties to the great Houses. This is due in part to the way that many of the children arrive: they are stolen or bought by the UrMages, and do not have knowledge of or a link to their House as a result.

Pupils will descend there from all over often to their shock and dismay that no one cares. This is also noted in the ways in which families are built – it is common for friends to become lovers, finding love on their own. Lineage matters little, but is traced through the paternal side, and often they will simply create their own surname for themselves, leading to some fascinating oddities.

Incarnates are welcome and often helped to adjust, even though they would have grown up, because there is a great deal of freedom in a land where the people in charge are too busy to bother with minutia and rarely act unless something is missing, or their whims are being thwarted.

Officially, Marriages are set and recorded by the local Mage Lord, and courtship is typically in the Sibolan model, with men courting, women being courted, but after that it all changes. There is little in the way of dowry, but there may be business issues to figure out – and many farms are combined by marriages.

With movement between the villages frequent and often, there is a good chance of having to turn a farm or lease over to someone else. In many ways, it is the freest realm for this, as no one has much say over the desires of others, and disputes are handled by the Lord Mages or their assigned deputies.

GOVERNMENT

While Akadia is under the official, direct rule of the Empire, it usually doesn't feel like it. The presence of the Marshals and the Imperial Enforcers tends to curb some of their worst excesses, but not much, and there is the ongoing challenge in that magic is not automatically inheritable.

A point is tied to the last bit there – only about ten percent of all the people on Wyrld can use magic, and since it is not automatically inherited there are no dynasties or similar powers. As a result, to keep the great Towers filled with Students, the different colleges and their masters employ urMages to seek out, find, and bring back children to train and preserve the way of life they have built.

They overlook the fact that urMages may buy children, or steal them, or kidnap them, or more. As a result, among the most important places in the entire realm is The Orphanage, and adoption by a Master is considered the normal standard.

Nitressa, Grandmaster Mage of Shang Tower, and her extended family comprise the highest levels of government, rarely bothered save for intrigues. The real governance is handled by the Regional Governors and a massive, rule bound bureaucracy that attends nearly everything else. Given latitude by the Wardens, this particular Tower is one of the oldest, and the official seat, in Akadia proper, of the real leadership. Other Towers are also found there – it has excellent water and fields, and helps ensure the Mages won't starve, since they are so devoted, and it also houses the several different colleges that fill up so much of the time of those learning.

A Mage Lord is responsible for everyone living on the lands they are assigned and their well-being. Failure to care for them is not an option or one may find oneself living at the command of others, as the Wardens have the ability to do much to them.

Courts and such are overseen by the local Mage Lord, who is appointed by and reports to the Warden. They in turn appoint officials to handle these duties. As corporal punishment is not practiced, the sentences are usually fines and stripping of social status, combined with public humiliation, but also, they are known to sentence people to be experiments or experimented on (though with a guarantee of safety of life and limb) and even some punishments involving polymorph.

The military of Akadia is a standing body composed of four kinds of troops: Infantry, Cavalry, Mage, and Skyship. Towers supply Mages. Airpower is a major factor, with Akadian Skyships usually faster, more maneuverable, and more advanced than any outside of Akadia. The Military is part of the Sibolan Ward, who all serve the local Warden. They make use of all those who are assigned to them, with a focus on getting the greatest mastery out of all of them. Patrols are led by Skyships, supported by Cavalry, and backed by infantry, with mages scattered throughout the units.

Only Mages can hold a position of power, can own land, can make laws (and then only for their own Towers), can decide the nature of the realm as it moves forward. They are left alone to do this by the Warden, whose primary role is to ensure that none are engaging in the work of something like the Razing (and it was one time, I swear!) or fomenting rebellion. This is why the military is under the Warden.

The Tower of Skye (called the House of Skye outside of Akadia) is the source of the wondrous flying machines. They also tend to promote a bit of jealousy and pettiness. The great Skyships are the products of Akadia, their wealth shared by all citizens, but the Train of Dorado's Posse of Rails infuriates them – they even mandated that it cannot stop in Akadia proper and must go no further than Gateway should it ever have a chance to reach there.

COMMERCE

It is not inaccurate to say that Mages can be somewhat difficult to deal with, in part because many are taught and raised to think that because they have magic, they deserve everything they have a desire for. As most Mages in Akadia are for hire, and will often have inherited generational wealth from those they were taught by, and the products of and services of Mages are highly sought by folks with wealth and power, there is a great deal of money that flows into Akadia, and as a direct result, that money brings with it goods and trade that serves to, in the most formal sense, meet the needs of the distracted, arresting Wizards, Witches, Warlocks, and more.

EDUCATION

Education is the primary focus of the people of Akadia in one sense: magic requires effective training, a honing of gifts, a mastery of skills, and so the city of Akadia itself is little more than a city of colleges and the things needed to support those colleges.

There are Tanjin set up, open to all, and there are schools for bards, Witches, Wizards (so many wizard schools), Sorcerers, Warlocks, and more. Courses run from the start of Dawn through the end of Dusk, and are taught by Pedants, while those learning are called Pupils.

The typical person attends school, learns a trade, goes into a relatively peaceful life, and if they are great, they will find themselves asked for help by some mage on a project – this is a common goal of many, as Mages are not known for having great skills as wrightwork or smithwork.

SCHOOLS

You cannot speak to the nature of Akadia without speaking of the Schools. There are dozens of them, most styling themselves as a University, and composed of several teachers who work together to teach and share their arts and their secrets as best they can, to the limited students that they have available.

The preferred age to enroll a student in one of these Academies is six years of age, following a preparatory phase of at least two years so that they are not very far behind. Grand Masters, Adepts, and masters all teach and

work and experiment in these locations, and the buildings are often demolished and rebuilt more than a few times, with one rule fairly common among all of them – if you kill yourself, you didn't learn the lesson.

Most of the student body is composed of children who were bought, kidnapped, found, or somehow managed to show the spark needed. The lack of an heir and the nature of Akadian society means that not having a child to pass your knowledge on to makes you only a lesser mage, for when you go your secrets will go with you.

There are many of these schools – some are for Wizards, but there are also schools for Witches, for Warlocks, even Colleges for Bards and schools for Envoys. Every village, town, and city has several schools, and all of them compete for students, relying on the reputations and renown of the teachers, the Pedants, that run the schools.

All of them focus on the basics of the particular form and profession of craft they are following, but the differences arise in that after Cantrips, the students are left to learn from their masters, cajoling and begging and otherwise wheedling out from them the spells and forms that become the basis – and this is one of the major tests, for it is when they can cast a learned spell of at least rudimentary level that they are considered to have moved up, and it is when they have managed to get at least three of them from two different mages that they are said to have graduated.

One side effect of this, even with the blind eye the Wardens turn to it all, is that many spells have been lost, leading many to spend a great deal of time trying to create new spells. All of this is driven beneath it all by the terror that should one die without passing on their knowledge to an heir, that they will be forgotten, and because it is rare for magic to pass through the blood, there can only be a giving of these otherwise hoarded secrets to someone that they must somehow find a way to trust, who demonstrates the proper level of devotion and dedication to that effort.

CULTURE

VALUES

Knowledge and Skill are highly valued in Akadia, knowing how to do something better than anyone else while still passing on your skills is considered one of the greatest rewards.

Privacy is a large value, and the sometimes-comical interactions between Mages and their closest servants, who both seek not to pry into the life of the other yet still accomplish their goals of either receiving help or giving it and growing closer.

Love and Affection are a distinct thing that permeates much of Akadia; the idea of caring for someone else over yourself often strikes many as strange, given that Akadia is famed for its egocentric, self-absorbed Mages, but the way that people are raised sticks with them, and in a nation of people who were mostly orphans at one time, the need and recognition of attachment, affection, and love are all important.

ARTS

Akashik arts tend to be temporary, spectacular, and showy among the Mages, but among the common folks are colorful, bright, cheery, and centered on scenes of everyday life – with a notable absence of Mages.

NOBLE FASHION



Akadian Nobles are all mages, and tend to be dour, self-important people dedicated to ritual, appearance and minimal distraction. As a result, most Akadian fashion is based in simple cassocks and robes, with a round, soft cap or a traditional pointed hat, as befits the taste of the individual, in black, gray, and white. This contrasts sharply

with the average person, who tends to dress in colorful clothing, as a counterpoint to the often dour and monotonous clothing of the mages.

CULTURE HEROES

AKARIAN, who was the second Steward of the realm, and fought to build the perfect society that they have.

HARIDAN, whose magic drove the invading Thyrs away during the era of the Black Ship Invasion.

NESTOR, who raised the very first Tower and who crafted the spell to make them.

CULTURAL ARMOR

Only some folks wear Armor in Akadia; Mages think that magic should solve that problem for them.

As armor often interferes with the ability to perform the movements and aspects of a spell or ritual, it is fairly rare in Akadia, but they have developed a kind of padded set of clothing that can be a bit bulky at times. It was originally intended to help determine the effectiveness of certain spells but proved to provide at least some protection from Lemurian bolts. It is called Packet Armor.

Packet Armor is an Akashik invention. It includes a set of pants with little protection behind the knees, a tunic that covers to just below the elbow, and occasionally a set of gloves or helm. It is very warm.

It is thicker than normal clothing, consisting of a fabric suit that covers the body like a second skin and must be custom tailored, quilted and embroidered, with a host of small spaces filled with “packets” -- a mix of tough fibers woven around thin metal and ceramic plates, then furred for cushioning. This way, it still enables freedom of motion. The downside is that they become a persistent cost as generally the pieces must be replaced each month, essentially making the cost of the armor something one must pay each month as they replace the hundreds of small plates.

It is often joined with a spell shield, which adds a +1 to AC but is also a target for the *Simple Magical Shield* spell that many are taught. Many folks and most Mages will have in their homes a small, round shield, about the size of a dinner plate. On some occasions that shield will be able to be spelled, or may have a magical function, but it is more common for it to just be a sturdy, well-made item meant to intercept blows in close contact, worn on the forearm.

CULTURAL WEAPONS

There are still tales and stories told of Akade and the Rebel mages, whose failed coup resulted in the creation of Akadia by the then Emperor. Akadia is a place of exile for the most powerful mages, and the only realm where people do not freak out at the sight of magic being performed, and where all magic is legal. There is a sense that if it can be done, it can be done better by using magic.

While the realm may not be visited by the Train, it is still subject to raids from the sea and from below, and even the mountains are known to harbor some strange and dangerous creatures (which Villagers are often sent to capture). Lemurians (especially Imps, who love to steal from the Mages), Duatians, Thulians, Corsairs – there is a need to defend at some point and at some time, and so nearly every farm or village home has some sort of weaponry.

By law, no Akadian may carry a sword or possess a long knife unless they are in service to and answerable to the Warden. This is enforced beyond Gateway, and those descended from the founding Mages will often be very particular about it. Especially those who are also Mages. As a result, Akashik weapons are a peculiar thing, since officially no mage is allowed to go armed upon pain of Severance. As a result of this, Akadians are much more creative with their weapons.

With the intent of the prohibition on swords being to be a limit on the weapons one can have for war, the people of Akadia opted to be far more creative in their tools. They have a broad assortment of knives, none longer than about 16 inches, which are used for self-defense. These Akashik Knives, or Athames, are a wavy bladed knife with very sharp outer edges and dull inner sections, the very tip being useful to piercing or slicing. It is said they are used with quite a deal of finesse when people have trained with them since they were children.

The Kadaga is a specially fitted, glove-like weapon that covers an entire hand. While this makes casting spells impossible if it is in hand, the wide, double-edged, pointed tip blade is braced by the palm and wrist and makes for an outstanding punching weapon or a way to parry a blow. Often called punching dagger because people forget the name Kadaga.

For ranged efforts, most Akadians use Akashik needles, a throwing needle that is usually 6 to 9 inches long, they thin and light, tapering to a point, made of wood, ceramic, or metal. They are also often used as hair sticks and are readily and easily concealed in slim pockets that they can draw from in a smooth motion for throwing. These needles are not normally set up with any kind of coating, but are often useful in connecting to spells and other effects, while also being a good weapon for getting in between the chinks in armor.

AZTLAN



INTRODUCTION

On the southern coast lies the main city of Aztlana, with broad harbors that stretch out along the shore for the fishing and naval fleets that ply the waters and ultimately defend the Sea of Tears from invasion by water. Aztlan is a land of bright colors, huge festivals, and rich, spicy food that fills. Warm, humid, and bustling, it is a traveler's welcome respite from the Wylde.

North, across the Sea, lies Sibola, with whom Aztlan has an abiding rivalry. Where Sibola is the Father, Aztlan is the Mother, and the difference between the two is the stuff of bard's tales throughout the

Bright Lands. Aztlan is a realm of sharp contrasts, from the opulent wealth of the plutarchy to the abject poverty of the poorest.

Aztlan						
Official Name	THE QUEENDOM OF AZTLANA		Flag			
Motto	For All People					
People	Aztani					
Goods	Aztic		Symbol			
Crafts	Azlian					
Honorifics	Missus, Mon					
Greeting	Hausa!		Symbols	Tree	Sun	
Parting	Fair Weather!		Colors	Green	Yellow	Pink
Temples	Tamasin	Lamia	Shrines	Gallae	Kybele	
Towns	Arisan	Arilan	Secrets	Urisha		Belial
	Andalan	Atahur	Known For	Amber	Cinnamon	Textiles
Rivals	Sibola		Foes	Lemuria		Thule
Weapons	Cutlass, Knife	Shortbow	Weather	Tropical, Hot		Wet, Humid
Armor	Aztani Scale	Shield	Wealth	+35		
Languages	Aztic	Trade	Literacy	Aztic (Women only)		
Respect Shown	You crouch or kneel before someone of higher standing.					
Folkways	You remove your shoes before entering a house.					
	All houses have a small shrine to House Numen that is thanked at meals.					
Virtues	Be Fruitful	Be Mindful	Know Thyself	Bring Honor		
Vices	Thoughtlessness	Carelessness	Shame	Cowardice		
Skills						
See Others	Oppressed, brainwashed, trapped					
Others See	Wealthy, fierce, independent					

Aztlan is known for the spice trade, as the home of tea and coffee and chocolate, and is where most of the medicines come from. It is a land where the jungle has been carved back only temporarily and is one of the few areas said to be free from the Dreadnaughts.

Famous for amber, which is also a major symbol and found on display everywhere. There are massive sheets of amber mined from the forests and mountains. The Sultana's home is built of amber, and the Amber Throne is the dream of all.

Aztlan broke away from Sibola following a successful coup but chose to leave rather than stay. After many legendary adventures, the founders – all strong women, came upon the island that houses Aztlan today, and began a new kingdom.

TOWNS

ALISAN: Originally a fortress built to protect the early expansion, the oldest and largest town of Aztlan is still very much military minded and serves these days as the mint, primary base for the Army of Sibola, and protector for the major road and merchant caravans traveling along it.

ANDALAN: Only Sibola proper and perhaps Durango compete with the wealth in agriculture of Andalan, which is easily described as a farming town, but doing so hides the immense variety of goods grown around it. Coffee, tea, grapes, and more – it is the heart of Aztani food trade.

ARILAN: a sleepy town mostly concerned with fishing and seacrafts but having an incredible natural harbor and reliable shipyards. They were very angry about losing the build of the big ship.

ATAHUR: The southernmost seaport of the Empire proper.

FEATURES

Aztlan is considered blessed to have one of the largest areas of fertile land around, protected by the high mountains that dart toward the south, leaving a massive and wide valley of constant beauty and unmatched fecundity.

LEGACY

The Mother of Cities, source of the eternal grumbling, and land of women – Aztlan and the Aztani people are very different from elsewhere and perhaps the most likely to take over the Empire should the Emperor fall.

Often described as the opposite of Sibola, it is a woman ruled by women that is often reactionary to whatever it is that Sibola does. They are more militaristic, however, and as they share control of the major route to the Seven Seas, they have a stranglehold on commerce and a cutthroat attitude about business.

Aztlan is generally held to be the richest of the realms, primarily from the massive farms that fill the well-protected interior. It is close to the Sea Realms and Qivira, politically, and even closer to Qivira now that the Shaga has changed.

OUTLOOK

Aztlan is a land where everyone is proud of what they have done, where machismo is a way of life, and where women control everything.

From Aztlan proper to Atahur and even among the Chromite mines of the mountains, everyone dreams of making it big, of making that one thing that lifts them into the upper classes, of becoming a Matrician in their own right. The Aztani people are a fierce and gracious bunch, quick to laugh, fond of music, dance, and food – not always in that order.

The Aztani worship Paramour in her great Temple, where the Clerics are generous with Mead and always welcoming the hurt, the sick, and the orphaned. In the villages, towns, hamlets, and as always, the sea, Lamia is given her due, especially when it comes to the times for the rains to stop or start, the storms and wind to give you good journey, and the harvest or the catch to bring in for the best price.

Worship of any of the Dread Gods is the only crime punishable by death that is known – and trial is not usually something anyone worries about. Despite the pejorative often assigned to them, few people are as devoted to work as the Aztani are – their world revolves around money, and so they know it is what will save them.

LIFESTYLE

Aztlan is a mercantile realm. They say that an Aztani knows two things, and she knows them well: Money and War, and for an Aztani those are not very different. Most of the most successful women Vanguarders in the Great Games have been Aztani women. Trading with an Aztani is an art form in and of itself, as they are canny and notably greedy people, as no Aztani worth her salt is going to lose money on a deal. It helps that Aztani coffee is the better choice than Qiviran, that Aztlan is the only source for Cinnamon, and that many Spices are easily found here, and that if you want certain Medicinal Plants you must go to them eventually.

Aztlan also exports its culture to a degree. The music of the Aztani is distinctive and highly structured, and usually played by a group with both stringed instruments and horns, the beat held by the dancers with sharp and stylized and traditional dance moves that many find erotic. The most loved is called the *Flamenko*, a dance only found in Aztlan, and considered nigh on pornographic outside the realm with the way the seduction-based dance goes.

Aztani wool is prized for its careful blend of alpaca and llama into a strong and weather resistant fabric. Lastly, Cinnamon is the Sacred Spice of Paramour, and nowhere else does it grow save for the well-guarded fields of a few families. It commands a high price, for it is used in ceremonies to honor the patron deity of Aztlan. When combined with Sea Realm nutmeg and Antillian allspice, it becomes something impossible to resist for many.

Most folks, though, are poor. Exceptional artisans and craftsmen and such may make more, but generally it is the merchant class that changes the rules, by being sneakier and tougher and inspiring the rule of money over the rule of law.

Serfdom is usually the result of a punishment. Children are an extra burden on a serf, increasing the costs they must pay off to their debtors, and the children inherit the burden of the parents.

Aztani culture adores wine, and wine is the single greatest import they have, for they cannot grow grapes in the humid and hot tropics that are the realm's lands. There is a strong preference for Lyonese over Durangan or Doradan wines, as well.

FAMILY

The Aztani are intensely matriarchal. To be the head of a family one must be a woman in life. Men are charged with defense and provision, and a woman with many husbands is often very wealthy indeed. Women are expected to spend a significant amount of time pregnant, however, and produce many children, though there is no shame in being unable to do so, and often women who cannot bear children aid those who do in large collective families.

Men in Aztlan marry up if they can, and often look for ways to help their family while proving their value and prowess. When there is a marriage, the family of the bride pays the family of the groom a price that is agreed on when the families arrange the marriage.

It is women who do the courting and men who are the courted in Aztlan. Aztani women usually know their minds, and Aztani men are almost universally the most macho of men, convinced of their ability to please a woman and ensure that she is well taken care of.

GOVERNMENT

The government of Aztlan is a matriarchal plutocracy, led by the 11 women of the Tribunal, headed by The Sultana, which is the only hereditary position. The seats of the Tribunal are open and bid upon every year during the week-long Festival of Paramour. The bids are not refundable, and are deposited in the Bank of Aztlan, owned and operated by the Tribunal. The bids, called Franchise Fees, are used to fund the government. There are many requirements for a seat –able to afford it, have a staff, have land, be distaff (a woman), and only one member from a given family can sit on the Tribunal.

The Tribunal makes all laws in Aztlan. The Tribunals appoint Tribunes over Towns and smaller settlements. They are enforced by the Marshalls, an arm of the military charged with keeping the peace and enforcing the laws.

In Aztlan, one must prove one is innocent, and the rules for an accusation are tough. There is one day in Court, and appeal is to the local Tribunal or the High Tribunal, neither of which tend to take them. Punishment is swift, and usually in the form of property and fines. The one prison that Aztlan has is considered a death sentence. More common than jail is as a punishment is serfdom, where the individual charged is essentially fined an amount that requires them to serve as serfs for those they owe – indentured servitude after the stripping of all other assets.

The Azlian Navy has a vast fleet, and they are considered the greatest naval power in the Bright Lands, though few will say it openly. Usually a third of its power is at sea at any given time. They are sail, oar, and Arcane powered, with rams and ballistae in place.

The Azlian Army is led by General Jung, who has three standing divisions at her call, plus another five divisions she has the power to call up by fiat from the population, which is trained and required to serve if called on. Of those Divisions, three are Cavalry, well-armed and mounted on trained chargers.

The Marshalls use the same structure, with two Divisions, all of which are mounted for Patrols of the Realm. There is no air group. Though the Tribunal is mulling it over in relation to cost.

Every Aztani man is required to serve in the military for at least two years starting at the end of their Apprenticeship, and they cannot apprentice to the military (though women can).

Every Aztani woman is given a choice to either serve or produce two children in that time. The fine for failure is 5000 pence.

COMMERCE

Without any exception, the finer luxuries of life come out of Aztlan. Grapes for wine, tea, coffee, fruits and grains and foods. These are the backbone of Aztani power, for they are farmers to a point that everyone has at least some idea how farming or gardening works.

This is, of course, in addition to Amber, the in-demand thing widely sought. Aztani crops are the envy of the world, but Aztani Amber is strong, durable, and used even in the Halls of Sibola.

What Aztlan lacks, and imports, is clay, brick, and metals.

EDUCATION

Aztani Tanjins are incorporated into every facet of life, and once one is an apprentice, they are still expected to go to Tanjin at least once a week, to learn and share their knowledge, to ensure the success of all.

Women and Girls are required to go to Tanjin, men if their families can afford are encouraged to go, but not required. However, success in life is often dictated by such, so most do.

The Tanjins also serve as the Heralds in Aztani life, producing broadsheets that share all the news, but never rumor or gossip, and they avoid speculation like it was the curse of the powers itself.

Aztani Tanjins teach Aztani script and Azlian language to women, but merely the language to men.

CULTURE

VALUES

Aztani have some fairly simple values:

Be Fruitful, Be Mindful, Know Thyself, and Bring Honor are their virtues.

Thoughtlessness, Carelessness, Shame and Cowardice are their sins.

ARTS

Aztani prize dance as their most revered arts, including a very ritualized, heavily stylized way of performing stories and tales in much the same way that Durango does it – only for them it is all through music and dance, with the dancers performing incredible feats of motion and movement, sometimes even standing on their toes!

NOBLE FASHION



Aztani Fashion is usually positioned in opposition to whatever is going on in Sibola at the time. The degree of seeming competition cannot be understated there.

The current popular colors are a seafoam green and white in flowing, draping lines that highlight the form, capped by a shawl with lace trim.

Women often wear some

form of covering to keep their hair from burning or frizzing in the sun and humidity.

CULTURE HEROES

NALA USHER: The First Queen, the Swiftedge Princess, the Conqueress of Sibola, who founded Aztlan and made real the Aztani people.

ALANA OMBRE D'SCARIF: She singlehandedly slew a hundred and twenty men in a day long battle to defend her tiny village from Sibolan Treachery, and then went on to become the Queen's Champion and an undefeated Vanguard for over 15 years.

HELENA TIDEWARDEN: A common sailor whose love of family and ships became legendary when she forged peace between Aztlan and Islandia and changed the world with a smile.

CULTURAL WEAPONS

Aztlan is famous for being extremely good at the use of the traditional weapons of an Aztec warrior. They are also quite well known for their creation, inspired by the work of Islandian and Kerisian armorers, of strong armor called Aztec Scale.

It is a series of small "scales", interlocked and overlapping, thousands of tiny metal scales backed by a supple, layered leather and silk material. Essentially a copy of the Seascale worn by Sea Realm folks, it is flexible, protective, and gloriously decorative. On some it shimmers like tiny sparkles. These are assembled into a tunic form, and then joined by other pieces. The Aztec style includes a bustier of some sort as well, giving it a greater weight but more protection, and from the bustier hangs several wide strips of the scale backed by a set of woven thin metal leaves. This split skirt hangs to about the mid-thigh and provides for a very dramatic profile of a well armored woman.

With this, they carry a short bow that unstrung seems to curve towards the front of the bow, but once strung is no taller than the warrior's torso and is capable of powerful draws. Every member of the Aztani military carries one and is proficient in its use. Aztani bows are often inlaid with precious stones, but not gems.

For close personal defense, they turn to the Aztec Knives that all carry, usually at the small of the back. As a knife, it is a single edged weapon, but quite useful.

Finally, there is the Aztec Cutlass. Heavier than folks realize, it is an effective weapon with a length of 32 inches and a narrow blade that curves slightly at the end with the backside top quarter as sharp as the leading edge, the Aztec Cutlass is very popular among those who would prefer to master a weapon with style – such as Corsairs. A knuckle guard and a two-post cross guard mean the wielder is well protected.

DORADO

INTRODUCTION



Nestled against the shores of Parime Bay, the desert sand sea beyond, and surrounded by irrigation canals that turned the transition zone into as rich a field as the chaparral that leads away from it into the gentle lands around the seaport of Deseray on the Blue sea.

Eldorado is famous for the Posse of Eld, who are the protectors of the Train for the Posse of Rails. The 15 years of its being built were bloody, brutal, and now, profitable to a degree few can argue with.

Eldorado is watched closely by the other realms and is known as a place where they can all meet should they need to – formally neutral. It has one unique thing going for it that attracts even respectable nobility to uplift – it is something called a *democracy*, where each household has a vote in the wider realm. This causes many to shake their heads in disbelief, but it has led to a prosperous, successful realm that may one day change the shape of the world. Some argue it is a kind of poison of the mind that has

come over from Antilia, but the Duke just smiles in his laconic way and ignores that.

Dorado							
Official Name	El Dorado		Flag				
Motto	All for One and One for All						
People	Doradan						
Goods	Doradan	Doradic	Symbol				
Crafts	Doric	Doric					
Honorifics	Sirrah	Missuh					
Greeting	Hola!		Symbols	Cactus Tree	Eagle		
Parting	G'day!		Colors	Blue	White	Red	Plaid
Temples	Kybele	Paria	Shrines	Qetza		Antelle	
Towns	Deseray	Fortaray	Secrets	Timur		Urisha	
	Derier	Sandaray	Known For	Horses	Train	Guns	Sand
Rivals	Akadia	Aztlan	Foes	Thule		Duat	
Weapons	Doric Mace	Doric Knife	Weather	Hot, Dry		Sunny	
Armor	Korinthian Leather		Wealth	+30			
Languages	Doradan	Trade	Literacy				
Respect Shown	Touching forehead or hat brim with slight head bow to everyone						
Folkways	Clothing is strongly gendered – Men, Women, and Enbies all have different clothing pieces.						
	A handshake closes all agreements, bonds, oaths, and friendships.						
Virtues	Eat it up	Make it do	Wear it out	Do without			
Vices	Avarice	Laziness	Whining	Gossip			
Skills	Riding	Folk Dancing					
See Others	In a hurry, inauthentic, having ulterior motives						
Others See	Naive, Lackadaisical, Uppity						

The heart and soul of Eldorado is the Ranch (*Ranc*). It is the basis around which all else arises, and anyone is welcome to start one. All it takes is three months of living in a building on land that the resident walled and then be registered with the local Kinhouse, which costs nothing.

A Ranch is usually a cluster of buildings – House, Barn, Stable, bunkhouse, wellhouse, outhouse. A Ranch is also a settlement of its own. The registered Head of the Ranch is the only member of it that can vote in elections or have a voice on the Kining. They are elected within the Ranch itself, by those on it – ranch hands, family members over 4, other residents – and it can and does change as time goes on, because an *election* is held yearly.

Ranches are not merely agricultural – they are not a designation of what they do, but rather simply a way of saying home and family. A ranch may be dedicated to dyes, or to ceramics. Most, however, are indeed dedicated to herding cattle, raising crops, and other agrarian pursuits.

After the Ranches come the businesses that are collectives – created by an agreement to put up funding to do something, with all the parties receiving a share. They are the Posses, and many people will work for a Posse – such as the Posse of the Rails.

Eldorado can be a bit wild at times – the Order of Eld is a very visible presence, and those humorless bastards are used for security and patrols. The Prisons are Dwarf-in-made, guarded by Wait Dilon, an Elf known for a fanatical adherence to the law.

Eldorado is the only known place where *firerth* and *duretile* are found, deep in the desert sand sea, and neither is exported. Controlled by the Eld Posse, they thought to be essential in the use of firearms. The Posses control most of the mercantile supply sources in Eldorado, so the Guilds have to deal with them. The Posse of Mines, the Posse of Stone, the Posse of Rails, the Posse of Sails, and so on dominate the non-agricultural, craftsman sector, and are typically quite good at taking care of their people. The recently formed Posse of Ways is banking on a trip around the world.

Doradan crafts are supported as well by the use of wind- and watermills, which help them to create the fine clays used in their highly sought-after ceramics, and make the vibrant dyes that color their textiles, as well as the flours for which they are known. Doradan ceramics sell for more than any other.

They also have one of the few iron mines known – iron is extremely precious on Wyrld. It is common for a Doradan home to have cast iron cookware, instead of the usual brass or bronze found elsewhere, often polished to a high gleam on the inside.

Doradan Hamlets, Villages, and Towns are laid out in a grid pattern that does not allow for curving roads or meandering ways. A settlement space is usually about 1,056 feet square and surrounded by roads. Fields are often outside the settlement walls, making them more compact. The fields are still walled – a good wall makes for good neighbors, they say. Usually, stone walls caulked with clay mortar.

The Goddesses of Eldorado are active participants in the lives of its people – a posse leader once called Kybele a whore in a drunken bar fight and was struck by lightning three times. At once. A stranger once insulted a Shrine Maiden of Antelle and found himself a slave in a brothel in Lemuria the following morning. It is even rumored that the Avatar of Paria is to be found in Eldorado.

Each Village or larger has a Kinhouse, Court Hall, Jail h Hall, Market Hall, Craft Hall, Guild Hall, and Temple. Many Ranches have private shrines within them, visited by Shrine Maidens in their readily identifiable sky blue and white.

The catch with starting a ranch is the need to build a wall around a new field and the cost to build a walled residence. It is estimated this is usually around 100 farthing, for a single person building a barely livable place.

FEATURES

Dorado is generally thought to be composed of three regions: Upper, Lower, and the Sand Sea. Dorado proper is located on the Upper region, a plateau space that touches the Great Inland Sea. The

TOWNS

DESERAY: Home of the Farship Posse and the Farship dockyards, where the immense ship for the journey around the world is being built. Rumor has it the massive ship is being called the *Nautilus*. If it fails, the longtime residents will just go back to fishing and oystering, with the occasional shocking find from the Sea of Silence of Travelers from Antilia. A fishing and trade port along the Blue Sea, best known for the vast marketplace that ships the produce of the Blue Vale to markets in the Sea Realms and the Aztlan.

SEAHOLD: While it is officially a town under Dorado, it is so far removed that even the folks there can't recall ever being visited by the Duke. Small, peaceful, quiet now that that one wizard is dead.

DERIER: Often called the ass end of the world, the only town in the Sand Sea. The town has had a string of really bad luck that hits it – especially the children – roughly every 8 years. No one knows why quite yet.

LEGACY

Dry, Arid Dorado is a peculiar vassal state that doesn't act like a vassal very much and more or less stays out of Imperial politics. The Duke is known to deeply dislike it, and prefers his time spent on more creative pursuits that he says are aimed at making life better for the many.

It is, then, not shocking that shortly after Dorado was founded, the notion of Posses came into existence, and the first two (some say among the first five) were the Posse of Eld, who created the Eldian Pistol, and the Posse of Rails, who, as we all know, created the Enjin that drives the Train.

Dorado is as much the meat basket of the Empire as Aztlan is the breadbasket and Durango the Milk and butcher capital. The primary cargo in those long trains is cattle, heading for the slaughterhouses of Durango.

OUTLOOK

Daisy here comes from Dorado. You might remember her.

Hola all! This 'un asked me t'let ya know the way of things in Dorado. Well, it ain't like it were in the bigger places – Dorado is still young y'know. We got Ranches and every ranch has a kitchen that is big enough for all to eat. When we have a communal dinner, everybody brings dishes, they all get put on a counter, and you go along and help yourself.

We say that one should eat it up, wear it out, make it do, or do without. We don't have time for the fancy clothes and all, as we usually got to get out to check the cows and make sure the heard moves to the next pasture or any of hundreds of chores.

Doradans are rarely in a rush and tend to take the view that steadier is better than swifter, and surety is better than uncertainty. They are not a people who gamble with their futures, though one wouldn't know it from the Saloons and Casinos.

Now that big place, a Cookhouse we call 'em, that place is also where everyone gathers. A ranch might have two, three even ten families on it, plus hired hands and more, and we use that place to be a kind of communal house. It will mostly have stone walls, or thick ones made from our adobe bricks. They get used all the time, for anything where a lot of people needed to get together. Schooling, quilting, sings, dances, pretty much anything where more people wanted to gather together than would fit in someone's house.

When ya go around doing your jobs, e'ryone greets ya, even if'n they didna like ya. And with those who do like ya, there'll be brief touches, pats on the back, hugs. Back home, we're a touchy bunch. E'ryone hugs, e'ryone kisses, even some of the folks we call Kingelds, who are kinda like nobles, I suppose. I reckon I never lacked for any of that.

That about covers what happens daily, with festivals and celebrations being big events that might bring a ranch into one of the villages or towns or perhaps the big city itself, Dorado proper.

LIFESTYLE

The Ranchhead is the law on the Ranch proper. Sheriffs are only brought in when they step outside the ranch. This level of authority and power is extensive – it is possible for the head of household to make many rules that limit or restrict those on the Ranch. In practice, this is linked to the laws of the land, which usually act as a limiter on this power. But it also only applies when it is seen, and some ranches are considered particularly foul. What other places call nobility or Patrons, they call Kingelds. They are usually popular and powerful members of the Kinning, wealthy and respected. Well, mostly.

Guilds have less power in Dorado, but that is often because the guilds don't actually pay guildsmen like Posses do, and the balance between the two groups is always iffy.

FAMILY

Typically, an individual marries into an established Ranch, unless they are an Eldest child (who are expected to start their own). A merger of Two Ranches does happen, but it is rare. Usually, one of the people has already established one. The family name is the Ranch name, and all people there take that name for theirs.

It is the second Eldest child who stands to inherit the Ranch, with others expected to stay or marry into others to secure alliances, improve trade and support systems, etc. Since the Ranchhead can change by vote, a vote can change who inherits, and a dying Ranchhead can create challenge.

Love matches are the norm, though this can lead to some interesting experiences at the Dances and Festivals.

GOVERNMENT

Ranch heads meet monthly at the local Kinhouse to pass laws, hear appeals, and deal with the function of the government. Each Kining (hamlet up) selects three members to represent them at the next Kining up, so from a hamlet those three would go to a village, and the village would select three to go to a Town, and the town would select three to go to the City. This culminates in the High Kining, representing all the hamlets, villages, towns, and cities, at the Council Hall in Eldorado.

The Kinings also choose the local Mayor, Judge, and Sheriff – often the same 3 they chose to represent them. The Mayor is the local government representative, the Judge the courts, and the Sheriff the enforcement. Cities have Mayor's Councils and collective courts that seat multiple people based on the areas in the city.

Law is made by the Kinings, who are also the appeals options – local first, with the High Kining the final arbiter. The Kinings select and appoint a Mayor, Judge, and Sheriff for their areas. The Sheriff is charged with enforcing the law, the judge with applying it.

One can hire a lawyer if one chooses or defend oneself. In capital cases, a Jury of 7 is chosen by the judge from those who are not Ranch heads. High value theft, murder, rape, or crimes against children are all capital cases. Sentences are prison, hanging, or, if the guilty chooses an ordeal (usually water, fire, air, or earth). Few choose ordeals.

Eldorado has no standing military, navy, or Skyship group. Each Ranch is itself a defensible area, even within the walls of a settlement, and each usually has a few able-bodied people able and willing to defend it. There are, however, the Orders.

The most famous of these is the Order of Eld, where those who swear the Oath of Eld come from, but there are four other Orders, as well: Eagle, Bear, Cougar, and Coyote. While the Order of Eld is tied to the House of Eld, the others are not, having been chartered, and they often will have members from the Knightly orders in them, but are not knightly orders themselves.

They serve as a kind of militia, for the most part, all following a set chain of command that leads all the up to the generals of each order, and each order handles something. General Miraj oversees the Order of the Bear. They are an infantry group. General Cavalcada oversees the Order of the Coyote. They are a Cavalry group. Admiral Nessa oversees the Order of the Cougar. They are a naval group.

Bear, Coyote and Cougar all have a full division. They also supplement the Reeves who are often hesitant to face the Sea of Sand, which occupies the massive heart of Dorado.

COMMERCE

The single greatest export of Dorado is cattle. The peculiar grasses found upon the steppes of the upper region are known as being not only well loved, but very good for cattle, and they take care in grazing them. A secondary export is guards. The members of the Posse of Eld are often highly sought after, for it is difficult to argue with the effectiveness of their weapons and the zeal of the wielders. Dorado also has some extensive salt mines.

Dorado imports mostly wood and wood products, but also many of the foodstuffs that are difficult to grow there, such as wheat, coffee, and sugar.

EDUCATION

Each Ranch is responsible for the education of those upon it, unless they are in a town or city, where there is a Tanjin. The Doradan Tanjin is very large, but the Town ones are very small, and no one forces them. Most of the smaller ones are one room buildings, with a slate wall on one side and chairs facing it.

Literacy is lower in Dorado, but math is strong, and the folks certainly do talk a great deal and should not be thought of as uninformed. Rumor has it the Duke is likely to require some form of education, as he contributed to a Posse that was formed to help use one of the elements developed for the Train so that people in even small villages could send messages quickly. He is also setting up something called a Postal service. Unsurprising; the Duke has always been strange.

CULTURE

NOBLE FASHION



Green and Brown are the most popular colors at present, with plaid a fairly standard addition in a form of it called “gingam”.

Hats are considered a requirement of proper society, and so everyone wears some form, with h styles shown the current most popular versions.

One quirk to Noble fashion in Dorado is that it is also the most common

fashion for commoners – unlike everywhere else, they put little stock in trying to show their station through dress.

CULTURE HEROES

EL MIRAJ: The “crazy old coot” who brought an old sailing ship to the sand sea, and then tamed the fiery desert with it. The village of Mirajin has a Stellae raised to him.

SUFIORE EL VANDEL: The Flower of Dorado, she single handedly defended her Hamlet for two weeks against a regiment of Lemurian irregulars. She was said to be mean as three snakes and a cat in a bucket of rainwater and all shoved in a sack.

MARLOW LOVECRAFT: One of the most famous of the Reeves, he was said to have brought to justice more men than any lawman before or since, and that they always confessed. Some called him the Eldritch Horror. He just called it an honest day’s work.

CULTURAL WEAPONS

Most people, when one say Dorado and weapons together, think of the very famous tools of the gunslingers, who originated in Dorado under the banners of Eld and Rose. While those are found in slightly more common ways in Dorado, it is not those weapons which truly defend and mark it.

Doradan Tanners have developed a bit of a linkage to the armorers of the realm, and the result has been a hardened form of hide or buckskin, usually drawn from Aruks, that is much stronger than typical. It is called Korinthian Leather, after the brothers who originally developed it. Equally as useful on the range and in the saddle as it is in a battle, the specially made Korinthian leather, often noted for its smooth, fine, rich, supple, and soft feel and remarkable breathability, while also being deeply durable and weathering well. Korinthian Leather is made through a process that includes weaving a warp-faced textile in which the weft passes under two or more warp threads. This twill weaving produces a diagonal ribbing that gives it a unique look, and the cotton and wool blend alongside and intermingled with sturdy leather is affixed to the special Aruk hide leather using a peculiar bonding method the Posse of D'nym is unwilling to share. Most of it comes from herds around Deseray and Dorado proper.

This armor includes forearm guards that have a long, narrow, reinforced shield permanently attached on the outer part of the arm that runs from wrist to just past the elbow.

The reason for this is pretty simple. While there is a Doric saber, it is about 24 inches long, with leaf shape, narrow at the haft and pointed. Designed for slashing, it isn't particularly good at getting through the Korinthian Leather, so they went the direction that worked best: The Doric Mace.

The head of a Doric mace has five flanges, each of which is sharpened, and a piercing cap spike to it. The head alone usually weighs several pounds, and if attached to a metal rod and used properly can inflict bone breaking injury. This is what led to the development of the reinforced arm shields.

For distance weapons, they favor small, four to six inch, haftless throwing knives. They are sharp, narrow with a very slight leaf shape to them, but the width is further back. They also have a curved barb on the side and are slightly concave. A standard load out includes a dozen of these.

A long (12 to 18 inches), single edged knife with a broad blade and a curved to a point tip that is thicker on the back side (and often saw toothed along the upper third), is a favorite knife carried by pretty much all Doradans, even women and Youths. The blade is sometimes as wide as one's hand, and they are typically worn in spine sheaths that can to the non-dominant side. These knives can be thrown by trained folks with deadly effect.

DURANGO

INTRODUCTION



Poets coming to the wharfs would spy the gleaming towers of the city of Duran’go reflecting the morning light in a thousand glittering windows and compose sonnets on sight. Then they would soon regret it, broken and beaten in some alley.

Windy, often cloudy, cool, and rough, the realm of Durango is gifted with the spirit of its people. Four seasons, a vibrant nightlife, and a hand in nearly all the trade throughout the Seven Seas gives it a lot more recognition that it often deserves. The Train comes to it from the Southwest after crossing through Blight’s Pass, and the rich and fertile fields of the many delightful towns and villages. To the East of the City is the Gantry, the graceful towers rising up to greet the Skyships that arrive from all over, and few can match the redoubtable Syndics in their graciousness and good humor.

It is almost a world to itself, with marvelous carriages and cobbled streets among the stone and glass towers that mark it the wonder it is.

Durango							
Official Name	Kingdom of Dur An Go		Flag				
Motto	Entertain Us!						
People	Durangan						
Goods	Durangan	Durian	Symbol				
Crafts	Duric						
Honorifics	Ser, Sera						
Greeting	My Friend!		Symbols	Axes		Mask, Harps	
Parting	Be Well!		Colors	Red	White	Green	
Temples	Mansa	Antelle	Shrines	Melane		Kybele	
Towns	Darthago	Gothago	Secrets	Belial		Timur	
	Cikago	Mirlago	Known For	Theater	Museum	Syndicates	Murder
Rivals	Lyonese	Aztlan	Foes	Lemuria		Hyboria	
Weapons	Battle Axe, Dirk	Hatchet, Hand Axe	Weather	Cold, Windy		Wet, Humid	
Armor	Pocket Armor		Wealth	+35			
Languages	Duran	Trade	Literacy				
Respect Shown	Place your palms together in front of you nod your head						
Folkways	Applause is given through stamping of feet.						
	Only one person speaks for a couple. The other stays silent.						
Virtues	Loyalty	Integrity	Fortitude	Gratitude			
Vices	Betrayal	Ungrateful	Weakness	Indecisive			
Skills							
See Others	Weak, Gullible, Boring						
Others See	Criminal, Performative, Dramatic						

Duran'go city is famous for its towers, typically 528 feet to a side and as many as six stories high. These buildings house shops on the lower floors, and homes above, with several families living side by side. The very wide streets are often filled with riders, traditional carriages and wagons, and the popular among the wealthy carriages of the Syndic Ford, which are self-propelled wonders of the Clockworkers. Wind them up and off they go. Those same streets are, at night, lit by equally spaced lamps about 9 feet tall that light themselves at dusk and go out at dawn (though, in truth, people do attend to them).

Weather in Durango is usually overcast, foggy, damp, windy, and unreliable. Rain is often, which helps with the forest's growth, but it also snows in the winter months with drifts as high as fifteen feet being a common feature.

The streets of Durango are not known for being safe – especially when competing syndicates or Houses are engaged in a war. A drive buy crossbow bolt might not seem like much of a threat, but when a half dozen are flying with no warning, one can never be too careful.

Worse are the duels between the various students and masters of swords or magic that can arise – usually over some woman, and never ending well for any of the parties.

FEATURES

TOWNS

CIKAGO: The Durangan Mint and a place of secret rafts and efforts. Said to be a favorite place of the Baron of Karovia.

MIRLAGO: A farming town known for being one of the most peaceful and safe places in the Empire.

GOTHAGO: A mining town, heavy on the indentured.

DARTHAGO: Site of the largest prison in all of the Empire, and also the place where people are sent to, so they never have to worry about them again.

LEGACY

Durango is famous for being filled with entertainment, being corrupt and dangerous, and being a wonderful place to live. This, by itself, says much about the nature of Durango, which imports nearly all its textiles and exports pretty much anything else it can.

Durango is a city of butchers, where the sandwich is an art form, and where the cutting and curing of meat is not the only use of butcher involved. The syndicates control immense areas of the realm and are more often the go to places for justice than the nobles – and the two are involved in a cold-hearted war that is only kept in check by the wars between the nobles and the syndicates themselves.

If you can make it in Durango, you can make it anywhere; from bum on the streets to telling your mother you are on top of the world, Durango is said to be a place where what you can do and what you decide to do can make your future more readily than anyone else. So long as you are willing to forego a few things like ethics and morals – not always an issue for adventurers.

Durango's six story towers, spreading out from the Palace, the museums and double Arenas, the way that the poorest live in single story shacks nearest the thirty foot high walls around the sprawling city – these are things that everyone knows about and remembers, not the way that a Noble might be gunned down in the street or how the peculiar horseless carriages of the wealthy are something that makes everyone pause – just in case they crossed the wrong person the other day.

OUTLOOK

Durangans are a hardy, tough people, rarely given to jumping at shadows, and tend to be known for being more grounded than most. They must be in a city as famous for its gang wars as it is for its art, wealth, and wonder.

Durangans see themselves as homebodies, but are known to enjoy parties, and graciousness is a major expectation – to refuse a guest is almost a crime, and to be a poor host is a shame and humiliation few will tolerate being accused of.

It is argued there are two kinds of Durangans: The Law Abiding and the Syndic Abiding. There is more than a little truth to it, but also, most folks are a little bit of both. And that streak of independence and strong-willed spirit is part of why there is an ongoing battle between the Syndics and the Crown.

Openly or secretly, the Syndics control every guild, have influence in nearly every trade, manage extortion, provide and ensure there are many delights and fancies, and the only things slowing them down from complete control are the other Syndics, the Circles (because even Syndics do not want an Aztec war group on their doorstep), and the Crown itself.

To understand the politics, it does help to know that the Crown is a syndicate as well, and the King of Durango is a Syndic as well.

All of this, and Durango is known for strange massive buildings filled with precious art called “[MUSEE](#)” and incredible theaters both outdoors and indoors (indoors!) where dance and oratory and more is held. Durango has the best bard colleges in the Empire.

LIFESTYLE

Alcohol is prohibited in Durango, as is prostitution, the use of the various dread plants like *fadeleaf* or *myicor* or going about without a head covering. It takes about five minutes to see that what this means is that the law means little here, and Reeves are busy.

For a realm that has alcohol forbidden, it produces the widest variety of hard liquors and is infamous outside of its area for the quality of its brothels. When it comes to trade, Durango is not a place that many think of; save for their having the best wines, best sugar, and their famously potent distilled spirits.

They are a leading contender for the most items preserved – pickling, canning, jellied, jugged, dried, smoked, salted, honeyed, sugared, and possible ore are just some of the ways that the ever-resourceful Durangans have found to preserve food, using tricks that are all but unknown elsewhere. Durangan sausages are almost as ubiquitous as Aztec pocket breads on ships and are served to passengers on both Skyships and the Train.

The streets of Durango have both horse drawn carriages and clockwork carriages that do not need any sort of horse or mule – they move on their own, following the turn of a large Winding Screw and piloted in the manner of ships of Sky, Sand, and Sea. Surprisingly, very few of its special clockwork carriages ever leave, while gold and antiquities from the Ancient lands are often shipped around the bright lands. The secret of making them has not yet been figured out, and it is said that the Syndicate that makes them does not sell them, merely rents them.

The influence of Syndicates on daily life is immense and taken as a given by the people. The city is divided up into territories, often with themed gangs of enforcers, and while an uneasy and always fragile stability exists much of the time, it often and frequently breaks out into bloody battles, assassinations, the carriage passes that may catch innocents, the mage battles that can erupt.

Add to this the development of a series of passages and tunnels beneath the city that are being used to create a way of moving around it quickly by carriage, and it can become a labyrinth of challenges. Some have said that crossing Durango in a night when wanted by many of the gangs is an epic journey of a specific kind.

Entertainment is of paramount importance, and once Dusk hits, the city switches over to a state of near festival time every single night. Be it grand games, some new theater piece, eating at shops that specialize in serving food and who bring it to you from a list, there is always something to see and do every night.

Durangan homes are usually divided into public and private areas, with kitchens and latrines in between. One innovation that has many jealous is a complex system of copper piping that uses hand cranked pumps to provide water to the various homes, called “apartments”, in which everyone lives. Large cisterns usually reside next to the fireplaces in the homes, which are built of wood with stone between the walls. Windows are usually oval and filled with a clear glass or a curtain. Stairs connect the floors, often to the side of the rooms, and there is always a “backroom” in any given storefront where the family enters and exists.

These homes are often owned by Syndicates or Houses, and the cost of them can vary. Those owned by the Lords tend to be nicer, but the Lords are also less likely to be forgiving of people who break rules or offend them.

FAMILY

The father in a Durangan family is the head of household, and has absolute say over all his children until they are 5. From five to 7, mothers have absolute say over children. After 7, it reverts to the father. People in Durango usually only have one spouse – more would be a bother.

Men pursue women, who are expected to be receptive to a point – but only one man can pursue a given woman at any time, and the woman has the power to end it or identify a suitor of her choice. Only women can apply for divorce in Durango. Women in Durango do not work outside the home and are expected to be pleasing to husbands. Other options are possible, but not as recognized relationships, and those involved are still expected to meet these expectations.

GOVERNMENT

The King is the head of the Government, usually advised by the Queen, the Prince, and assorted Advisors, usually from his Syndicate and/or House. The Royal Family is divided among Dukes, Earls, and Counts, who oversee regions. House Guyle seeks to restore the monarchy and destroy the Syndicates and continues to offer Reeves extra rewards and entreat The Agency.

Houses and Syndicates create their own private laws, however, and most people are members of one or both (including the royal family). This creates a situation where there are often three competing legal forces, with their own goals and objectives.

There are three broad groups of police at work, each serving different legal systems. The Marshals are the legal force, working singly or in teams of 3 to 7. Marshals are infamous for being incorruptible. Grand Marshal Ness would stand for nothing less. Houses often have Highwaymen who see to their interests. They are more subtle, and act as judges and executioner. Syndicates use Enforcers. Known for brutality, and not for sharpness, they too are judges and executioner, but overall, less deadly.

Trial is before a Lord of the Realm, with a jury of 7 for each case. Verdicts are simple, swift, and sentences are fines and confinement. The prisons of Durango are all islands.

The military of Durango is composed of every able-bodied person between the ages of 6 and 10. Education in military law and tactics begins in childhood, and those between 10 and 15 are subject to conscription later by Marshals or in need.

This military force is often variable, for both the Houses and the Syndicates will draw from their rolls for similar functions, but in times of threat, will withdraw. The general purpose of the military is to protect not only Durango, but the Bright lands, should a threat ever arise from the Ancient Land. This ongoing preparedness is a caution built into the very fabric of the nation, from its earliest days when the founders realized they were near the Ancient land.

As a result, there are warehouses stocked with supplies throughout the realm – roughly 5% of all militarily useful materials are pulled every year.

This has led the Syndicates to ensure that such things are provided to those who want them – a saloon in Durango is always a hidden place, requiring knowledge and connections to find. These activities in turn, are opposed not only by the government, but by the Houses as well, some of whom are the main suppliers of such. The Syndics are known to enjoy a good strong drink, and whiskey is one of great popularity, though wine and beer are also made in large amounts. Much of this is formally shipped to such places as Eldorado, Sibola, and Qivira, where the booze is not as limited.

COMMERCE

When Sibola exiled the Bards, they moved the greatest of the Colleges there, and to this day, the Entertainment stands upon a rise, a sprawling seven towered complex that is considered the greatest Tanjin in all the Empire

for those who perform. It even has a school for Vanguarders, and is a major sponsor of the Durangan Grand games, which are considered the most festive and the most riotous.

Durango is known for mining Copper, Zinc, and Tin, and for making the durable, strong Bronze and Brass that are used throughout the world. They also have a flourishing lumber trade, and are one of the major reasons that the Train was purchased – they are the meatpackers of the Empire, slaughtering and preparing the cattle shipped by Train to them from Dorado.

Sausage and other forms of meat meant to be preserved are a huge part of their lives, especially the one called *Brawurt*.

EDUCATION

As is common throughout the Empire, children are educated at Tanjins, and here they are all taught to read and write. Critical thinking and obedience to authority are also drilled in young, in the hopes that it will produce more useful citizens. Those who are not as strong on reading and math are often encouraged to enter into other more physical activities, and perhaps even to leave school early so that they might earn a living working for a Syndic as a leg breaker.

CULTURE

Durangans love to be entertained, and find it in all manner of diversions and distractions. Nowhere else has quite the complex, lively sort of night time activity as you find in Durango – Durangans say that everyone else rolls up their sidewalks shortly after dark.

With the skystone lanterns that light up the sidewalks and brighten the shops, the cafes and restaurants of the city, and the endless array of places to go and be entertained, the only thing that keeps a bit of a damper on it all is the crime – but even the syndicates find the value of such entertainments, and enjoy the ability to provide what folks need that may be frowned on otherwise.

VALUES

	Virtues		Sins	
Be Good		Preparedness		Rudeness
Loyalty		Dutifulness		Betrayal
Fortitude		Graciousness		Ungraciousness
Respect Elders		Integrity		
				Being Evil
				Ingratitude
				Dishonor

ARTS

Theater and Museums are two of the most important features of Durango as a whole, and the two form the final points of the Triangle of Joy with the Grand Games. Museums are scattered throughout Durango, and theaters are said to have a place of honor in every section, from small intimate affairs to large carefully built ones.

NOBLE FASHION



Duric Fashion is often at odds with the rest of the Empire. Duric footwear is considered impractical by many, especially the women's version that uses thinner heel risers. They typically wear hats, as additional protection from sudden rain and bright sun, and those are frequently pinned to the head or held on by straps against the wind.

Women are often treated as decorations, and the Durangan word for girlfriend – Moll – speaks volumes because her role is to look nice and be available and little else.

CULTURE HEROES

BUGS LANSKY: Famous for being a Gangster who stopped being one and became one of the most gracious and gentle of nobles after his daughter's marriage to the **COUNT D'KRISTO**. His youth was exceedingly violent.

ELIAS NEST: A Reeve whose ability to clean up a town had become legendary long before he added to it by taking down five Syndicates by himself.

DEBORA MOLL: Her name is now the word used to describe the girlfriend of any powerful figure in Durango, and she herself was a power that held both the nobility and the syndicates in thrall.

CULTURAL WEAPONS

Duric arms are a unique thing. For a city that has people drive by in clockwork cars and shoot crossbow bolts at folks on the street, one would expect it to be able to do well.

And to an extent, they have. The weapon that Durangans favor over all others is an axe. Big or small, they have taken to axes the same way that those who first came to this land took down trees with them. There are three general categories of Duric Axe. The axe is often considered a bit of a symbol for them, though it is treated and talked about as if it really means a cleaver, because of the cutting of meat. The axe is a favorite tool and weapon of the syndicates.

Battle Axes, single bladed with a hammer head like opposite end, are space clearing weapons used two handed. More common is the Hatchet. This is a single-handed weapon, a broad blade with a spike on the top and a piercing point opposite the blade, it is sometimes used in pairs by the truly gifted. The final axe is called a Duric Tossler, or a hand axe or a throwing axe. It is a light weapon with a single sharp blade on the head and a flat side behind it that is balanced and weighted to be thrown. A master of this weapon will often have four of them.

As you might gather, Hand Bows are also popular, but as they are outlawed (officially along with swords, which gets enforced surprisingly well) they are kept secret.

CULTURAL ARMOR

One other unique Duric thing is the light armor they have. Called Duric Pocket Armor, it relies on a series of small plates stored in pockets throughout a garment meant to protect the wearer. It generally is designed to look as if the wearer is not wearing any armor and is not as useful as something akin to a decent breastplate or cuirass, but it does do the job, especially if you are worried about rapidly moving clockwork vehicles and crossbow bolts.

As many Syndics are. Durango is also where the Snuffer was invented, and most of those drive by killings happen with the killers using hand crossbows.

This tendency to need to be aware of Axes and arrows in the night led to the development of armor that meets the needs of looking to be in fashion and in style, as well as to provide protection – something later stolen from them as an idea by Akadia.

Duric Pocket Armor uses regular clothing with additional pockets in the lining, into which thin, light plates are inserted to act as protection from such straw elements. They do little to protect the head or limbs, but they are focused on being unseen and hidden, potentially giving them a chance to strike back at their attacker after such failures.

LYONESE



INTRODUCTION



Tucked into a pleasant broad valley, dealing with seasonal storms, open to the Sea of Tears through the Sea of Storms and to the Red Sea, where they tend to be more frequently dealing with Lemuria, there is the realm of Lyonese, and it is often thought of as the happier, livelier counterpart to its neighbors – Durango to the north, Qivira to the southeast.

The City of Lyonese is the smallest of all the great Cities, with the countryside having far more villages and minor lordlings than nearly any place else – and they can afford to do that. Villages almost always have streets that are laid out with precision, and frequently laid out with bark from the cork trees and others that are very common around the realm. They are generally cleaner than most, and the shops are very close to each other with wide awnings that

reach out into the road and provide extra care from the rain or sun, for Lyonese is also warmer than some places.

Lyonese						
Official Name	The Kingdom of Lion's Rest		Flag			
Motto	Find A Better Way					
People	Lyonian					
Goods	Lyonian		Symbol			
Crafts	Lyonic					
Honorifics	Dude					
Greeting	Dude!		Symbols	Crescent Moon	Bright Plaids	
Parting	Later!		Colors	Gray	Gold	Green
Temples	Vulcana	Lamia	Shrines	Gallae		Ululani
Towns	Kayer Lundum	Kayer Wikoff	Secrets	Timur		Urisha
	Kayer Leon		Known For	Iron	Steel	Coins Magic
Rivals	Qivira	Akadia	Foes	Lemuria		Thule
Weapons	Small Spear	Javelin	Weather	Medium,		Pleasant
Armor	Half Plate	Light Crossbow	Wealth			
Languages			Literacy			
Respect Shown	Smile while placing right hand on left shoulder. Hand Clasp to seal a bargain.					
Folkways	Loitering is a sign that one doesn't have something to do, and not having something to do is heavily frowned upon.					
	Most Lyonese have something they habitually fiddle with in their offhand. It is unusual not to.					
Virtues	Hard Work	Equity	Fair Value	Cleanliness		
Vices	Lechery	Impoliteness	Rudeness	Cheating		
Skills						
See Others	Indulgent, Ostentatious, Rude.					
Others See	Friendly, Pleasant, Hard Working					

The houses are pretty much the same everywhere, often made of plastered Wood and stone or wood and brick, decorated brightly, the fronts always having a shop or some sort of area, a few having a side area for crafts and ovens and even large clockwork contraptions. Lyonese is a land of order and creativity, unmoored from the history that shaped it and the Empire, and less concerned about the people around them than whatever is being worked on at the moment.

The Clockwork City is often joked about, somewhat mocked, and yet to see the bright lights of even the Villages and towns, the wide streets, the number of simple magical items used, well, there is a reason that the realm's motto is "finding a better way".

By some estimates, as much as a third of the populace is engaged in some way with the products that are exported out of Lyonese, consisting of Wines, Magical Artifacts, Alchemist Brews, and the Clockworks that are in such vogue these days. It is the clockworks that gain the most attention, for they have produced problems in nearly equal number to solutions, but the spirit of Lyonese continues to try and do better, in the spirit of what they call "Innovation".

TOWNS

Kayer Wikof: A mining and quarrying town that is famous for having the Witch of the Western Waste pass through and splurge.

Kayer Lundum: Port town that handles the bulk of goods passing through southern Lyonese – and is also a frequent target of raids.

Kayer Leon: A mining town known for the Mint, gold, silver, and platinum, that is also the primary base for the combined Armies of the Empire – Leon guards the most likely course for overland invasion.

LEGACY

One of the larger kingdoms in terms of sheer size, it is also one of the strangest overall. They have absolutely no fashion sense whatsoever.

Lyonese are fussy people, selective and practical and focused on the idea of "do your job" and "get on with it, then". They tend to be in a hurry and are known for being friendly, polite, unwilling to make or take a bad bargain. They are a people for whom fairness is deeply important.

They are also prudish, to a degree that even Durangans approve of, though their style leaves much to be desired. I mean, can you imagine me in a plaid dress? I would look like a sheet ghost with some kind of disease. They value home and family and work, and for them, that is usually enough, because they have a border that is open to Lemuria, they often have to deal with that kind of stressor as well, and even in combat they have a can do, get it done, finish for the day and head back home attitude.

OUTLOOK

Lyonians talk fast, with longer than normal vowels and a lot of the use of "like" and "dude". "So, dude, do you ever, like, go swimming, or, like, boarding?" They are either distracted or not, but most are thinking about the future, or a game of Kress, or perhaps who they will bet on during the next grand games. Strangers in Lyonese are known to often be upset because Lyonians don't typically stop to chat, and don't give much attention to others.

From indentured to nobility, Lyonians are a people who find the concerns of strangers unimportant – they are a task focused people, who only begin to relax and unwind and become amenable when their workday is done, and then that time is important. Lyonians dislike decadence but love aesthetics – even if the many varied styles they have are a marked difference from each other.

The villages of Lyonese are a wonderful example of how the people are. They value cleanliness, and day and night there are groups that work to clean them, depositing detritus in vast, smelly piles that are mixed with many other things and ultimately used for fertilizer. They are open to others as a matter of course, and value hard work and dedication to it, though perhaps not to the obsessive near single-mindedness of the Qivirans. But

once that is done, they retreat to the place of their personal sanctuary, and unlike most other realms, a Lyonian home will often have a shrine within it, for the Shadow Host is far more popular in Lyonese than elsewhere. Those homes, hidden behind tall, windowless walls, are where the love and life of Lyonians shines, for they are gregarious and loving people among those to whom they are close.

LIFESTYLE

The Guilds have a great deal of Power in Lyonese, but this is because they are operated and run by Lyonian craftsfolk. They do this in a collective and representative manner, and as a result Lyonian Guilds tend to annoy and bother those guilds from elsewhere, and there are fewer circles in Lyonese than other realms.

This is because Lyonians are craftworthy folk, a people who do things, who use their hands and their minds to create, to make, to build, to grow. Masters always have at least three apprentices, and competition is fierce, but the thirst for the best made products in the world is huge, and so there is always work, always value, always a buyer for a loaf of the crusty, soft interior loaves and the unique pastas, always a place for the chillchest held fish, always a market for the brightly dyed and intricately woven textiles. It is said that they are collectively upset that they have a hard time getting silk that isn't already woven, for they want to use it to weave tapestries. But once the workday ends, they set it all aside and focus on families, who always eat together, who talk about their days, and the homes behind the shops of Lyonese are large, open spaces shaded and shielded from the weather, with small, gorgeous gardens and frescoed walls, warm baths and shared everything. Modesty and privacy are not something one encounters among Lyonian families, though they are excessively so – and lechery is an unwritten crime that can result in a visitation in the middle of the night that ends bloodily.

Lyonians have parties often and love their entertainments – it is said that the Grand Ballroom in Lyonese itself is available to rent by anyone, and that all three stories offer some diversion while the dances and masquerades happen – a benefice of the prior King, who got tired of complaints that there was no place large enough to bring in all the people who mattered to formal occasions. Lyonians are the sort who care about nobility only if it means there is more coin behind it, and otherwise they say that they can pay their own freight.

Lyonians are not the cutthroat traders that the River Merchants or Aztani are. They seek fair value and equity. This makes some think that they are easy marks, and Lyonians will allow them to think that. And then send lesser quality material or spread the word among the guilds about that buyer.

FAMILY

Lyonian families are large, boisterous, and multi-generational. Marriages are often arranged, but with the consent of the parties to ensure success and equity. The courtship is alternated, with men making the first move and women making the second, giving the overall feel of an equitable exchange and ensuring that all can have the feeling of being desired.

They are very free with emotion among family, and they stay such for multiple generations and across lines – siblings will often trade festival hosting and cousins will often be well known. Lyonese families are very strict about their lineage, though, and often that will have an enormous impact, as they seek to ensure a beneficial marriage. There is no bride or groom price beyond a nominal, and the families will often work together to share an immense ceremony, bringing family and friends and collectively wishing the couple a promising future, complete with gifts.

It would be easiest to say that in Lyonese, families are “spoiled” – they are given immense leeway within the walls of the home and expected to be deferential and show proper manners outside of it before others. A friend of mine once said that Lyonian homes are full of housecats that run around on two legs and need to be herded like cattle and watched like lambs, save for when there is food to eat.

It is quite different from other places. One never sees it outside the homes, however While they are genial, it is a politeness and courtesy, and their smiles may not be real or merely tolerant – a requirement of polite society that can be restrictive and daunting at times.

GOVERNMENT

Jarl Farfegnugen IV of House Mall, the current ruler of Lyonese, is a close friend of the Emperor and the Seneschal, and often said to be the third most influential man in the Empire. He is a huge fan of the Grand Games, is a martial sort who is said to have personally fought with Lemurians along the western borders in his youth. He is a hefty man, who loves the outdoors, hunting, and tends to be what many consider progressive, though he has his moments.

Lyonese maintains a standing army, heavily relying on a militia of former adventurers (much like the Jarl himself). They have five huge Destroyers, and several Warships, with a standing Army of 5 regiments. They tend to use ambush tactics and are stationed outside the main city in small Forts that often support a hamlet or are supported by it.

Law is mostly a matter of a court system that follows the Sibolan model, but there are no jails – the worst punishments are Exile and Indenture. Lyonian indenture has a strict limit of one year and enables the criminal to stay at home and not forfeit his belongings. They fine heavily, and they tax slightly higher than most, around 10%, but they do not accept barter.

They rely heavily on Reeves and the Agency for policing – something that in a surprise neither particularly mind, as it is said that Lyonese is the least likely place for a crime, unless it be sabotage and undermining a rival Guild. Which is not to say that crimes like murder do not happen – they do, and usually through assassination. Guards are not an uncommon thing to find in towns and cities at homes in Lyonese, especially among the wealthier or more powerful, and it is the usual assignment of those who are indentured, knowing that they may have to fight for their lives and the lives they guard.

COMMERCE

Lyonese is blessed with one of the most important resources one can have: iron. They cannot produce a great deal of it, and making steel is more difficult, but nearly all the iron ore in the Empire comes from the Iron Mines of Kayer Wikoff.

This is further aided by their skill in mining – it is not that they are bad at getting ore out, as shown by the other metals importuned and mined, but rather that they have a limited amount of it – iron is forever one of the rarest metals.

Their facility with metal has led them to become good at things often made of metal, such as clockworks, and sculpture, and the crafts people of Lyonese are considered to be a different style of artisan from Qivira, but no less devoted to their craft.

This last bit is compounded by the Tower of the Outcast, which sits in a ruined heap at the center of the industry of creating everyday magical items that places them on conflict with Akadia. Nowhere else in the Empire can you find a shop that specializes in magical items – though some Incarnates are disappointed to learn that they only sell the everyday items that make life easier for others, such as candle wands.

EDUCATION

Lyonian Tanjins teach a lot more about clockworks and rituals than most and tend to select those who have an aptitude for either and place them in separate schools. The Jarl actively encourages these areas, being quite aware of the value of them.

The Ritual Tanjins are said to rival Akadian Colleges, and it is hard to argue with the idea when one sees the number of wands, potions, and assorted paraphernalia that Lyonese creates when compared to the output of Akadian efforts. Where Akadia is a place of solitary magic, Lyonese is a place of collective magic. One good example is a Candlewand. An Akadian Candlewand will light a candle just as well, and often resemble a twig. A Lionic Candlewand will be fashioned and shaped, intricately carved, and beautiful to behold, made perhaps of multiple woods. And it will be cheaper.

CULTURE

VALUES

Lyonian **VIRTUES** are: Hard Work, Fair Value, Equity, Cleanliness. Lyonian **VICES** are: Lechery, Impoliteness, Rudeness, and Cheating. What no one will tell you openly is that they have a high value for modesty and propriety.

NOBLE FASHION



Lyonians usually use wool and cotton blend in their fabrics, tightly woven, and set for flexibility and fluidity. It is very soft, but frays easily and tends to pill.

This matters only somewhat, because they also weave multiple colors together in complex and complicated plaids that are enough to drive someone nuts.

Pink and Red are the colors of choice at present.

CULTURE HEROES

PEITUR & GWENNA: These two inventors exposed a plot to kill the nobility of Lyonese shortly after the last Skyfall and revealed that the ikon of Pallor was behind it, capturing her and turning her over to the Agency. They used some special creations the pair had worked on together that were inspired by the calling card of the ikon: webbing.

DOCSAV VAGER: A renowned adventurer who made a fortune and retired to end up giving nearly all his wealth to those in his then village. These days it is called Diones.

ETHAN BLUNT: A hero of the Goblin Wars, who defended a refuge by using his wits and the terrain as weapons since no one in the refuge had any and would have been slaughtered or enslaved had he not.

CULTURAL WEAPONS

Lyonians are a sturdy people by and large, but they have a marked dislike for getting dirty. This is reflected in the weapons they use, which are rather fascinating. First, they may carry dirks, but the primary weapon of Lyonian troops is a cross braced Spear fit to their shoulder height. It has an elongated leaf-shaped blade, sharp and wide at the base, like the sort used for killing boars. It is a heavier than normal spear, with a counterweight at the base much like a Sibolan glaive, but not nearly as useful. To go with it, they use a dozen light, metal tipped javelins, hurled using a thrower that leverages their strength and has been known to pierce armor.

Lastly, they are often equipped with light crossbows of a distinct design that only requires a cocking mechanism and can be handled even by children. At close range, they are devastatingly powerful, and each typically has a load of a half dozen bolts, and they carry around 18 to 24 in carts of six that fit into the crossbow. To date, only a handful of the Lyonic crossbows have been seen in the wild, but rumor says they are preparing to sell them in mass.

For armor, they tend to rely on fitted metal breastplates and light helms, with stiff, oiled leather sections at other points. This is called Lyonian Half-Plate. It is heavy, and expensive.

One other aspect of Lyonian military forces is that they are always flying something they call a *pinnon*. It is a small, triangular flag that drapes off the end of a lance, marked by assorted Guild and House elements, defining the unit's sponsor.

QIVIRA

INTRODUCTION



The Realm of Secrets and Shadows, ruled by the powerful Shaga, currently Sahara Shang (who got there through a calculated series of actions following a recent civil war) is always a fascinating and powerful reminder that Wyrld is not always so easygoing, and that beneath a serene surface can lie a deadly trap. The Shaga insists that all who come are welcome in her peaceful land, and that pleasure will be yours.

To most, Qivira is a land of laughing people, who delight in wordplay and games of skill and chance. Like their neighbors, they seem to go about their daily lives with joy and contentment, often smiling and unflinchingly polite, following what sometimes seems to be a very rigid and structured life.

Qivira							
Official Name	The Shaganate of Qivira		Flag				
Motto	The Greatest Gift is Competence						
People	Qivran						
Goods	Qiviran		Symbol				
Crafts	Qivric						
Honorifics	Sahan	Sahar					
Greeting	I see you.		Symbols	Bamboo	Butterflies		
Parting	Be seen!		Colors	Green	Blue	White	
Temples	Tamasin	Melane	Shrines	Antelle		Vulcana	
Towns	Damashi	Tokoshi	Secrets	Pallor			
	Valashi		Known For	Bamboo	Lacquer	Dyes	Artisans
Rivals	Aztlan	Lyonese	Foes	Lemuria		Thule	
Weapons	Blood Sword	Small Spear	Weather	Four Season		Warm, Humid	
Armor	Qivric Lacquer	War Fan	Wealth				
Languages			Literacy				
Respect Shown	A deep bow or curtsy while keeping eye contact.						
Folkways	Shoes are never worn indoors. They are stored in small cubies near the door on the broad porch of a Qiviran home.						
	Qiviran do not receive gifts, they give them. When leaving a gift one, set it aside near them without saying anything.						
Virtues	Gracious	Disciplined	Skillful	Composed			
Vices	Dishonesty	Envy	Wrathfulness	Selfishness			
Skills							
See Others	Overly loud, easily read, ungracious						
Others See	Secretive, artsy, private, rigid, inflexible						

The rigidity and structure of Qivira is perhaps its true strength and apparent weakness. These diversions are a necessity – as it is the duty of a noble to look after those in their care and be willing to sacrifice their own well-being to ensure they achieve it. Letting someone in your charge be hungry is a crime in Qivira.

The Civil War has been a quiet affair, but deeply disrupted trade and damaged the country. Sahara's late husband was the prior Shaga, and on the first month anniversary of their wedding, he sought to kill her. It was a night without moonlight, and a storm raged outside, and the Shaga of the day feared his new wife had brought a curse with her. As they struggled, back and forth, in a quiet battle, she began to tell him tales that captured his curiosity and interest, and for a year and a day her death was held up, whereupon he died the following morning and his son from his former wife was set to become Sultan. Sahara was not pleased by that and ordered the death of all of the former Shaga's wives and concubines and all issue from them. This sparked a rebellion among the nobles and court officers, and so there was a very bloody seven year long civil war – during which Sahara proved not only capable of leading the nation, but of out thinking her enemies. She is sometimes called the Tokugan, or Warlady.

That was five years ago, and the Shaga still rules. This gives much of the character of Qivira in one blow – they are a people of passion, of superstition, and of piety. The lands are high steppe, fertile but stony, and require much work to bring from them the fruits of one's labor. This close tie to the elements has led the people to become more aware and more involved with the spirits of the world, and they are welcoming people who care not about what you did before coming here but care deeply about what you do while you are there.

Qivira is very different from the other realms, and few would say ill of them – lest they find themselves visited in the night.

FEATURES

TOWNS

DAMASHI: A famous mining Town and site of both a Station and a Gantry.

VALASHI: A farming town that handles a great deal of agricultural trade and is the Shagan's spring palace.

TOKOSHI: A mining town that has at least one Syndicate who has wormed itself into the fabric of the town.

LEGACY

Emerging from a quiet civil war under the unifying leadership of the Tokugan, Sahara Shang, Qivira is a land that is loved deeply by spirits and by the Fae and is possibly the prettiest realm of all. Massive forests of bamboo and other strange trees, the mines and the way that everyone is driven to become the best at their art, craft, or duty, the unpredictable weather and the willingness to cut down for even minor infractions create a complicated picture of a land that many just say is secretive, though about the only secrets they have are from those who say that.

Qiviran are studious, stoic, observant people who are big on tradition, consistency, and who seek and strive for perfection.

OUTLOOK

The people of Qivira are interesting – much like the folks elsewhere, but with a devotion to mastery that is based in a love of the world itself, the beauty of it. Very pastoral, Qivira is a realm of safety, though it still has its walls. Wooden or clay, and not nearly as tall.

Qivira is gorgeous. It is green, with tall trees and immense forests of bamboo and more. Qiviran people do not like to disturb the natural world, seek to live in harmony with it, and it is a favorite place of respite for the Rangers of the world. The people know this, and they delight in the way that they can use the world around them to shape a space and a place for themselves that is in tune with not just the trees and soil, flora and fauna, but also the spirits of the world and even the denizens of the outer planes.

Sheltered by mountains, Qivira commands the region that is known for the most delicate and wonderful sculpture.

Qivira is tied to the world around it, and the people have a strong habit of surprising others with gifts of summoning. It is common to see a summoning circle used here, or to stumble across a summoned servant. The Qivira have even developed ways of summoning people, binding them the same way they bind being from the

outer planes. This has, in turn, led to a great many Cambion, but also a great deal of stories and tales about deals and bindings going wrong.

It can be a bit much.

LIFESTYLE

Qivira is a difficult place to survive at times. While there is rain, the soil is quickly dries, and this makes it difficult to rely on. The river systems are mostly small streams, easily forded, but prone to flooding in sudden waves that sweep through the narrow canyons.

Still, they have surprising ability to endure, and rather than work against nature, they work with it. Qivric crafts are prized by many for their attention to detail and their love of plant and animal inspired motifs, even though most have never seen the animals so depicted. There is a sense of obsession about attention to detail, about pursuit of perfection, about authenticity and exactness that makes the works and arts and crafts of Qivira unique and highly prized, though they can take much longer to craft and form. This obsession carries into every aspect of daily life, as they have rituals and patterns and ways to do everything, from pouring tea to how to comb one's hair to even just the different degrees of what is acceptable kinds of kissing in public and where and how.

Despite a high level of poverty, most Qivira people are happy, healthy, and able to meet their needs among themselves – which seems to be all they want.

The social position of women is somewhat better than in other cultures, and women have a substantial influence in decisions about the domestic economy. In the past, some women participated in collective magical ceremonies and rituals, and rituals still seem to be thought of as women's work. They are generally expected to be supportive, to be courted, and to be submissive, but the reality is that these are only about the appearance of such. Even the Shaga seems and strikes one as demure and courteous, but then she, you know, kills all her rivals. This is despite a series of rules and laws that require separation of genders in all activities.

There is a burgeoning trade between Lyonese and Qivira in the thick, bamboo framed flying tapestries that are produced by the House of Morlin and the House of Aladin.

It seems that Lyonese has found greater interest in them than the Skyships of the House of Skye.

FAMILY

Qiviran have a close attachment to their home, especially when this consists of the traditional self-sufficient, family-run farm, as Home in this context is synonymous with family roots. They call their houses a Lodge. They are a matrilineal people. Ancestral descent is traced through the mother, and children are considered born into the mother's House and are part of her people. Traditionally, a young couple move into the bride's parents' lodge. People work together in collaborative ways, marked by both independence and cooperation, without coercion. Both women and men are active in political life, with independent decision-making responsibilities.

Within the lodge, each family divides activities by the three classes of women:

Mature women (usually married and mothers), who do most of the labor; young single women, just learning their responsibilities; and older women, who look after the young children. Women tended to be responsible for decisions about resource allocation, trade, and inter-lodge social negotiations as well as spiritual/health issues. Men were responsible for decisions which pertained to hunting, rafting, and business. Among the collection of lodges, the roles for men are essentially older men, who support and pass on the rituals; mature men, who are charged with care of the family as a whole; and younger, single men who are expected to rise to mastery quickly.

Both men and women may have up to three spouses and not more than two concubines (a term applied to all genders), but all must be provided for, and all must live in the same lodge.

Their inheritance patterns favor survival of the unity of inherited land holdings. In a kind of primogeniture, these usually are inherited by the eldest male or female child.

It is the father's religious obligation to find a suitable husband for his daughter and it is recommended that the husband be intelligent, well-brought up, and have a productive land. Furthermore, it is the father or guardian's duty to represent the bride and negotiate a marriage contract. The contract stipulates the money and property

that belong to the bride, defines the clout of the husband, and characterizes what restrictions can be placed on the wife.

A woman could choose not to marry the man that her father picked out. If the woman's father has not found a suitable husband for her by the time she reaches the age of 24, the woman can marry whom she wishes without the consent of her father. The father is not allowed to disinherit his daughter for doing this, but if the daughter still proceeds in marriage her inheritance can be reduced. The husband is required to give a marriage gift of the stipulated amount to his new bride. This gift is fully in her possession, including in the case of separation, and the husband could not decline to pay the bride-price.

A man is legally required to marry a woman if she is unmarried, and he has slept with her in the same room.

The five elements play a significant role in Qiviran society, and there are many small altars to elemental powers. This may be borne out by the high percentage of Semihuman people among the population – nowhere else are there so many Cambions and Seraph. Of note is that Therians are not allowed in Qivira settlements – there are many ancient stories about wicked spirits that they resemble, and the hostility towards them is palpable.

Qivira tend to be much freer about people than in many other realms, and as a result have a higher percentage of Halflings than anywhere else. Indeed, because Halflings tend to be better liked here, they outnumber their relatives, and intermarrying is quite common.

Qiviran Surnames only exist when one is married. Each spouse takes as their surname the given name of the other. Lineage is tracked through the mother, who has a House to which they belong. Houses have all founded villages, and it is said that Sheba was the first inland village, though Samarkand is the second.

GOVERNMENT

Qivira is ruled by the House of Shang, one of the 27 founding Houses of the realm. The port city of Qivira is a bit calmer than the Interior, possibly due to the influence of the Shaga, one of the famous Song daughters from Qivira. The Shaga is a strong ruler, very much a part of her people. She maintains the custom of knowledge of the Dark Arts, as magery is called in Qivira. They call magic which focuses on healing and protecting to be White Arts.

Formally, the Shangs delegate oversight to families and in favor of aristocrats – but there is a price for that responsibility. All people are grouped by House, and the legally designated head of the household is personally liable for all the actions, and responsible for the well-being of, those in their charge – on pain of significant punishment.

Although the royal family controls the laws, they have created laws that defend the rights of all citizens, which govern much of the way that life in Qivira is lived. They have also instituted a set of laws that govern behavior and tradition, deeply detailed down to dress, terms, and sounds usable.

She sits at the head of the Shura, usually silent, but unafraid to speak up before her viziers – she appointed all of them, though, and has faith in each of them. The Shura makes no law that has already been made, but there are many arguments about should punishments change. Much of what they deal with are affairs of state, and interpretation.

The Viziers are a body composed of the assorted nobility of Qivira, leadership in settlements, with an appointed Chancellor acting the police and judge for most hamlets and villages.

Qiviran Law is fairly simple and very direct: Don't steal, don't dishonor the dead, don't be disrespectful, and so forth. They use a prison system, with specific sentences for each crime, and they never run concurrently. They have more prisons than anyone else, mostly filled with those on short stays of a month or so. The worst cases are sent to the prison island of Blackden. Religious crimes are sentenced to Ararat, a mountain prison. Most are carved below ground and are guarded and noticed only by the small building that sits atop them.

Appeal can often take longer than the sentence.

There are two types of mounted military units – The Cavalry and the Charioteers. Both are noted for their heavily armored mounts and riders, and the Qivira military makes grand use of their many types of mounts and long spears or glaives as standard weapon, mixed with short swords. They do not commonly use shields.

The Mounts are how the units are divided – Elephants, Horses, and a strange, six-legged, deer like beast called a Skurah are the three main forms. The Skurah draw Chariots, the Elephants are akin to warcraft, and the Horse are used similarly to Infantry elsewhere.

Units are built in teams, including support and logistics, a variance from the norm that employs oxen and goats in teams so that each unit at the Cohort level or above is completely self-supportive. There is little that a unit cannot do on its own, including mobile forges. This does mean that a cohort is around 200 soldiers in size, each of them a fighter, but with specific additional skills. This is why there is no infantry.

The Qivira have faced the wrath of Lemuria in the past and developed wicked ballistae in response that have immense range and great accuracy, typically able to ignite fires even on Skyships.

Roughly half the world's supply of salt comes from Qivira. They are also known for using a unique strong material in their weapons and armor – lighter than steel, not quite as strong unless adamant is added. Qivric weapons and armor are around two thirds the normal weight but provide slightly less defensive ability. They use little iron, as importation is expensive, but they also provide many of the alternative metals in the world.

Taxes in Qivira are used to provide income for the needy, including the poor, elderly, orphans, widows, and disabled people first. After that they go to funding military needs, and then other needs. There is a minimum tax paid by all who are of modest or higher means equal to 10%, in addition to the expectation of Tithing at the Temple (10%) and to a 10% tax on all exchanges. The last two are expected of even visitors.

Healing in Qivira is developed around the presence of something called a hospital, where healers work together and where the sick are brought. These are large buildings, and beautiful.

COMMERCE

Copper, Gold, Silver, Electrum, Orikal, Skystone, Tealiron, Vitredur, Bamboo, Woven Fabrics, Lacquer, Dye, Pigments – Qivira is a central hub of trade, with immense wealth that emerges from their densely forested region. They import a great deal, but they export only a little, in terms of sheer volume – this is the value of Qiviran goods. As one of the Southern lands, they are seen as wealthy, and their secrecy makes people think that they are more wealthy, perhaps, than the truly are.

EDUCATION

Education in Qivira is divided, and required of all, but there is very little mingling of the genders as it is seen as unseemly. Education at Tanjins is strange, in that they have separated them not just by gender but by age, with Tanjin for each of the stages of growth, and that as they leave to enter an apprenticeship, they cease their formal education. Reading and writing is expected of everyone, but in villages and hamlets, there is generally a lower degree of literacy due to the interruption of chores, and farms and such.

CULTURE

VALUES

The Virtues of Qivira are: Quiet, Appealing, Composed, Graceful, Gracious, Skillful, and Disciplined.

The Vices of Qivira are: Selfishness, Wrathful, Dishonor, Rudeness, Envious, Disloyalty, Dishonesty

WEAPONS & ARMOR

They make a soft, supple yet strong fabric that rumor says is woven from metal, wool, and cotton spun into a single thread. Very expensive, it is prized by many noble families. They also have developed a way of strengthening it with bamboo and using lacquer on it, perhaps in a flexible weave of some sort, that is used in the fabrication of armor that is quite durable and also allows for intense creativity in design and sculpting. Qivric Lacquer armor is a bamboo plate type of armor, fashioned to be terrifying but also functional.

Qivira weapons are also unique looking, being light, flexible spears with tapered, flat heads that can be detached and left in a victim from the spear body. Most will carry a dozen spearheads, and the pole itself may be of any material, but is often a filled or laminated bamboo.

Some will use the Blood sword, so named for the deep channel that runs down the length of it. A blood sword is a single edged, somewhat curved blade with an angled to a point tip. This has given them a unique fighting style that is incredibly powerful and is outside the more rigid style of the rest of the empire.

Lastly, they also use fans, typically 12 to 18 inches long, fashioned of metal with bamboo between them, folding into a somewhat thick base. When extended with a flick, they are sharp edged and very sturdy, often used in pairs.

NOBLE FASHION



Qiviran wrap themselves. Nearly all their clothing is a variation on a kind of wrap with sleeves, and is always meant to be worn in layers, coming off only in private and among family or when enjoying one of the many hot springs and warm baths they indulge in.

Simple undergarments, often gray or white, are worn beneath wonderful

embroidered and delicately colored robes with tight sashes. They wear shoes that keep their feet up out of the mud – often the platforms and heels are three inches thick – and they have the distinction of having invented both the umbrella and the parasol, and those are pretty much required of everyone.

CULTURE HEROES

BUKARU BONZIE: An absolute genius of a Runewright, famous for some incredible adventures. Among them was a time when he devised a carpet vehicle that allowed him to slide through the Veil and into the 8th Dimension. Unfortunately, he was killed in the last Skyfall.

SAHARA SHANG: The current Shagan, who orchestrated a coup while preserving her own life and used it to restore order and depose a widely hated ruler.

HIMIONE KRIKET: the stories of Himione vary but what we do know is that they were an orphan who washed up in a storm outside of Chenmar, starved, beaten, and barely alive. No one had ever seen anything like Himione before – a person with the ears and tail of a cat, that would hiss and spit like one? After escaping from a traveling Bard's little wagon show, Himione began to have adventures that no child should ever have been able to have, and at one point grew a second tail! There are a hundred and more stories of Himione. Nearly all are true, though a full-grown Panther hadn't been encountered this far south before, nor had anyone ever been known to escape a Thulian raiding ship.

SIBOLA

INTRODUCTION



The Heart of the Bright Lands, Sibola is the oldest City, and the root of the great tree of the Empire. Founded at the end of The [BLEAK JOURNEY](#), it lies where the river Havenrill flows into the sea. Sibola is the Father of Cities; if what you seek cannot be found here, then try Durango for your criminal proclivities.

The City of Sibola, from which the Realm gains its name, is an immense city, circular as became the custom from it, with several rings. It is divided into five rings, each of which is separated from the others by a wide channel filled with water and this includes the outer ring, which is reach only through the canals or by one of the bridges – each ring is connected by eight bridges, each bridge tall enough for the great ships or able to be raised for passage during a bells. Each of the eight great roads meet at the center circle, where the high walls tower over the docks and therein lies the seat of the empire and the Imperial palace.

Sibola							
Official Name	The Empire of Sibola			Flag			
Motto	The Promise of the People						
People	Sibolan						
Goods	Sibolan		Symbol				
Crafts	Sibolan						
Honorifics	Sama, Sana						
Greeting	Ho!		Symbols	7 Pointed Star	Crown		
Parting	Blessings!		Colors	Gold	Black	White	
Temples	Mansa	Antelle	Shrines	Kybele		Melane	
Towns	Karovia	Dispavia	Secrets				
	Monrovia	Torovia	Known For	Military	Wheat	Barley	Oats
Rivals	Aztlan	Qivira	Foes	Lemuria		Thule	
Weapons	Sibolan Glaive	Light Crossbow	Weather	Cold, Dry		Stormy	
Armor	Piece Plate	Sibolan Shield	Wealth	+40			
Languages	Sibolan	Trade	Literacy				
Respect Shown	A bow or curtsy. Women can only ever curtsy.						
Folkways	Women are to be seen, not heard. A woman who does not know her place should be taught it or better controlled by the man in charge of her.						
	Manners Maketh Man. A man is responsible for the actions of all those in his charge.						
Virtues	Prudence	Temperance	Justice	Fortitude			
Vices	Lust	Sloth	Wrath	Pride			
Skills							
See Others	Not knowing their place, animals, uncouth and ill mannered						
Others See	Can't stand 'em, can't get rid of 'em						

Sibola is known as both the wonder of the Age, and as stuck hopelessly in the past. This mix of history and apathy are made worse by the continued absence of the Emperor, who decided that Zefir was his personal playground and hasn't left the God's Isle in a decade.

Those in Aztlan will tell you that the biggest problem with Sibola is there are too many men in charge of too many things, and this is not a false observation. While not a formal or legal rule in all cases, the truth is that men have the power in Sibola, and specifically Imperial men.

While it is true that the Emperor forbade Bards, there is no truth to the rumor that Empire is without song or music or dance or theater. It is still the heart of the world, and offers the most refined shows, even if they are getting a bit long in the tooth. Bards, being such, are generally unconcerned and simply avoid putting on shows that show the Emperor in a bad light. Wisely, as well: it is a crime to speak ill of the Emperor.

THE LAY OF THE LAND

The northern parts of Sibola start at the Gates of Isen, traveling down through the wooded valley that is the realm, surrounded by tall mountains capped by snow year-round. Ships and Riverboats handle much of the trade, but the City has a Gantry and is one of the two terminus points for the Train.

Sibola is mostly lightly rolling hills, with large rock formations that seemingly burst out of nowhere – some are remains of the Skyfalls, but most are simply exceedingly large stone boulders.

Sibola has quite a lot of forest, but fields are readily carved into it, and they produce significant amounts of food, including enough to export (mostly to Dorado and Islandia).

Sibola has several Towns, each supported by various villages, hamlets, and steadings.

[KAROVIA](#) is the best known of them. [MONROVIA](#) is said to be the gateway to the Savage Lands of Hyboria (and thus Kahokia), [TOROVIA](#) is the major mining town, and [DISPAVIA](#) is a challenge being torn between the influence of Durango and the pull of the great Sea of Tranquility.

THE CITY

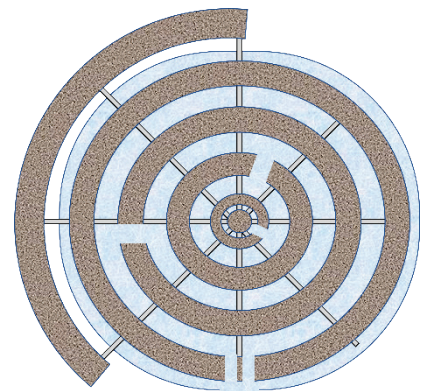
The City of Sibola is the largest City in the Empire. It is a massive place, consisting of concentric rings of alternating water and land. The Outer Ring is connected to the Sea itself, entered only through the Gates of Isen, consisting of two massive statues (Dedicated to their patrons) reaching hands across the gate, the arms and clasped hands being the support for the massive metal netting that hangs from them plunging to the seafloor.

The Vast harbor facilities are matched on the interior and exterior of each ring, except the final two, which have only a single Dock reserved for the Imperial Family and the nobility.

The waterways are crossed by massive bridges that are highly arched over wide passages able to allow five of the largest ships to pass beneath each at a time. Only four bridges cross to The Grand Arc, from which three huge bridges reach the mainland across three major caravan routes into the fields and farms of the folks who live around the great city in an amalgamation of hamlets and villages.

Each Barony is pretty much a large Village or a small Town all on its own and operates as independently as is possible under the Count's ever watchful eye and the Duke's administration. The exception is that all Inns are restricted to the Grand Arc, and Pubs are limited to the Outer, or First, ring. The First Ring is the Merchantry, the Second ring is the Guilders, the Third ring is Patrons, and Inner Ring is for Nobility and the Imperial family. The inner rings are walled to the sea, with slim, tall, conical cap watch towers that are spread every 50 feet along the 30-foot-high wall, the stone walls sheathed in a brilliant pink and white marble from the highlands, gleaming and inviting travelers to come to the fairest of all the cities. The walls are thick and house the Imperial Guard.

The Grand Arc is walled only on the landward side, with three mighty gates each housed in a twin towered gatehouse. These walls are of solid stone, the outer edges thicker than a man is tall, the height of the walls



reach five stories, and within each of the four sections reside the Sibolan Guard, for the walls are where they live and work.

Outwards from the city, a vast wall rises and encircles the land two miles away from the first water ring, with four mighty gates. Between the first Water ring and the walls lie the vast farmlands that feed the city and house those who farm. Beyond the outer wall lie the pastures and more fields, stretching for at least five miles in all directions.

Do not let your usual first overland experience of Sibola – the high Gate fee of nearly ten shillings, or the high tariffs on goods from outside are but minor exceptions to the beauty and wonder that is the shining city. Sea Tariffs are no different – though there is some truth to the rumor that some baronies will charge overly high dock fees.

TOWNS

KAROVIA: Along the Pilgrim's Path to the sacred green, oldest and most noble of the towns. The Baron there is both to the Seneschal, and one of the most powerful rulers in the Empire.

MONROVIA: Gateway to the wild peoples. Lots of contact with Hyborian and Kahokian folks. Site of the Treaty signing.

DISPAVIA: upstart little town that has far too much influence from Durangan Syndicates in it, known as a major mining town.

TERRITORIES

As the heart of the Empire, the principal power, there are some territories that it claims for itself, though two are in constant dispute.

BUYAN

Buyan is a broad, rugged area of land where the two empires meet in the Southeast, and is the site of the ongoing Crusades, and the perpetual front in the war between Lemuria and Sibola.

The only known land route between the two empires lies through the pass that is protected by the Lyonian Town of Kayer Leon, and rather than fight a war there, the Emperors have chosen to take the fight to Buyan.

The Red Sea, southeast of it, is a known range for piracy and considered the most dangerous waters in the world, as the Navies of Sibola, Lyonese, Qivira, and Aztlan are joined by Corsairs and Privateers who engage against the maritime power of Thule and Lemuria within these waters.

Buyan is a hilly expanse, with the Lemurian-held forest to the southwest, and the Western Waste to the north.

Within this vast tract of hills and spare vegetation there stand innumerable keeps and towers, forts and camps, over which the two Empires war, sacrificing much for little gain, trading and taking, moving forward and falling back, as the time and circumstances dictate.

It is a stalemate, and neither side can risk stopping.



ZEFIR



Nestled comfortably in the Sea of Tears lies the island and city of Zefir. It is believed that Zefir could house a hundred thousand families and as many as twenty-five great Realms worth of royalty. It is immense, and the most startling thing about it is that no mortal hand built it.

Zefir was raised, whole cloth, from the Sea by the combined effort of the Seven and presented as a gift following the last War of Succession. The goal (and, thus far, success) of presenting the location was to give the leaders of each of the great Realms a place to meet yearly, at the Grand

Convocation, where they collectively make decisions about the whole of Wyrld.

Zefir is a large island, with sheltered coves, broad beaches, and tropical greenery combined with large areas for growing food and forests for wood. There are twenty-five distinct piers radiating out from it, each one just barely within sight of the nearest two, that are anchored to the seafloor by thick stone plinths and pier supports. Each can moor at least ten of the large tradeships.

Rising from the center of the island, surrounded by great beauty, and reached by five simple roads that are linked from the piers, is a stone city. The walls of the city are seventy-five feet thick and forty-eight feet high, capable of housing a massive army within the walls while also providing them with storage, billeting, and logistics needs. The five gates are flanked by two towers, eight stories tall, which control a series of three gates and can be used to divide and break up those entering for defense.

Within the city center is an enormous twenty-five spired castle of crystal, rising without break from the ground and the central feature of it is a vast chamber with alcoves and side rooms that surround a huge table of white, smooth, stone capped with an unknown metal. Around it sit twenty-five chairs, each equally ornate, and while most of them are blank, 11 have symbolic markings within them that were not put there by mortal hands. The chairs are a marvelously light material but extraordinarily strong. This place is the Council Hall. It has the capacity to support the rulers and their retinues of 50 or so.

Surrounding the Council Hall are shops, homes, stables, toilets, ovens, temples and more, all of them following a fairly simple plan of a single square box with a low walled side garden. Windows are filled with a mica like substance that is clear and hard, and do not open or move – the roof has several vents, however, that can be opened from within through a series of levers built into the walls. A large fireplace sits within each one, and there are rails for curtains across the ceilings. Doors are all hinged without any sign of break so they can be removed – it is as if it was all fashioned of one piece.

There is a strange sense that one gets when at Zefir that makes it uncomfortable for many. As a result, there are few who will live there year-round. The exception is the retinue of The Emperor and the Emperor himself. The Emperor has made Zefir his permanent home, and does not leave, and is guarded by his Imperial Troops and served by his retinue.

Early in the year there is an influx of people for two weeks as the rulers make their way to the island. By Flower 1st, they usually have arrived and set up, and that day is filled with ceremony as they begin the yearly convocation, which will end usually mid-week of the third week of Flower, around the 13th. These trips are both well-known and quite secret – the routes, the approaches, the whole purpose is obscured even though people know this is happening. The level of intrigue and risk of assassination are high.

THE VALE OF DREAMS



In the South of the seven Seas lies an immense vale cut in two by the River of Dreams, with the Lake of Dreams at its heart, and is the only full water route between the Outer Seas and the Seven Seas.

Laid claim to by Sibola, Aztlan, Dorado, and Qivira, it is a contested and critical space that is also one of the last ways to prevent incursions into the broader Empire by Thulian or Duatian ships.

All of the major Realms that lay claim to it have large garrisons stationed there, and it is an area of intense political and military tension.

LEGACY

Arabesque will tell you about how wonderful Sibola is, and how the Sibolan people are the most incredible and most amazing. They are the heart and soul of the Empire, and Sibola is the Oldest City, the Father of Cities. It is Sibola where we all finally stopped out long and terrible march, the Bitter Road, the Bleak Journey – and Sibolans never let you forget that.

Everywhere else, all the Seven Cities, has come from this one, and the world is defined in relation to it. Sibola has the most people, the best materials, the finest craftsmen, the wealthiest nobles, the most outgoing Merchantry and dedicated Guilders.

Sibola is the baseline against which all others are measured or described, the foundation upon which all others must reside. It is the seat of the Empire, the center of the world, and the people know it. Not just Sibolans; everyone.

ATTITUDE

Sibolans see themselves as the best of the rest and view their startlingly clean city as a shining example for all those others who were disgruntled and troublemakers. They have a deep and abiding mistrust of Bards and Mages, especially any who have ties to Akadia. This mistrust has two different causes. For Bards, it is simple: one insulted the previous Emperor grievously, and so they were officially outlawed. Performances and such were not, but those who use magic as a part of theirs are forbidden and this was an immense challenge to the College that was eventually raided and shut down by force.

Dwarfs tend to cluster in the fifth Ward, where the Duke is amenable to them, and Elfin softly live outside Sibola proper, especially since the rise to power of Acrasia, slowly swelling the Village of Acrasian, her Fief. Acrasia, one notes, is close to the Princessa.

This is seen as just because the purpose for which they were made is long past, and they are no longer needed. For the most part, Sibolans just hope they will all go away and treat them with a sort of malign neglect.

The one exception is Therians. Sibolans tend to have a deep dislike for them, keeping hold of an ancient tale that speaks of how they harassed and hindered and stole children during The [BLEAK JOURNEY](#).

They also are known for clinging to the ancient stories of The [BLEAK JOURNEY](#), as they call it. Grudges are almost an art form in and of themselves in Sibola, and people have long memories, even if the tales and stories get twisted over time.

LIFESTYLE

Sibola is not particularly literate, and so each noble has a set of Criers whose job it is to post, recite, and call out the edicts and rulings each day from the previous day to the general public. Criers all have assigned stations along major streets in wards and villages and towns.

All of the Great Houses have members within the elite of Sibola. The major houses are Usher (Royal Family Line), Stark, Walker, Grissom, Kardas and Wikoff. House Wikoff has four of the ten Wards, to the other's single wards, and Kardas is of course the Seneschal and House of Karovia. Grissom has the village of Verlin and Stark has Lundun. That gives them significant power over trade, though House of Walker has the Port itself.

No non-Imperial person can enter into sanctioned marriage in Sibola. Nor can they inherit. Marriages performed elsewhere are accepted but will not be done within Sibola.

Married Women in Sibola are not able to own property or own a business. They are forbidden to learn to read and are subject to the rules of their eldest male relative or their husband. Women cannot inherit and cannot accrue a debt – the debts of a woman are the responsibility of her keeper. Which is not to say that women are powerless here. They can file for divorce, refuse a marriage, and run an establishment even if it is owned on paper by someone else.

The peculiar thing is that this *only* applies to Imperial and halfling Imperial women. Elfin, Dwarf, Nekoan (Sibolans never call them Therians) and other women aren't even considered in Sibolan law – much like the rest of their kind – and so are often abused and suffer under the laws as they have no legal recourse.

So far, the only woman known to have not only defied this rule but to also lead her own men into battle is Duchess Acrasia Le Fey, the Viscountess of Parsi, called the Witch of Dangel. Possibly the only woman with any real power in Sibola, she is surrounded by rumors that she uses her witchery to bespell and enchant the men, and few fail to comment on her less than desirable appearance. She is also the only Fay in any kind of power in Sibola. She gained her position through saving the Emperor's life and easing the burdens of the Empress before he killed her.

All boys are expected to be educated within Sibola starting at age 5, and required to attend compulsory education through the [TANJIN](#), which are walled schools, and at least one, usually three to five, is located in each Ward. There they are educated in mathematics and taught both common and Sibolan, the Imperial language, as well as how to read and write. They are given further instruction in the use of the Sibolan Glaive, a weapon that is most specific to Sibola. The Glaive is sized to the individual (shoulder height), slightly flexible, made of a dense wood and tipped by a variety of possible heads. They are then taught the proper role of men in Sibolan society, and also receive religious instruction regarding the approved ways to worship either Mansa or Kybele.

Girls are expected to be taught at home, by other mothers or grandmothers, Aunts, if necessary, in the tasks and skills of caring for the home, weaving, sewing, cleaning, and child rearing. Reading and writing are very rare among them.

FAMILY

Families generally are extended, with a grandparent overseeing a family of siblings and their children. All households are headed by the eldest male of the household, regardless of where they fall in the family, and they are responsible for the care and situation of all those in their house, but especially children and women. The punishment can be fierce for failing to care properly for one's household, including summary execution of said family and maiming of the Head of Household.

Marriages are arranged by the fathers of the individuals concerned, and the woman always becomes a part of the man's family, with a dowry paid to her family for her. Women are expected to support and console their spouses, while men are expected to provide and protect their spouses.

Inheritance is always to the eldest man. Single Women can run households, businesses, and other elements of a family, but once they marry, they are to turn over all of that to their spouse, as it is now their property.

Remarriage is common, though these are often love matches.

Lineage is always traced through the Father, and surnames are taken by all Sibolans, often in accordance with what the father's work is, especially if it is hereditary (as is the common custom). This can lead to a lot of Smiths, Wrights, Wains, and such, and so the patronym is often added on.

GOVERNMENT

Sibola is ruled over by the Emperor. The title is hereditary, and the House of Usher is the Imperial House. The person many believe has the greatest claim to the throne is [PRINCESSA HIMESAMA USHER](#), but she is a woman and so unsuited to the role. To reinforce this, they will cite the deeply troubled reign of the second ruler, Queen Sibola (there was little troubling her reign). After her there are some five dozen potential claimants, and the court intrigue is said to be devastating. It is rumored among many of them that the Princessa is struck with madness, as well, and refuses to see a Cleric or Cleric of Mansa or Kybele to attend to it. The Seneschal, former Baron of Karovia, Cedric, is certain that things will be fine.

Beneath the Emperor is the Seneschal, who in his absence sees to the day-to-day affairs. Seneschal Cedric von Kardas is seated at present, acting as guardian for the Princessa, standing as Master for her two younger brothers, and apparently keeping his older brother Kardagan within watch. Karovia is the seat of that family, a prosperous but peculiar village nestled against the foothills of the nearby mountains.

Each Ring is divided into Wards by the eight bridges, so that there are 24 Wards in total, spread among the 8 Duchies, plus the Imperial Duchy. They typical Duchy is responsible for three Wards, each of which is directly overseen by a Count, who in turn divides his Ward into six Baronies, very much like the Towns.

The Seneschal oversees the Empire, but it is the Dukes who oversee the city. The Dukes appoint Judges, usually two or three to a Ward, who oversee those civil and criminal matters the broader people do not pick up. The Dukes also man their own Wardens, who act as constabulary and investigative forces for a Ward. There is usually a shift of three to five Wardens on at any given time.

Each Ward has at least one Warehouse, and beneath it is a set of rooms for keeping prisoners, political and otherwise. Due to the Thieves Guild's presence, there is also at least one secret jail for those who are suspected of being at risk.

Outside the City proper, there are Barons in the towns, Earls in the village, and Lords in the hamlets who all serve the same basic purpose.

The formal and official stance of Sibola is that it is the capitol and center of a far-flung empire, incorporating all of the other cities as part of itself, and it deigns to offer them autonomy.

The real effect is that ambassadors and related dignitaries are sure to tread carefully and to give at least the pretense to that being true, though no one except the nobility of Sibola thinks this is the case.

MILITARY

One key thing to be aware of is that all nobility is responsible for keeping ready and armed a force of Men-at-Arms who can be called on to the defense or expansion of the Empire. These men are loyal to the noble (or Liege) to whom they are sworn. This is done by household in Sibola – every household is required to send at least one man to defense. Men become eligible starting the first year of apprenticeship and are required to attend basic defense courses (focused on the glaive) and to learn how to march. The most promising are the ones selected for positions that can offer prestige, authority, and income, so there are very few who seek to shirk this duty.

Only men are required to do this, and the penalty for a woman who attempts to disguise herself and is discovered is consignment to the Temple of Mansa.

The Sibolan Guard are all taught the use of short swords, shield, and glaive, as well as the use of Light Crossbows. They are expected to provide their own armor, and they often use a special kind of leather armor supported by brass or bronze plates and studs meant to deflect the blows of weapons. They provide good coverage. Over this is worn a tabard, emblazoned with the Golden Star on a black background with white piping.

DIPLOMACY

The most strained relationship that Sibola has is with Aztlan. East and south, across the seas, Aztlan is the original rebel, and there is still bitterness from that despite being several hundred years ago. This has to do with the rigidity of Sibolan custom and tradition, especially around the role of women.

In the case of those who hail from Akadia, it is far more sinister. An attempted Coup went poorly. The rebellion that followed resulted in all Mages being banned from Sibola for ten years, exiled by force to the realm that became the first vassal state: Akadia. It also proved that the power of Ritual Magic was more than enough to defy the power of the great Wizards.

Duke Letocious Tradin is the current Warden of Akadia, officially in charge of the entire country, but under restriction so long as they do not act against Sibola. He is not known to have traveled there in several years.

COMMERCE

They tax somewhat heavily. This is a universal complaint, and the taxes there are higher than elsewhere, but they go to ensure that the community thrives. Even if that thriving is often in the hands of men who feel that they get to determine what Thrive means.

TRADE

Sibola has a near absolute lock on the Trade with Hyboria, and a strong dominance over trade with Kahokia (though not wholly so). They are, as with the other major Cities (excepting Akadia) a major hub of trade, including the presence of a Gantry and a Station. They have the largest fleet of private ships known, as well, and there is a strong tug between the banks of Sibola, Aztlan, and Lyonese to dominate the monetary scene.

They import a great deal of material for the artisans and craftsfolk, mostly metals and specialty items, as well as a significant amount of meat from Dorado and Qivira.

CULTURE

NOBLE FASHION



The current style in Sibola is markedly dramatic and not particularly practical for anyone. As ever, however, Sibola set the current tone for style and fashion across the Empire, and everyone else responded to it in some form, creating the variety of styles that we see at present, down to the favored colors. As you can see, the current favored

colors are Black and yellow.

CULTURE HEROES

FIREFROST HELLWING: A Fay Rogue whose exploits and daring are the very epitome of what became the ideal of the Corsair. He commanded a fleet that held a blockade of the sea of clouds with not a single ship lost – and without the official permission of the emperor.

JONATHAN THE JUST: A Paladin of Kybele whose devotion, dedication, and sacrifice during the Goblin wars is a model for all.

PALAVAR WIKOF: Two hundred and thirteen consecutive bouts in the Arena without a single loss, and then 118 more after that half person D'nym defeated him.

CULTURAL WEAPONS

Sibola is famous for the highly decorated armor they craft, in particular pieces, establishing a default basis that has influenced others for generations. Sibolan Armor is formed from solid pieces of metal, typically molded, and precisely fitted, held with a variety of buckles and belts that weave between and within the parts. Like Lyonian Half Plate, it is generally set up in pieces, is expensive, and rarely has any iron in it (or if it does, very little). It is called Piece Plate, and has had an influence throughout the realm in the way people indulge their armor.

Next is the heavy, thick, interlocking Sibolan Shield. Forged from a light but strong wood that is then woven in two layers, stiffened, covered in a thick hide, and then bound in metal and studded, these shields have small hooks that allow them to be draped over a back, buckles for use on an arm, and can be fit together nigh seamlessly. They are five and a half feet tall and two and a half feet wide. Lapped, they can be leaned back and create a ring of near impenetrable protection as a dome for a small unit, and they offer cover even while battling hard.

This is then combined with the Sibolan Glaive. Glaives are as tall as the shoulder of the person who uses them. They are for those untrained in their use, a two-handed weapon, and a common form of weaponry used on Wyrld – even more than swords. A Glaive is a custom fitted weapon to the person who wields it and balanced for their specific use. They are often highly decorated and very personalized weapons.

One end of this staff like tool of death is typically bulbous, and the other has an axe, hammer, spear, or sword tip. Used in the tight, precise units that make up the Sibolan military, the combination makes them akin to an unstoppable golem of destruction, either mounted or on foot.


THE SEA REALMS

INTRODUCTION



Within the Seven Cities, we know them as two kingdoms that stand alone, but the truth is they are one kingdom of two cultures – one above, and one below, and between them they control much of the shipping around the Sea of Amity – a major thoroughfare for the Ships of the Empire. They

are the sea peoples, and they do not have an issue with the land, but they do have an issue with the Deep, where they have mortal enemies akin to the Goblins for us.

Sea Realms of Islandia and Keris							
Official Name	Islandia & Keris		Flag				
Motto	As Above, So Below						
People	Islandian, Kerisian						
Goods	Islandian	Kerisian	Symbol				
Crafts	Islandic	Kerisian					
Honorifics	Hefa, Hera						
Greeting	Ohai!	Forearm claspings.	Symbols	Conch Shell	Hands		
Parting	Peace to you!		Colors	Blue	Green	Sky	White
Temples	Ululani	Gallae	Shrines	Lamia	Qetza		
Towns	Lanka	Ojigya	Secrets	Pallor			
	Delos	Sandia	Known For	Fruit	Shells	Navy	Rest
Rivals	Aztlan	Antilia	Foes	Thule	Duat		
Weapons	Rapier, Harpoon	Dart, Net, Trident	Weather	Hot, Humid	Wet, Breezy		
Armor	Seascale	Convex Shield	Wealth				
Languages			Literacy				
Respect Shown	Kneeling when before a local leader.						
Folkways	Food is eaten with the right hand, and served by the host to guests, children, spouse, and self, in that order.						
	All dances tell stories and have strict rules about participation and performance.						
Virtues	Tradition	Make Art	Respect Elders	Embrace the Waters			
Vices	Ungraciousness	Deceit	Selfishness	Hopelessness			
Skills							
See Others	Uptight	Cold Hearted	Possessive	Violence Prone			
Others See	Thieving	Gentle	Naive	Gullible			

Those coming to the Sea Realms for the first time, often seeking a break and a chance for relaxation at the hot springs and other amenities that are known throughout the region, may think that Keris is the city of the

Tritons, and that Islandia is the city of the Thalasians. This kind of provincial thinking gives the Sea Peoples much amusement.

Even more so when the tourists and travelers come to realize that Keris is not the city they are thinking of; Upper Keris sits on the broad natural beaches of white sand that flow to the calm and crystal-clear lagoon. It is at the bottom of that lagoon, warmed by natural vents, and filled with rich life, that the Coral City, in all the hues of pink and white and green, lies, spread out over an area nearly as large as that of Sibola. Lower Keris is where the people – Triton, Iaran, and Thalasian, all live, though far too deep for most to reach without the skills of deep diving or the special contraptions of the Kerisians to ensure there is air for them. It is not a place many are permitted to visit, and the depth gives the command of a royal audience a sinister tone that the Kerisians do indeed enjoy.

Several islands away, stretching their collective reach, is Islandia City, the labyrinthine capital of Islandia. Between and around them lie the major port towns of Vendia, Sandia, Caldia, Lildia, and Duadia. There are many towns, and the towns have many villages, and they are scattered among the Thousand Jewels – islands so numerous and small that stretch throughout the region like a necklace of the finest gems. Four large and several very small volcanoes usually slumber, waking once in a great while if Vulcana visits, part of a vast ring that surrounds the Skyfall created Sea of Silence, where only Duatian and Thulian ships dare tread with impunity – often seeking the laden vessels transporting food to where it is needed among the many people of Islandia, which is said to rival the Empire.

TOWNS

LANKA: The closest town to the Empire and a well-known and popular resort.

SANDIA: A large Village that does little trade but a lot of resort stuff, because they have some incredible hot springs. Rather big secret among the wealthy.

DELOS: The heart of the People, Caldia is the chief administrative area for agriculture in Islandia and Keris.

OJIGYA: The Farthest Point, the place that looks out over the ocean. A massive fort that keeps watch on the Duatian coast. It is said that no one can resist looking and wondering “what’s out there?”.

LEGACY

ATTITUDE

The Sea Peoples are shepherds of sea and sand, farmers who raise grains and harvest the fruits like date, fig, coconut, banana, orange, lemon, mango, and more, and the traders who built a Gantry and await the first Skyship even as they speed their uncannily fast ships to the rivers, where the river folk take charge and deliver them.

This is how one can have an orange in Sibola.

The Sea Peoples reject the idea of war in favor of commerce. They are a peaceful, joyous, and elegant culture, celebrating the pleasures of gracious living. Such pleasures are achieved through a spirit of cooperation, and the notion that order must involve material prosperity, while remaining open to change. They understand this natural order as a good life; that is, a life of security, peace, and possessions.

The Sea Realm values commerce via the sea, but living so close to the Duatians, dealing with the Thulians, having to defend from the feral Merow, and the raids of Lemuria, jealous for their bounty, they are also aware of the ideas of confrontation and order as preparation, but never dominance. An orderly society, then, is prepared to confront anything that happens and signifies the ability to deal with the unexpected.

Service to others is an attitude, a way of thinking and living that is ingrained in the Sea Peoples. Sea Peoples learn from an early age that each person must learn to serve and take care of each other in order for the individual, family, and extended family or tribe to grow and prosper. With this comes an inherent conviction in the principles of generosity and hospitality. Hostility to foreigners or strangers is rarely shown, but when it is it rarely ends well for the foreigners and is handled privately and hopefully quietly.

LIFESTYLE

Islandia and Keris are truly a thousand villages, not two cities. The Kings of each have a pact with each other and with their people to ensure that all food, that all harvests, are prepared and stored and preserved, for the weather in the islands can be quite devastating, and the many, many small farms, orchards, and fisheries scattered throughout can fail for a host of reasons and when they do, that is what the government does – it redistributes all the food grown within Islandia in a firm and sometimes absolutist manner: first to those who bring it, then to the people of Islandia and Keris, and then to the ports for those far away beyond the deep waters.

Social storage of food is a measure taken to moderate the risk of agricultural uncertainty. The islands are composed of a multitude of microenvironments, rather small, isolated areas, that are locked in by topographical features, such as mountains. An important feature of these microenvironments is that each has its own particular reaction to normal interannual fluctuations in rainfall. The result is that Islandia and Keris often resemble a patchwork of distinct microenvironments with quite different agricultural yields every year throughout the islands. Simply put, one microenvironment could have had a bumper crop of wheat while its near neighbors could have been experiencing a serious shortfall in that grain during the same summer.

The Maze Palace of Islandia best illustrates this economic system. The entire western basement is dedicated to food storage. The rulers of the Sea peoples can also use much of the stored food to support craft specialists, who occupy up to a fourth of the population, in the production of salable items. This system of centralized redistribution is in place throughout the islands.

Labyrinth-like palace complexes, vivid frescoes depicting scenes such as Hull-leaping and Keel-leaping, long processions, fine gold jewelry, elegant stone vases, and pottery with vibrant decorations of marine life are all particular features of the Sea People's Realm.

Apart from the abundant local agriculture, the Sea Peoples are also a mercantile people who engage significantly in overseas trade, and at their peak may well have a dominant position in international trade over much of the Southern Sea. Close alliances with Aztlan and Antilia are solid and very old, and even Dorado will do trade that is run via Sandship to the Duke's Keep.

Throughout all the islands, extensive waterways have been built in order to protect the growing population. This system has two primary functions, first providing and distributing water, and secondly relocating sewage and stormwater. The second is of great import, as it must also ensure that the waste is used effectively and does not harm their other citizens who farm seaweed and fish. As a result, one of the defining aspects of the Sea People is the architectural feats of their waste management. The Sea Peoples use elements such as wells, cisterns, and aqueducts to manage their water supplies. Structural aspects of their buildings even play a part. Flat roofs and plentiful open courtyards are used for collecting water to be stored in cisterns. Significantly, the Sea Peoples have water treatment devices. One such device seems to be a series of porous clay pipes through which water is allowed to flow until clean, with the remainder laid to dry upon uninhabited islands to dray and later be used in several other ways, from dyes to fertilizer to firecakes.

The Homes of Islandians and Kerisian, be they above or below water, are called Villas. Raised on thick, often cultivated and still living stilts, reached by moveable, folding steps or ladders, the raised homes of Islandia are round or pointed with the points facing into the wind, and the porch areas beneath them. Some have noticed that the houses resemble the pontoons that make up the hulls of most ships – designed to cut through storms, which can happen with little or no warning, and are meant to resist and survive even flooding or massive tidal waves.

FAMILY

Sexual relationships before marriage are common and casual in most Sea People cultures. This is not the case once a permanent relationship is established. Sea Peoples generally enjoy freedom of choice when choosing a marriage partner. Among the Sea People genealogical records and family history are still important. For many years following the end of the God's War, social status was defined by hierarchy and land ownership, but currently it is usually shown by the display of imported goods such as clothing.

Sea People culture is very family oriented, with households usually consisting of three or more generations. Traditional child rearing is done by turning over a younger child to the other children of the household, where they will interact and play with children of other families. Grandparents often have a special relationship with their grandchildren. Parents tend to be more concerned with discipline and instruction, while grandparents are more indulgent. Education happens informally throughout, and while Kerisians tend to be a bit more formal and earnest in teaching reading and writing (speech does not travel well in the water), Islandians are mostly illiterate unless there is a specific need for them not to be.

From birth, children are part of a group mentality, being passed from family member to family member, carried everywhere and part of everything. This social relationship makes it difficult for some Sea Peoples to act independently, often relying on family advice or consensus before making decisions. As individuals move farther away from the family group, they can struggle with isolation, confusion, guilt, and loss of identity.

GOVERNMENT

Both Keris and Islandia employ a hereditary Monarchy that holds to the ancient laws (in part because Vulcana will shake a mountain). The Houses trace back to before the God's War, but neither found themselves in the rolls of the Sibolan survivors, though some kin was found among the Kahokians about a decade ago.

Outside of that, government is mostly about making sure that everything is distributed equitably, so that all people get a fair and necessary share of not just the foodstuffs, but of the wealth of the nations. As a result, The Sea Peoples are generally far wealthier than their Imperial cousins at the lower levels, and less so at the ore traditional levels of Merchant and nobility – in part because everyone in the Sea Realm is a merchant, and there are very few nobles.

For defense, there are said to be two dozen Regiments for both Sea and Land and note that the sea ones do not need ships, as they can take them. Justice is always tried to be settled by a headman on a small island or a village before being taken up by the Reeves and the Agency, who are also found here, having begun to show up after the squat brick building was built by a group that traveled from Aztlan before the last Skyfall. It was well remarked how it managed to survive the catastrophe that created the silent Sea.

COMMERCE

EDUCATION

CULTURE

ARTS

VALUES

Sea Peoples will generally smile even if they don't feel like it to ensure that strangers are happy and made to feel welcome. Smiling sets the attitude for all future interactions. In this, they get along famously with Lyonian merchants.

Tradition is a vital part of Sea People culture. It has always been the responsibility of the clerics and Shamans to keep the verbal traditions, history, and records of their people, and they will not divulge any information except to those that they know and respect. Sea People traditions are viewed as sacred and can bring on the wrath of the gods if not followed correctly. Sea People rites are based mainly on experiences with people who have died come in many forms, from babies who have been miscarried or aborted and are now demon spirits, to wandering, homeless spirits who had been neglected during their lives. Relationships with the dead are a huge

strength to Sea Peoples as revered family members can be transformed into family gods one can turn to for help. Sea Peoples believe in the materiality of all things, including ghosts and spirits who have finer, lighter bodies. This materiality of all things helps make communication and interaction possible.

The Sea Realm is very family and community oriented. Sea People parents strive to pass on to their children values such as obedience and respect to parents and elders, conformity to religious and cultural beliefs and the proper behavior that is expected of them. Respect the environment. Make art. Embrace the Sea. Hold neighborliness, creativity, and a way of life guided by respect for diversity close to your heart.

It is normal in the Sea Realm for personal property to be seen as the property of the social group instead of an individual. They see nothing wrong with borrowing whatever item they need from others, without thinking anything of it.

NOBILITY FASHION



The ideas about fashion for the Sea Realms are decidedly a challenge in the cooler regions but are most appealing in the tropical places and spaces of the Islandian Courts. They can be talked into dressing more warmly in the cooler regions and will often adopt a variety of light skirts and blousy top, or loose pants and blousy top. One never knows

which, as the only real differences between the genders are hair length and do they have their chests covered or not. They often wear very broad brimmed hats with bird feathers – the brighter and more colorful and larger the better.

CULTURE HEROES

MAUMOANA: In the aftermath of the God's War, the Iaran Themon was the first to realize the importance of collecting and unifying the scattered sea peoples, and from their efforts came the forging of the Sea Realms of Islandia and Keris.

KON TIKI: A trickster hero who played pranks on the gods and the foes during the God's War. Possibly linked to a mythical General who worked with Ululani.

NEMO NAUTALIA: A legendary sailor who it is said could command the waters to take him even into the stars or down to the depths of the sea. He fought many great creatures and showed us many lessons.

CULTURAL WEAPONS

Seascale is armor fashioned from the hides of different sea creatures. Of a peculiar Kerisian make, unforged, yet very durable and flexible – it has an issue if allowed to dry out in that it becomes very brittle. It is usually kept well oiled, preferably with whale oil. For weaponry they do love to say it:

As Above: Islandian units are typically outfitted with a Rapier about three feet long with a single sharp edge and a flat end, a whip, often spiked, and a squarish bladed spear called a harpoon that can be thrown a good distance.

So Below: Kerisian warriors carry Tridents, Nets, and long Knives that are much thinner and pointed on the end.

THE SAVAGE LANDS

This misnomer “Savage Lands” persists despite everyone pretty much knowing it isn’t true or accurate. Far to the northwest of the Empire, the nomadic nations of Hyboria and Kahokia have a colorful, strange, and peculiar history that is isolated and distinct from the Empires for the most part.

Hyborians are a people who were created to ensure that life survived, and they carry both that and an insatiable curiosity about the world around them in their hearts.

Kahokians are the descendants of folks who stepped off the Bitter Road and traveled a different bleak journey that tested and honed them in the cold steppes they found themselves in once they escaped the rare pass.

When many folks say “savage lands”, they conjure in their minds the ideas of barbaric peoples who live lives of struggle and survival, lacking social graces and without the benefit of civilized amenities. It is not what the Savage lands are – those who hail from them call them the Steppes, and their peoples Nomads, and while they do indeed tend to wear furs and such, they also brought more knowledge of dyes and pigments to the Empire than there were before the peace was made, and they are no more feral or wild than some of the small Hamlets in the Boonies are.

They are both nomadic peoples, traveling seasonally in large family groups, but in both cases they have a single fixed settlement that is now occupied year round, though at once time it was only found during the heavy winters.

Over the centuries, wanders, outlaws, explorers, and more have mixed and mingled with these people, so they are not all of one sort or another, and like the Bright Lands, one could meet a Myrmidon or a Dwarf whose homeland is one of the two Nomad nations, though not as likely as one is to meet a Therian or Dakoan.

HYBORIA



INTRODUCTION



All Therian originally come from Hyboria, those mysterious and barely known savage lands, but how they got to the Bright Lands is always a tale – even if they were born in it.

Hyborians live in Camps, essentially hyper-extended family networks derived from seven origin families for each Brood. Each kind of Hyborian is a separate Sect, and they mostly stick to a given sect, but are not entirely limited to such. Located on the shores of the Sea of Far Wandering, between two broad rivers, lies the Grand Camp, the Heart of Hyboria, the Palace of the Plains: Hyboria Proper. It is relatively sparsely populated much of the time, as the sects all have

territories to which they stay, hunting some six dozen different herds that move throughout the region and living off the strangely edible everythings that are there.

Hyboria							
Official Name	The Plains of Hyboria		Flag				
Motto	Adapt, Survive, Persist						
People	Hyborian						
Goods	Hyborian		Symbol				
Crafts	Hyborian						
Honorifics	Mista, Missa						
Greeting	Ahyi!		Symbols	Home		Wheat Stalk	
Parting	Ahyi!		Colors	Blue	Brown	Red	White
Temples	Antelle	Gaea	Shrines	Paria		Qetza	
Towns	Hearthka		Secrets	Pallor		Urisha	
			Known For	Furs	Beadwork	Fabrics	Woods
Rivals	Kahokia	Bermuda	Foes	Sibola		Clans	
Weapons	Kukris, Sling	Sharambit, Bola	Weather	Cold, Dry		Clear, Scary	
Armor	Beast Hide		Wealth				
Languages			Literacy				
Respect Shown	Handshake						
Folkways	Gift giving is a core idea, handmade crafts, a sign of respect and friendship, treated solemnly						
	Age is more important than position or role, and should always be respected.						
Virtues	Fun	Family First	Tell Good Tales	Courage			
Vices	Selfishness	Being Alone	Giving Up	Surrender			
Skills							
See Others	Clumsy, Oversized	Overly Serious	Rude, Unthinking	Greedy, Selfish			
Others See	Cute, Adorable	Savage, Untamed	Animalistic, Feral	Wild, Dangerous			

Hyborians do not farm. They do fish (it is very popular among Harrier and Panther Sects), and they are semi-sedentary, moving from time to time in their articular territories that all more or less bump up against each other. Hyboria is a common meeting ground, used for celebrations, festivals, dispute settlements, and now commerce, with the merchants coming north from Sibola on their way to Many Bridges or back.

Hyboria is also where they have many things that do not travel well, such as the great Forge, which is a massive building that houses seven forges (one of which is always cold). There are also some Ovens. And, of course, Hyboria proper is where those who are not Therian tend to live for the overwhelming majority. It is the trade station for Hyboria, and a way stop on the way to Many Bridges and from there to the Tents of Kahokia.

FEATURES

SECT LANDS

Hyboria's lands are generally divided into slightly overlapping territories by the sects, with each one (Whisper, Vulcan, Serpent, Harrier, Panther, and Swift) avoiding the others except when they meet or they travel to the large, permanent camp of Hyboria itself, which is a kind of neutral ground.

Different sects may be composed of all sorts of the variants of Therian people, and even include non-therians but the sect is dominated by a given type, and that determines much of it.

LEGACY

The vast, rolling plains of Hyboria, flat but for the pop of a tree or the rustle of the grasses, are known as the lands where the Powers That Be placed their desperate for the survival of life on the world during the God's war. That hope, as strange as it may seem to us and as weighted with insult as it can be, was the seven Sects of the therians. One of those sects is lot and mostly forgotten. The remaining six are all a bunch of tough, hardy, adorable people who have forged a way of life in an area that is even less tamed than the wilds in the Empire. To many in the empire, Hyboria sounds like either a pastoral wonderland or a nightmarish hellscape filled with wild and poisonous animals and terrifying Mekaniks. The truth is that it is both, and for a thousand years the Sects have made it their home.

They are a hardy, curious, vital people, who care little about the Empire and its ways.

ATTITUDE

Hyborians are a gregarious, sometimes violent people who seek challenge and adventure. Really.

They see every day as a survival contest, them against the world, and they will take their adventures back to their knot and their brood and share the tale in words and dance and often elaborate stories that frequently seem to have parts from other stories sneak into them. Some have described Hyborians as fearless people, given to acts that would make another shudder. Things like the young Panther girl who found a sinkhole that was so deep the bottom could not be seen and after a talk to explore it, *simply jumped into the hole*.

Others will claim that this is a kind of mental lack on their part, but it is quite different. Hyborians are devoted to survival, and a part of that is knowing one's limits, and few people are as adept at testing their own limits as they are. They are Daring, curious, courageous, and committed people who can find just as much joy surviving the Great Plains as they can some deep delving or an expedition to the Underdark.

They live mostly in the moment, and as a result rarely carry much animosity with them, except when they are treated like pets or children as adults.

Most Hyborian are ultimately considered cute by Imperial society collectively. This means that they are treated as if they were pets, or animals, or children, with people bending over to pet them without asking or even acknowledging them. Their small stature makes it difficult for them to move around in Imperial society (everything is built for larger people), and they are often treated as children, since even their adult forms seem to possess "cute" features.

LIFESTYLE

The typical Hyborian day is generally going to involve either preparation to move to the next seasonal camp (they move by seasons, always heading towards Hyboria first, where they camp in clusters outside the "official" borders), taking care of chores and children, preparing and eating food, and then either some sort of useful craft

or hunting and gathering. There is not much beyond that, but just that alone can be filled with enough interesting things.

Hyborians focus on what they are doing, throwing their all into whatever it is, and they are always seeking a way to adapt, to overcome, to make something more useful.

This can cause quite a challenge when dealing with the young, who are apt to pick things bigger than they are ready and need to be guided. But this is why they have Elders, for outside of the governing expert, Elders serve to teach and bring about the growth of each person, hoping to draw the best of them out and make that what guides them.

Historically, save that period when they raided the people during the Bitter Road, they have succeeded.

FAMILY

Hyborians have two or four children at a time, and mixed pairs will always result in children who take after one or the other, never a mix of the two. It is through this that the different Sects manage to not have a state of constant war, as the Brood of one sect may include children from a different Sect, and they have an ancient custom of only killing those who are different from them, never the same.

Hyborians fall in love and get married, with some marriages having as many as five partners. They will set their individual shelters of the adults in close proximity, or perhaps even disassemble them and create a larger one, but always in the same tall, pointed style with a hearth in the center. Hyborian Families are called Knots. Their family is always built around a common core of people, and they are known to be affectionate and to stay close when they have children.

Within the Camps, however, they are a broad people, and while there is a great deal of history and often animosity between Sects and Broods, it is not uncommon for love to cross those lines, and it never seems to be seen as hurting anything. They do always go to the husband's family – though who is the husband is not always a simple thing. Hyborians stay together for life. No one can seem to recall a time when any Hyborian ever divorced. Hyborian inheritance is always by the youngest, because by the time the parents pass on, they have always given the basics to the older kids, and the youngest is expected to stay and take care of the parents.

GOVERNMENT

Each brood or Sect is led by a group of the three eldest from Men, Shamans, and Women. They will often each have a second who accompanies them and cares for them (and often becomes one themselves in due time). It always passes to the eldest, and they count by moons, following primarily Coyola.

This Council of Elders listens to all sides in disputes, all thoughts from those who choose to speak on matters before the whole and will consult among themselves. They meet at the full moon of Coyola each month, and each meeting begins with the decisions of the prior meeting before moving on to new business. For disputes among two different Sects or Broods, they meet quarterly on the full moon of Sina at Hyboria properly, and a hold on resolutions set until the following season. Aside from that, they generally follow the laws as given, and follow the ancient edict that began Hyboria: Survive. Adapt. Overcome.

COMMERCE

EDUCATION

Hyborians are stunningly quick at growing up -- the fastest of all the peoples. An adult Hyborian is ready to go at ten years of age, fully grown at three feet (five feet for Serpents), and willing to tackle the world. Hyborians are very high energy and seek to explore everything in their own particular ways. Hyborians say both that they were given the gift of life by the Gods, and it is short, so they do not waste any of it, as they have so much energy that they burn out faster than the other peoples.

As a result, Hyborian education is as comprehensive as it can be in critical needs – which may be reading and writing if they head into that kind of a field. Otherwise, they are raised by their parents and taught the essential rules and skills of surviving the plains and staying with the Camps.

CULTURE

ARTS

VALUES

Hyborians value the community over the individual, the Knot over the Brood, the Brood over the Sect, the Sect over all the rest. Those of their personal knot are people they feel tied to, for good or bad, and they will always accept them fully, flaws and all, for that is the nature of a bond. Hyborian also value anything fun, though what they consider fun is almost always something exciting, dangerous, foolish, or loud.

NOBILITY FASHION



The presumption that a people like these are could have a sense of style or fashion is something those of us from the Empire tend to find at the very least mockable.

They generally wear breeches and shirts, with boots, and they have a focus on fit and practicality over any kind of actual sense of style.

Which is not to say they

lack it – they most certainly do have a strong sense of style.

CULTURE HEROES

DAGET: A legendary hero who was followed around by an Incarnate that “came from the stars” named Buk something. Daget was said to be such a potent Vulcan that he was able to stop a Skystone from destroying the Great Camp, Hyboria proper.

RAFTALIA: A member of the Harrier sect, she was famous for traveling with (and eventually marrying) an Incarnate Runewright who was summoned from another world.

MICIRU: A Swift sect member who help uncover a plot by a trader to bring in an occupying army and attempt to conquer Hyboria as a vassal state of Durango.

WEAPONS & ARMOR

Hyborians are known for wearing the thick, treated and cured and shaped hides of some of the creatures that can be found on their plains, including the Dreadnaughts. They shape it like clothing and wrap it to quiet it for hunts.

The common weapon of a Hyborian are a thin bladed, recurved weapon not unlike a sickle, with eh edge on the inside, a form of short sword, that is sometimes so flexible it more resembles a fencing or dueling weapon used in practice. Designed and made by the great Smithy of Hearthka, it is a weapon that matches the warriors’

strengths. It is called a Kukris, and is often paired with a small, tightly curved knife that resembles a claw, called a Sharambit. Both weapons are particularly useful in the tight and close combat favored.

With that they also use slings, and something called a bola. The slings are typically used to fire small, spiked forms, often cut from quartz or obsidian, dangerously sharp. The Bolas are a set of three weighted stones tied together by long cords that they spin up and hurl at the legs of larger creatures to down them or foul a strike by an opponent.

Watching three Harriers take down a zedeer in a herd in less than 20 beats is an experience that will always leave one with a lot more respect for them. No matter how cute they are.



KAHOKIA

INTRODUCTION



Northwest of Hyboria, across the series of bridges islands named Many Bridges (so named because whenever peace needed to be made, those involved were required to build a bridge across one of the islands together), lies the Great Spiral, which is the semi-permanent settlement of Kahokia, where merchants are permitted and allowed to find the many tribes that roam the great plains. The City itself is arranged as a massive spiral of tents that are called Pavilions. The Spiral has a fixed structure and is set up by custom and is only for Kahokians. Outsiders are told to set their tents in a vast ring around the Spiral – not too coincidentally providing Kahokians with a wall

that would otherwise not be present. Those who are not a member of one of the tribes live in the two concentric rings made up of merchants and traders, trappers and explorers, and more. The outer ring is a mile in diameter and is based on when the yearly gathering of the Tribes is for them to settle scores that were not already resolved by violence in the last year.

Kahokia							
Official Name	THE STEPPES OF KAHOKIA		Flag				
Motto	OVERCOME, ENDURE, CHALLENGE						
People	Kahokian						
Goods	Kahokian		Symbol				
Crafts	Kahokian						
Honorifics	Massa	Missa					
Greeting	Hello!		Symbols	Tent	Horse		
Parting	Farewell!		Colors	Blue	Brown	White	Red
Temples	Qetza	Gallae	Shrines	Qetza			
Towns	Agrona		Secrets	None			
			Known For	Horses	Rugs	Furs	Iron
Rivals	Hyboria	Durango	Foes	Bermuda		Lemuria	
Weapons	Balan, Korl	Horse Bow	Weather	Cool, Wet		Clear, Scary	
Armor	Woven		Wealth	+25			
Languages			Literacy				
Respect Shown	Touch the fingers of both hands to heart, lips, forehead						
Folkways	Kahokians do not use chairs or stools. They avoid any kind of furniture beyond tables that can be rapidly disassembled and sit on rugs, which are exceptionally important to them.						
	Kahokians carry a mirror with them, as a symbol of how they are a reflection of their people.						
	Kahokians do not cover their heads, ever. To do so is to disrespect their hair, which is of importance.						
Virtues	Respect Elder	Self-Reliance	Protect Innocent	Defend Weak			
Vices	Greed	Sloth	Deceit	Betrayal			
Skills							
See Others	Soft, Weak, Useful, Dissembling						
Others See	Cagey, Evasive, Overly mannered, unbending						

CAMPS

Kahokia has several hundred small, roaming camps that all have a particular path for migration, changing by season, and often coming into conflict over different territories. This means that they not only have no fixed locations, but the only place that they have something close to it is the sprawling spiral of Kahokia itself.

LEGACY

ATTITUDE

We found it, so it is ours. This describes the way that Kahokians see their realm, and it is firmly bounded, and unlike their neighbors they are not disinclined to stretch out into the waters in the large catamarans and ships they have scattered around some of the shoreline.

There are no permanent buildings in Kahokia. Everything is a tent, and they forbid them under pain of death, which is close to the only real punishment they have. Death, or a limb, or some other form of corporal punishment. Well, for outsiders. For themselves they have a rather nuanced set of values for nearly every crime, and never use any form of corporal punishment – it is always handled much like a trade deal, or it is an all-out battle.

Kahokians are a defiant, martial people; subjects to feuds, duels, and combat either single or in groups, but above all of it a strong and keen sense of fairness that even the vilest among them has a hard time avoiding. Each Tribe is like a little kingdom of its own, and families will over time migrate from one tribe to another, and little will be made of it.

LIFESTYLE

Kahokians have massive bonfires on every Full Moon. That is a lot, and they will dance, drink, sing and feast on all of them, trading stories and deciding things together. Among the things they may decide is to raid another tribe for women or goods or children. After which they will make reparations, typically of a sort discussed ahead of time. They are proud of their sturdy, strong legged ponies and mules, which are shorter than the mainline in the southwest among the Empire, but also more durable and of better temperament.

Kahokians have a tremendous fondness for anything sweet, as they do not often have such. They are much friendlier than given credit for, and when they meet another tribe, there is more often some form of trade and impromptu celebration than there is violence – unless there is a history. The tribes have a very long memory.

Kahokian are a combination of herdsmen and nomads, both following the great herds for food, living off the surprisingly edible world around them, and raising livestock that they move with them. By and large, Kahokians have a kind of “leave us alone, we’re fine, you should probably pay more attention to where you are walking than us” kind of way about them.

They don’t trust the people of the Empire, and historically have fought wars with Hyboria, though peace has been the norm for years now. Too many bridges. Too much work trying to float the wood through the sea waters of the strait. And Kahokians hate trouble. They are a very relaxed, do what they are doing kind of people.

FAMILY

Tribes are nomadic, even though they may have small herds they shepherd. They will usually move between two, three, or four camps that are seasonal, following game. Some camps may have cultivated crops, others may not. The tribe’s major goods are the Pavilions– Large, four room tents with awning flaps at the entrance. A hearth is placed before that entrance if company is expected. Each married couple will have one, their home, capable of being packed away and carried by the usual pack mule or oxen that they will keep.

Dominant members of a tribe are the protectors and providers, subordinate members are the supporters and guides – childcare, home care, and meet the needs of dominant member. There is also usually a match Price – paid by the dominant family to the subordinate one (son’s family to daughter’s). It is meant to ease the loss to the family.

The Tribe is the greater family, but within the tribe are the extended family units, and such is tracked carefully, with a prohibition on incest out to 2nd degrees. Parents have a say by hierarchy over the children, and most often they arrange the marriages. About 60% of Tribes are patriarchal, around 30% are matriarchal, and the rest are more egalitarian.

One thing is always notable: a newly married couple will always find a brand-new pavilion awaiting them the morning after they consummate the marriage. It is paid for and often reflects both of the families.

GOVERNMENT

Each Tribe has a Tribal Council made up of the eldest members of the community in three different roles, each with an advisor of their choosing and a random member of the tribe. The roles are Chieftain, who is the Tribe’s leader, Warlord, who is the hunt and raid leader, and the Shaman, who is the spiritual and cultural heart. The hierarchy determines the feminine or masculine Chieftain, the Shaman is always the opposite, and the warlord usually matches the Chieftain. Tribes with a Witch Doctor usually have them as well.

The council is a deliberate, tradition bound, considering group that makes few decisions in haste, but has final say. Anyone before them may speak their mind so long as they do it politely. They are judges, jury, and lawmaking body all in one, with the warlord also acting as the de facto police.

EDUCATION

In some tribes, only girls are taught to read and write, while in others only boys. In all cases, those who show aptitude to be Shamans are always educated as fully as possible, with others more or less learning the skills needed to make tent cloth, herd animals, hunt, care for each other, and so forth. They are a very simple, pastoral people. Who don’t like being told that they are simple or easygoing.

CULTURE

ARTS

VALUES

VIRTUES: Respect for Elders, The Tribe Before Self, Self-reliance, Care for What You Have, and Honor the World’s-Life.

VICES: Betrayal/Treason, Deceit, Deception, Sloth, Laziness, Rumor Mongering, And Greed

NOBILITY FASHION



They make sturdy leather boots that can vary in height from just above the ankle to nearly the top of the thigh, and this is about as close as they get to their personal sense of fashion. They wear linen breeches with fur trim and linen shirts with fur trim, and then typically some sort of overgarment that is lined and trimmed in fur against the usually chilly

air of the Steppes.

CULTURE HEROES

Kenan: One of the greatest heroes, but also a bit of a comical figure of legend, Kenan was an incredible fighter who was famous for wandering around and facing everything with little but a sword, a rather legendarily nasty loincloth, and an attitude that stemmed mostly from not being the arrowhead from a blackstone. Alternately told for humor and for inspiration, Kenan tales trace back to the aftermath of the God's War, when Kahokian peoples were living in a more savage time.

Beyon: a famous Shaman of the people, she was the one that laid out the nature of and position of the great Spiral, and united once again and restored a lost history to the people, giving them a greater understanding of themselves and their ancient adversaries, the Hyborians.

Temerity: The Chief of the Bloodhost, whose efforts forged the peace that allowed the Steppes and the Fields to find peace and prepare for invasion from the southern peoples. Lover of Miciru.

WEAPONS & ARMOR

Kahokian Balans are a leaf-shaped, single-edged, lightly curved blade where the tip is slightly wider than the base. With this is a Knife, useful and dangerous.

Kahokian Horse Bows are among the feared weapons on the plains. They will mount a group of ten and essentially rain arrows down from as far away as 300 paces upon an enemy. They practice a unique style of archery, that involves being able to shoot from foot or horseback equally as accurately, and using a strange draw that starts with the bow high and coming down, the arrow held close to the ear, not the cheek.

Kahokian Woven Armor is a mixture of long bone shavings, wood, and hide all cut into extremely fine strips and woven together in a two-layer pattern that gives it sturdiness but not much stiffness. They also carry small square shields with a curve out of the underside that is used to slide a blade through after a block.

OTHER REALMS

We close with the two that cannot be properly set aside as belonging to any of the above. They are not part of the Empire, though they are within it in one case, and neither will acknowledge the Empire as having any say over their lives.

One is old – so old, that they have histories and stories that date back before the God’s War. The other is young and new and somehow favored in some ways by some Power or other.

We speak, of course, of the Exiles and the Free Peoples, who defy the Ways of the World and tread paths few others would dare.

ANTILIA

INTRODUCTION



The youngest Realm is slowly becoming more than just a rumor or a whispered dream, and those who live there are often more worried about that than perhaps they need to be.

Antilia rose from the disaffected, the outcasts, the left behind, the unwanted. It remains much like that and is deeply different and very much not a part of the Empire.

The thing that those who visit it will most often remark on and carry with them is that in Antilia, even goblins are welcome and more than that there is every kind of person involved in the way the realm operates, is governed, and throughout the realm itself, all living without constant strife.

Worse is that Antilia refuses to be part of the Empire, and stands alone, denied trade, while it uses a form of government where the

people choose who leads them, and even a Thyr can be elected.

Antilia						
Official Name	The Free City of Antilia		Flag			
Motto	Together, Brotherhood					
People	Antilian					
Goods	Antilian		Symbol			
Crafts	Antic					
Honorifics	Mista	Missa				
Greeting	Good (part of day)		Symbols			
Parting	Merry Way!		Colors	Blue	White	Yellow
Temples	Gaea	Paria	Shrines	Mansa		Paria
Towns	Miradale	Haredale	Secrets	Timur		
	Arendale	Fandale	Known For			
Rivals	Sea Realms	Aztlan	Foes	Sibola		Thule
Weapons	Longsword	Throwing Disk	Weather			
Armor	Antilian Bead	Dagger	Wealth			
Languages			Literacy			
Respect Shown	Crossing your arms and placing your palms on your shoulders.					
Folkways	Never face someone directly, always turn slightly and look over their shoulder.					
	Snap fingers twice rapidly to ward off evil.					
Virtues	Respect	Understanding	Compassion	Temperance		
Vices	Disrespect	Vengeance	Prejudice	Deception		
Skills						
See Others	Rigid, Prejudiced, Crude, Uncivilized					
Others See	Rebellious, Defiant, Crude, Uncivilized					

FEATURES

TOWNS

HAREDALE: A mining and quarry town, with a side job in lumber.

MIRADALE: Located in the foothills of the mountains, it experiences some unusual activity from Salathen of different types and is the source of some of the strangest rumors, such as the half-man and half horse people or the goats that walk on two legs.

ARENDALE: Said to be a town near a dungeon, and for many a year the people there said they were cut off from the wider world by a thick fog that seemed to be the edge of the world. An incarnate named Gigax visited once and said it reminded him of a town called Fandelver in Yrthe.

AN OBSERVATION

Antilia is a young realm, and not just in terms of time. It has walls of wood that are just now being changed over to walls of stone. It is ambitious and wants to be mercantile and open to all, yet the overland route from Dorado or Akadia is filled with risks because it is not a well patrolled area. The sea lanes are a battle ground between Duat, Thule, and the Sea Peoples all around the edges of the Sea of Silence and the massive sea monsters that live and prey there.

And this ignores the thing they like to think of as the most important part: they are nearest to the unknown lands. It is said that there are Dragons ruling there. There is little unity in Antilia, and it is as likely to tear itself apart as it is to create what it dreams of – though even that great ideal will have many challenges.

Antelle says that there has never been a Utopia and that there never can be. While I don't know exactly what she means by that, I cannot argue with my Patron Goddess.

LEGACY

To the far west, in a pleasant regional vale, there is a city that was founded by people who were tired of nobles and kings, laws and rules they could not change or roles they were being bound into and forced to take.

A legend passed among some that there was a place the Exilian were searching for but had never found, and that became the goal: to build that place. The rumors were a bit garbled, so they named it Antilia, the Free City of the Lost, and it is the youngest of all the cities, and the towns that support it are even stranger than it is.

One of the hallmarks of Antilia is that they will accept anyone. They will let former Lemurians be a part, and gossip suggests that they are ultimately aiding in the rebellion against the Lemurian Fascian Lords. There are Thyrs who want nothing to do with the Matriarx, and who seek to live a life of peace. There is no known entry of the Underdark, and so it is a place that is sheltered from all save for the Thyrs, who do indeed raid the place at least once seasonally.

Antilians are always concerned, because they are ultimately defying every authority there is in the known world, and forging a path where everyone gets a voice. Their leaders are chosen by casting lots, called voting, for everyone's favorite pick, and anyone can run for office. They have low taxes – it is said that the high gate fee covers most of it, but the port fees aren't low either.

They seek to establish trade with the Empire, but that means overcoming the oft demands of the Seneschal that they bow to Imperial Authority and the demands of the Aztani that they pay the tolls to enter the seven seas.

As a result, they often trade with Islandia, who then take their goods to the Empire, but they are always afraid that someone will take that which is most important to them away: their freedom.

Nobles and rules that they had no say in are something they loathe, and they can be more than a little rude about it. It is only recently that we have been seeing adventurers coming from there – the last ten or so years, and they can be a disruptive bunch.

ATTITUDE

Antilians have a general problem with authority. Even the authority they themselves chose and have built; they have a problem with. They are a fractious people, often plagued by old prejudices, old ways of thinking, old hostilities and habits. As everyone in Antilia comes from somewhere else unless they were fortunate enough to be born there (and the oldest of those is still only in his 50's), there can be a lot of strife in a place where Goblins engaging in Rebellion against Lemuria or Thyrs fleeing from an especially cruel Matriarx, or Duatians who decided they wanted to actually do something can all come together and meet with Imperials and Aztani and Doradans who all have been told just how wicked and evil those people are.

As a result, there is a need for and a recognition of that need for Authority, and it comes in the form of sometimes seemingly brutal rules and policies.

During the days, Antilia swarms around the Marketplace, which is not merely a place to sell wares, but also – in the words of the founder – a marketplace of ideas. There are small oratorias around it, two great libraries where even today scribes are collecting oral histories and collating them. There are entertainments that come from all over, and music and so many foods that it can be overwhelming, all among the richness of the crafts and arts and goods of the Antilian people and those who manage to get there.

At night, Antilia is a silent and dark place. They have none of the fancy lights of Durango or Lyonese, only lamps that are set at each of the intersections in a city said to be made of circles and curves, with the only straight lines being those that go up. This is an exaggeration of course; there may be no straight roads, but there are many straight walls for many different kinds of homes.

Antilia's overall appearance may shock people – it is almost as if there was a little bit of everything all dropped into the same place. Different housing types, different symbolism, and more – each quarter is like a sort of tiny copy of the places that the residents come from. It is the most diverse city in the world, and though each village may be very much the same kinds of people, even there one can see how throughout the lands, the real trick to the peace they seek is to let go of what lay behind them and focus on what lies ahead of them.

LIFESTYLE

Antilians have much the same lifestyle as anywhere else, save that it is not quite so preoccupied with the trappings of wealth or the preparations for war.

FAMILY

GOVERNMENT

Antilia is ruled by a Council that is composed of people chosen by those who live in the assorted quarters. There are specific Quarters for Humans, Therians, Camions, Seraph, Halflings, Dwarfs, Elfin, Goblin, Thyrs, Grendel, Kobold, Triton, and so forth.

Closest to the Council House is the Blended Quarter, where anyone and everyone is able to live. It is filled with a large variety of wealthier folks, and a larger number of folks who serve them. Getting a place in the Blended Quarter is considered a mark of accomplishment.

It is not permitted for someone who does not live in that Quarter to be out after Dusk and before Dawn within any of them. This curfew is strictly enforced, with penalties for simply being out typically consisting of three to seven days in a cell – or worse if they are thought to be doing something illegal or harmful.

The city itself is divided into sections called “Quarters,” of which there are 16. Each Quarter is, in turn supported by three to five smaller settlements outside the city, and all quarters are very specific to the people that live in those quarters and in the dependent settlements. A quarter is overseen by a Secretary, who divides the Quarter up among seven Seats, each held by a Councilor, who is elected from among those who live there. A councilor must live among the town or Quarter they oversee. Villages and Hamlets are overseen by elected Senators and Reejes, and the full Council consists of three bodies: The Reejest, which is the smallest body and has veto power; The Senate, which is the body that makes the laws and appoints the judges; and the Counsel,

which votes again on laws or negotiates with the Senate, and which also handles the apportionment of taxes, and how they are used by the City.

Over all of this is the prime Minister, who is assisted by several Ministers of assorted departments – essentially the advisory group that only has power regarding how they negotiate within the Council House and what they bring to the Prime Minister. The PM has the task of enforcing those Laws so passed, Keeping the Peace, and negotiating with the broader world and handling trade and economy. They call themselves very civilized. The citizenry also elects the PM at large, but from all of the hamlets, villages, and towns. An election takes about three months to formally count, and all elections are held in the sixth year out of every seven, overseen by the Reejest.

Antilians enforce a wide variety of essential crimes, but cling to some ancient ideals regarding the propriety of how one treats other people, and all their laws descend from these 30 specific points, often finding ways so that none of them overwhelms others. They do not like criminals in Antilia. They do have jails, but those are for holding criminals until their court dates, and there is no appeal process in Antilia. Lose your case, and you are finished.

Punishments for thievery are branding and exile. Punishments for murder are branding, removal of offending limb, and exile. Judges hear both sides of those affected, with the City often taking the role of those who are harmed if the crime has an impact on the general population. This can be in addition to individual claims – and all claims are individual. While the City can have a Lector speak for it, everyone else must speak for themselves. There are no lawyers or barristers, only police, the judge, and the parties.

Fines are almost always set up to make the folks fined feel like they never want to do that again – they *start* at half of property and go up from there.

Antilia has no military, but it does have a Police Force, a Guard, and a Militia of volunteers. They can field about two regiments in total. They do not want to allow Agents in, but as expected the Agency is present everywhere. I suppose it helps when your secret organization is secretly backed by the powers that be.

Antilia is not part of Any Empire and avoids coastal settlements because of the risk of Duatian or Thulian raids. They have a series of forts set across the entry to their small region to help prepare for such a thing, and there are some plans in the works to construct a massive wall across it.

COMMERCE

EDUCATION

Children are fairly rare in Antilia, and no one has figured out how to do a school there yet, so most education is limited to that which parents and experience provides.

In the villages and hamlets and towns, it is assumed the family will provide the education for the children – and there are often more of them than adults.

CULTURE

ARTS

VALUES

Antilia's basic core values so far are Respect, Compassion, Understanding, and Temperance.

FASHION & STYLE

Antilia hasn't quite figured this out yet.

CULTURE HEROES

NAGASAKIE: a Goblin who was the first one to ever hold an office of responsibility in Antilia. He was much beloved, because he was a very fair and very wise magistrate and would go to extra lengths to help those in need.

GAF AND SHEK: A peculiar partnership and bond of love brought this Imp and Thyrs together. Not only did they help turn the tide of successive Thulian raids, but they also helped to build the tanjin and laid out the roads that link the towns with the city.

RIDEL METHIS: A former Corsair who is credited with founding Antilia mostly by building a nice little place to live along a river and putting in a damn that helped stop his former compatriots from finding him and the treasure he hid. He was infamous during his days with the Dread Pirate Roberts.

CULTURAL WEAPONS

Antilian Longswords are the primary weapon. Straight, double edge, tapering from hilt to point, about 30 inches long.

Antilian Whistles are small, sharp-edged disks with a hole in the center, that are thrown at enemies and slash them or stick to them. Some have small, barbed burrs that stick out, but all have the peculiar quirk of whistling as they fly.

Antilian Beaded armor is a blend of leather in three layers and comes in the form of a tunic that is covered in hundreds of tiny beads made from assorted substances. It is heavy but affords surprising protection against common forms of injury. It is also extremely expensive, and very rare, and needs repair about once every three months if it sees significant use.



EXILIAN

INTRODUCTION

Hello, darling! Welcome to our Evesrest!

How fortunate for both thee and I we are so well met and well come upon so inauspicious a night. I ask thee, what do thee call them? Not pedagogue; ah, yes! I recall, thy Pedant, that half-dressed young woman, to attend to thy mounts. I am sure the men will have a tivalo raised soon. This is a light rain, and my heart is among them so I am sure they will be safe and warm and dry.

I am the Alman of the Caravan Rincon, and I have been asked by Hikory Lass to give you a glimpse inside the world of my people, who are called throughout the wide world by the name of Exilian. It comes from the word Exile, you see, and though many today would say that we are the Exiles of their lands, it is not how the name and the people in all our many Caravans came to be.

Exilians							
Official Name	The Wandering Ones		Flag				
Motto	Forward, To Atalanta						
People	Exilian						
Goods	Exilian		Symbol				
Crafts	Exilian						
Honorifics	Ma	Pa, Na					
Greeting	Hello!		Symbols	Wavy Cross	Korf		
Parting	Be Safe!		Colors	Seafoam	Sky	Brown	White
Temples	None		Shrines	Paria	Kybele		
Towns	None		Secrets	None			
			Known For				
Rivals	Everyone		Foes	Everyone			
Weapons	Mashetay, Karzh	Spike	Weather	--	--		
Armor	Chain Mail		Wealth				
Languages			Literacy				
Respect Shown	Right Hand Wave, Left Hand Over Heart						
Folkways	Each is bound to the other, and so what affects one of us affects all, be it shame or harm, the difference matters not.						
	Find what you can do to help others, and then do it the best of all.						
Virtues	Stand By Family, Accept Consequences, Stand On Your Own, Own Thy Acts						
Vices	Speaking Untrue, Misleading Others, Going Back On Thy Word, Promising A Future Thing						
Skills							
See Others	Busybodies, Paranoid, Accusatory						
Others See	Untrustworthy, Beggars, Dangerous						

Our homes are these, our sturdy wagons, our roving refuges, our merry manors. This collection of them is called a Caravan, roughly like the villages you will have seen on your travels. So, our village is wherever we are, whenever we stop, in our everlasting journey to find the place promised, though most of us no longer believe it will be given.

Ages ago, I and my people, though not us, but our forebears, we did say that we would not be a part of the Armageddon, the End of the World, and so we asked for a sanctuary and we were promised that out in the world somewhere was Atalanta, the City of Wood, and so we set out to find it, and through the end of the world to the one we have today we have traveled, horse and cart, pony and part, we have forged paths that none but few will ever tread.

You may call me Alman Gala. And I shall tell you a little about our people afore the night takes us all into the battle twixt the Shadow and the Nether, the nightmares against the dreamland, and you can learn, perhaps, a little more about the world you are within. . .

CARAVANS

The Exilian have no steadings or hamlets, no villages or towns. They are self-contained, nomadic groups who disfavor permanence. There are, at last known count (from the last meeting of all the Alman, which happens once a decade several miles south of Seahold) some one thousand two hundred thirty-four caravans. There is no known record of all of them or what they are named, much to the consternation of every major King or Queen and the Agency itself.

LEGACY

Scattered over the face of Avilon are the Caravans and their Almans, seemingly always moving, though when they stop it is always for three days – no more, no less. They are the Exiles, those who chose to wander, to travel, and to not become involved in the wars of Gods or the affairs of those things greater than them. For well over a thousand years, they have traveled the breadth of Avilon, but crossed no sea. There is a caravan that moves around the seas, but they are closer to the sea realms and the river folk, and they never come to shore save, again, for three days, no more, and no less.

They avoid the cities when they can, but they are often stopping outside a village, and they offer entertainment and aid and of course they trade, for they are a genial people.

Many think that all Exilian are themselves of that people, but this is not true – aside from marriage and love, there are those who simply tire of the life they once lived and choose to join the Caravans and accept the leadership of the Alman and begin the wandering path themselves.

Exilian have no home and no belongings but that what they carry with them, the stars their lights at night, the sun the guiding light of their days. They are a simple folk, unconcerned with the ways and problems of the Empire they all too often spend far too much time in.

ATTITUDE

We are seen as thieves and deceivers by the town and city folk, as peddlers and entertainers by the village and hamlet folks, and as chance encounters by those in steadings and outposts, the thousand tiny citadels of watchfulness that even the Black Folk and the Deep Folk know too well to be caught by.

We are not those things, though perhaps sometimes the more rambunctious and less raised of our people will succumb to desire and lust and partake of that which may not be theirs at the first moment but will be the next right or wrong. I, and the other Almans, do not approve nor condone such, but we will let no city condemn our people to the curse of having to remain beyond the three days we are allotted.

For that is the first thing to know; we remain in no single place longer than three days, but when we stop, we will be there for three days. So, for the next three days, we shall be here, in this clearing among that pass that separate the Criminals of the north from the Makers of the south. This is our way, and we will not stop here again until we come back through, though I nor any others have any idea when.

We are a humble folk, who need little and seek to leave as light a step on the world as we can, for we still hold to many of the old ways, many of the Lost Ways, and that was ever and anon one of the oldest, and why it is that so many of the Ancient's ruins are so well lost and hidden: they built to pass on, to pass away, like the wood of my home here will one day pass on and pass away.

We pay no taxes nor tithes, and we are proud people.

LIFESTYLE

This is my life: I arise in the morning with the cock's call, give my cow a bit of relief, feed my beasts and my family while my heart goes out to find the meat and the herbs and the roots we shall need to eat later. Then I will check on my peoples, and we will gather around out central firepit and we will discuss the needs of the many and then the needs of the few, and we will find the ways to get such things.

We are not above playing to the superstitions and prejudices of the Staying Folk, but it is not true that we have many Oracles within our folks. Sages, perhaps, as that is like a calling for many of us, to carry the ancient words and knowledge. Not Oracles – we haven't had an oracle in my Caravan since my grandfather's grandfather's time. Nor will you find cards of any sort here, search though you might.

We are masters of Kress, and that is what we play, not cards. Perhaps some Domoes if someone has a newly fashioned set of tiles. We craft and make and use what we need, often, for here in my caravan you will find nearly every major Guilder's work spread among my kin.

Oh, yes, we are all related here. This is my family. Over there is my sweet Cousin Laura. She married Sweet Willem, who is our wainwright, our maker of cartons and wagons. Tomas there is our farrier. Donabel is quite gifted with embroidery. What we often lack is the raw materials for things. Ore and cotton and wool and such. For that we trade with merchants, for we are a community of artisans and entertainers as well – it became necessary, you see, for us to learn such things to earn the coin with which all are so consumed. Mammon's Ire is upon them, and we'll make do and drive bargains as well as any.

FAMILY

We have no marriage or other such chicanery. Should we like someone, and should they like us, we will get together and stay as such as long as we like. We will each still have our home, our cart, our wagon, and we will still care for ourselves – it is more about sharing that load and caring for another.

When my time comes, the child I have that needs the most will be given the cart and my things will be shared among my children by the elders, and note that they are my children, for it was I that carried them and nursed them and we know the power of a mother is the greatest a mortal can have. We haven't got much to do with many of that. We do like to dance and sing, though, and even the elders join in. Like Elder Jason there. Old fella can still move a jig and shake a leg like a man half his age.

There is one thing we will do as a caravan, should we be needing a great deal of coin. We will go to the grand games and earn it. Just like we do everything else – earn it or make it, there ain't tween there. My apologies, I should say that there is nothing between the two. When we do that, we do it as a Caravan, and woe betide our opponents, for they will feel the sting of our ways.

GOVERNMENT

Each Caravan is headed by an Alman.

We all gather according to some ancient rules at a camp we founded southeast of Seahold.

For three days we talk and argue and meet and say words, words, words, and then we leave. Should there be disagreements between Caravans, that is where they are settled – if they are to be settled peaceably. Not all can be.

There are 125 families here. I am their leader, their judge, their lawmaker, their peacemaker. For them, and for myself, I am all that there is, for I wear the crown of Ash and Salt. It came to me when I was chosen by the Elders of the Caravan after my cousin Seth chose to let it go, which we do. We do as we will beyond that.

COMMERCE

EDUCATION

Aye, we teach our young. Every one of us can read Ancient and speak it. We may not be as keen on the many letters and languages of the Staying Folk, but among us there will always be one, and most of us have the trade speech learned enough to bargain and to read signs.

We have apprentices, too. Just as the Staying Folk do. That comes from far older than they, as do the laws we all follow that they are trying so hard not to follow.

We care not if one is a boy or a girl or a themon, they all can learn and grow for one never knows who will be chosen as Alman when the next time comes. Seth was chosen at 15. I was a bit older and had already had one littlun.

CULTURE

ARTS

VALUES

We have a few Virtues: Honor thy elders, stand by family, stand on your own, be brave, accept consequences, own thy acts, and be honest. We have what we call sins and the Stay Folk call Vices as well: Speaking untrue, misleading others, promising a future thing, going back on thy word.

For us, each is bound to the other, and so what affects one of us affects all, be it shame or harm, the difference is of no matter.

FASHION & STYLE

Exilian favor loose fitting clothing that is easily worn by any gender, and that does include skirts and even dresses, which are often long sleeved, shoulder baring, and very flowing.

An Exilian in the distance, with the wind blowing, cuts a very well-known silhouette – and about the only major difference is that the men keep their hair shorn close while women rarely do.

CULTURE HEROES

Ricard Klinton: the first Alman, whose name and journeys starts the first of every Record in every Caravan, for all Caravans are descended from the one he led.

Oksana Domeni: An exile whose Caravan took it upon themselves to help forge lost trade routes, protect villages, and repel the Lemurians during the Goblin Wars. She was eventually chosen as Alman for her Caravan.

Donatello Tetsu: One of the few Alman known who created a new Caravan and manage to get the other Almans to back him, despite not having come from a caravan himself.

CULTURAL WEAPONS

A wide bladed, single edged, curving at the top on the backside, short sword length weapon called by them a Makh and by most others a Mashetay is the primary weapon, carried by pretty much everyone, often at hip or slung across the waist at the back.

They are also famous for using a long, thin spike or dart that is thrown with great accuracy and a ceramic-based chain mail is what many wear.

How do we manage to stay so free? We are all, to a one, an army. One moment, let me take down my dress. Here, you see what we have on beneath our clothes that cover us save for hands, feet and face. It is called chain mail. It will turn arrow and blade, though it won't do much for shot or those darn maces the Doradans use. We fashion it from a clay I'll not tell you the source for, so dinnae ask. That is, do not ask me, for I cannot tell. Oaths taken by all upon our baptisms. Once it is assembled, we fire it in a kiln we build, and then we coat it. The chain you will see in some Staying Folks hands was an attempt to copy our design, which we have carried with us for over a thousand years.

We also have these. Here, hold that while I dress, please. Ah, thank you. That is a Makh. In the ancient tongue they called it a Mashetay. That wide blade, the inward curve at the top on the backside, the short sword length – it is a weapon of power and fierceness that we use to drive our enemies into the dirt and gut them.

E also carry our blow tubes. Lastly, we have the spikes that we use. I am the best among my people with them and can drop a man at 30 paces.

THE DREAD LANDS

As there are Bright Lands, there are Dread Lands, over whom the shadow of the great evils of the world have been cast.

During the God's War, they were driven out of the Bright Lands, pushed to the edge of the world by the Powers That Be, and given over to the unending task of creating for themselves what was taken from them.

Traveling among the Dread Lands, one is struck by both the similarities and the differences between the two opponents. There are no Imperials within the Dread Lands. There are, however, people who are indistinguishable from Imperials called Fasians. Lemuria's villages and towns are ordered places, nearly all identical homes and buildings – so much so that one can tell what a place is with but a glance.

The Dreadlands are a vastly different sort of place. There are three groups: Thule, Lemuria, and Bermuda. Some might argue to include Helike, but that place lies under the sea, and so is difficult to do anything but discount. Thule, in the far north, is openly allied with Lemuria, but is not seen by anyone as a part of it. Duat is an occasional ally, an occasional problem. These things fit, given Duat.

There is immense Hostility between Lemuria and the Empire and the Shadow Realms. This is best summed up with one of the core principles in their Great Book:

They call these people consumables, slaves, chattel, cattle, and other names that strongly suggest they are not

One of the core principles of the universe, an absolute rule that governs above and below all other such rules, is that the weak are meat, and the strong do eat.

people, that they are not thinking, feeling people, and that they have only one purpose.

To feed the beast that is Lemuria.

Note that it is possible to come from these places, or to have been kidnapped and brought there and escaped. It is exceedingly rare, insanely dangerous, and less than one percent of those who try will survive the experience.

For PCs, note that you cannot, at this point, play a Goblin, Imp, Thyr, Grendel, Merow, or similar.

For DMs, note that all of them have the same basic core structure for professions, in terms of all the other elements.

Be aware that the information herein is coming to you from the perspective of the Empire, The Seven Cities. How Hyborian and Kahokian, how Islanders, how the Exiles see it are all slightly different from what is presented here.

Additionally, there is a great deal more to the world as a whole that you cannot see yet – if there were, what value would adventures be? The Campaign for Wyrld is in part about opening up new possibilities.

THE EMPIRE OF LEMURIA

Official Name	The Empire of Lemuria		Motto	Honor They Homeland	
People	Lemurian		Goods	Lemurian	
Flag & Symbol			Crafts	Lemurian	
			Honorifics	Tal, Mim	
			Greeting	Star's Welcome!	
			Parting	Blessed Be!	
Respect Shown	Raised Fist at shoulder height, strike chest three times.				
Virtues		Vices		Towns	
Die a Good Death	Honor & Courage	Being Alone	Kindness	Hearthglen	Hellania
Be Witnessed	Obedience	Not Supporting others	Mercy	Kindtide	Gilead
Armor		Weapons			
Chain Armor		Kampi			
Shields		Medium Crossbow			

INTRODUCTION



We do not know much about Lemuria as a whole – spies and investigators, explorers and peace delegations have rarely returned or if they have returned, they have had their skulls cut and drilled into and other foul deeds done to them that have left them nearly mindless or maimed or horribly deformed.

The Empire of Lemuria. It has three great cities (Hellania, Gilead, and Lemuria proper), and at last estimate some seven thousand villages. Beneath it is rumored to exist Agarthra, a vast underground city of its own. Lemuria's cities are generally divided according to the roles that the population there is intended to play. With a population of Goblins and Imps it is a diverse population that is shockingly segregated, down to the neighborhoods that the different people can live in.

That segregation has a Holy Purpose, for much as Elfin and Dwarfs were made to fight in a war, so too were the Goblins and Imps that are the majority of Lemuria, and the leadership there is a mix of those three and the Fasian Lords.

That, of course, ignores the number one issue that identifies Lemuria in the minds of most people: They capture, breed, and keep slaves. Slavery is the backbone of their world down there, and they are quite adept at using them.

That selfsame slavery presents a challenge, for *they* do not view it as slavery. They see it as a domestication project, akin to herding, farming, and training. You see, one of the reasons for them to be The Dread Lands is that they consider Imperials, Elfin, Dwarfs, and the rest to be food and fodder – chattel or cattle, depending on your take.

A few years ago, a raiding party was captured, and the sole survivor of the three days they were held awaiting interrogation (they killed themselves) was promised a chance to die in battle in exchange for helping us to understand what was going on down there, what they were like, and why were we their enemy. That interrogation is used widely now, for it gives us the best insight into whom we battle.

Much of what follows is taken from the Interrogation of Hob Master Bosworth Durkin, Flower 6 to Heat 18, 278 YNE. Direct quotes are used as much as possible, but it should be noted that his words are not for the faint of heart.

Goblins are the main force, the structural body, the overwhelming mass. Their shorter lives, rigid structure, and overall power increase as they get older all contributes to their having the greatest level of influence and privilege within the society as a whole.

Next are the Imps, whose small size, nimbleness, and capacity to work together is envious even among our own combines with the innate brilliance that is their ability to construct and design and delve and defend while doing the logistics for their realm.

Lastly are the **FASIAN LORDS**, whose might is often greater and who serve as the Enforcers and attendants to the Ikons of the Five, who reside in the Black Tower located in the heart of Lemuria proper. The eternally wrapped Fasian Lords are often flag commanders or special unit leaders but are rarely seen outside of Lemuria. Rumors abound regarding them – their skin is covered by arcane, ritually imbued tattoos; they are all albinos; they wrap themselves to disguise who they are and this allows them to infiltrate and subdue; the list is endless because no one alive has ever seen a Fasian Lord's face or body unwrapped from the black bandages that cover their bodies entirely beneath the often tattered looking robes and cloaks they wear. It is the Ikons who genuinely rule all of Lemuria, and it is the Fasian Lords who enforce that rule.

LEMURIA

Lemuria is both what they call “the Capital” and the heart of their entire world down there, and yet as diverse as they are, it is not a place where – as an example – there are halfings.

“The Uрпиан lands, where the savage and uncivilized treat hard working people like trash, and the poor are cast aside like some flotsam washed up on a shore from the great ocean. Our people do not want, do not suffer. We take care of our own, and we don't allow those half-bloods and other impurities to be part of our society – they are abominations that weaken the whole.”

Indeed, simply considering looking at someone outside your own kind is a criminal offense, but also, unlike us, they cannot intermingle and produce them. Their variance from human norm is too great, and while Goblins can create Orcs, orcs can only create half-Orcs, and in all cases it was intentional. They were designed to be able to do that.

The segregation is supported as an Edict from on High, meaning it is something that they have written in their Great Book. That is merely the instructions and words of Belial from the end of the War, as they prepared for a killing blow, a final solution to the problem of us, people.

“They tell a story meant to make one cry, to weep, of poor broken people struggling to survive, and yet they never acknowledge what they did to us, sealing us away from the Holy Land, pushing us to the ends of the world, and how they treated those of us they had taken as prisoners, starving them and killing them.”

“They never talk about those things, never reveal those truths in the lies they tell about how Belial was too hard for them. This is a hard and harsh world, and one must adapt to it, fit it, dominate it, make it serve you instead of simply devour you like so much meat.”

“They can't even speak properly – have you heard them, babbling on in their indecipherable language, never once using the words that were handed down from Trundle himself, given to us as a gift and part of holy writ.”

Of import here is that this is how they see not themselves, but the people they hold as slaves. They simply do not count except as food, as labor, and for all the great and grand buildings that they speak of, their realm was built by the labor of slaves.

Tradition is sacrosanct in the dread lands. Not everything is traditional, but what is tradition must be kept and honored.

“The world has become a place of depravity, where the weak are given places of honor and recognized instead of put in their proper role and position. It is like a woman refusing to make babies because she doesn't want to, or trying to take the role of a man, or, possibly worst of all, engaging in perversion with another woman.”

“The Uрпиан allow that. In some places, they celebrate it! One of their cities is ruled by a woman! These things lead to people deciding they have the power to question, to doubt, to allow softness and weakness to creep in and corrupt them, making them no better than the chattel they are.”

As noted, the major difference between Thule in the north and Lemuria in the south is that in Thule, women occupy nearly all the positions of authority. This is because the women of Thule are larger, meaner, more aggressive, and would wipe out any of the typical commanders or leaders in Lemuria, where it is strength that establishes the proper rule and place.

Being suspicious of each other is normal in Lemuria – after the betrayal of the Kobolds at the end of the God’s War.

“You can never be too careful. Even those who have taken the oaths may turn, despite the horrible fate that awaits them should they do so. And the great Enemy, the Urpian who rebelled against the just and natural order of the universe, have been known to use magic and to take the place of people you love and care for so they can kill all of you.

So better safe and watchful of people who are not as dedicated to the Cause.”

“The Cause” is the retaking of the Bright Lands and the Ancient Land, and the enslavement of all the people there. It is variously called the Cause, the Lost Cause, the Great Calling, the True Purpose, and the Destiny of Lemuria.

“I am the Witness to all my brothers whom you killed We are all to be heroes, to be seen, to be witnessed doing our great and noble deeds as we live and breathe and fight and die for the glory of the Empire!”

This witnessing, this recognition of masculinity, of heroism, of sacrifice, is an exceptionally critical thing – especially among goblins, who give out their cry of “Karaja!” when launching into battle. For years, we thought it was a battle cry – “kill them all” or “follow me,” that sort of thing. It was quite a shock to realize that they weren’t even speaking to us, but to each other.

It was even more shocking to realize that “Na garege kiho nomnom” means “oh look, fresh meat!”, and is heard nearly as often. Storage of meat and vegetables is usually accomplished through salting and drying, even in Lemurian spaces, and so they are not saying it to intimidate, but because those sent out on the main lines do not get to have fresh meat often. That we are the fresh meat is not of concern to them.

“There are Urpian over here that have never done more than looked at armor, or done more than watched a play sword fight, who would refuse to fight for their own glory of whatever false Powers That Be they follow and whatever twisted thinking they might hold fast. Pacifists aren’t even worth using as consumables. They have no flavor, no soul, no spirit, no real use beyond fertilizer.”

Lemurians do not welcome nor accept the idea that fighting is not always a thing. For them, living is seen as a struggle, regardless of how little struggling they do when it is believed that they have at least one slave for every ranking citizen. They have been raiding a long time, and their early raids were decimating.

“We would never have let them raid us the way we raid them. We would have decimated their little villages in a wave of overpowering strength the likes of which they cannot imagine – but soon, soon they will see it for themselves.”

“Those others, they are too weak, too lost in their fake ideologies and their certainties that they no longer can tell the truth. It is our job to bring them the Truth, to bring back the traditional values, and end the perversions and injustice of their stolen lands.”

The zealotry that Lemurians show, in particular, is not matched in Thule, and this is likely because of the separation following the war, which gave Thulians the ability to begin thinking for themselves, perhaps.

HELLANIA

“The Fatherland, Hellania. Gilead likes to pretend, taking after the weak and slovenly Urpian that drove us through blood and death and horror out from our own rightful places.

Hellania was founded by Belial, personally, before the traitors snuck in like the thieves they are and stole him away, locking him away from us and capping their weak spined and perverted betrayal of the Truth.

Go, see our Homeland, and how it is orderly and neat, and everyone has a role and a place, and everything goes towards the greatness of Hellania, for we are all but servants of it and the great Cause – which we say because it is not Lost, merely misplaced. We do not have the filth of animals in our streets or the refuse of some perversion or beggars looking for a way to avoid a decent day’s hard honest work.”

Hellania is the primary training ground and center of the vast military system of Lemuria, of which every person is a member. Lemuria exists as a standing army, an ever-present threat to the peace and stability of our Bright Lands, and Hellania is their principal training ground for most of it.

It is suggested that the impossible number of half a million troops are stationed there at any given time, rotating out to work at family Plantations or as craft supervision. Hellania is a sprawling city where no building is taller than ten feet high, flowing over the landscape like a blight of perfectly identical domes made from clay and plaster and wood and then sealed using the one thing that they never seem to run out of: blood.

GILEAD

Gilead is used to train insurgents and raiders and small specialized strike forces. Their role is to incite fear, to cause panic, to disrupt supply lines, to overcome the defenses of the place. Their training ground for this is Gilead, and like the rest of the realm of Lemuria, they use slaves to practice and refine their skills.

Gilead's slaves are, as a result, seemingly given more freedom, set up in villages and spaces that are re-used over time, and even allowed to establish patterns of work and life. The typical small village goes through the cycle every five years of being populated, rebuilt, re-established, and then when growth and resistance has reached a certain level, attacked. They are allowed hope, only to have that hope taken away from them when the time comes to eat.

There are collaborating slaves for this. They allow a few of them to live, to start and perpetuate the cycle for each iteration. They are given special privileges, but never allowed any kind of real power – and are traded out when they become too difficult to work with or are discovered.

AGARTHA

Supporting all of this industrious work, managing the transportation, storage, security, and planning for their own counter insurgency and insurgency tactics is what lies beneath Lemuria: the warren-like labyrinth of Agarthas.

Agarthans are all about the logistics of effort. They are concerned and seek to train in disruption insurgency and counter insurgency, movement and supply, and communications. They are sneaky, sharp minded, and focused on a different kind of approach to tasks: they seek to move everything underground, through what they call the Underdark. Thousands of miles of corridors and trailways, storage and munitions, the works: Agarthans do all of this underground.

They use fairly fixed ways of protecting and defending forward outposts and related areas: traps. Servant monsters. The complex breeding projects that have produced a host of terrors. The experimentation on people. Also, of course, themselves. They are the builders of Warrens, allowing the dread lands to prepare and establish raiding posts from which their teams can enter and raid and vanish by retreating to secret staging Warrens.

Agarthans drive their slaves to death, without mercy, compassion, care, or concern beyond “are they able to move? Then they had best be moving.” They mind killing slaves even less than the rest because slaves are also food – they are the cattle and primary meat source for the Goblins, even if the Imps themselves do not eat such. They work on timetables that would be impossible in the Bright Lands, and they seem to know ways of causing pain that have never been studied.

Most Agarthans are small, because most need to be able to operate on a level with the primary inhabitants: Imps. Imps do not like people being larger than them. They have a case of enormous ego in a tiny body, and it shows. They are bossy, nasty beings with quick tempers and the ability to direct it effectively. This colors the way that all of those who work and dwell in Agarthas behave and act – although always still segregated.

While much of Lemuria is united by Lemurian culture, and it is common here, there is a uniqueness to Agarthas that is worth speaking of. They have some way of communicating through the darkness, of warning about traps and other dangers to each other. Reports suggest that it is a complex growling or grumbling series of sounds, and that they may use markings of some sort. In any case, it is strongly believed that Agarthans have their own language and writing system, distinct from any other. Perhaps more importantly, Agarthans do not consider themselves part of Lemuria, seeing themselves in a way that they will die before they share with others.

It is notable that Imps do not eat meat. But that meat can feed their fungi farms is of interest and note.

ATTITUDE

The great philosophers and many of our bards and even large gatherings of nobles often meet to discuss and question the reasons and rationales used by our Foes to continue to fight, to hate us with such ferocity, and to deny reality with such absolute conviction. There is no reason to fight, to raid, to disrupt trade, to steal children, to enslave other people. Yet they do, and they have neither qualm nor moral uncertainty about it. A large part of

the reason for this came out of Bosworth's mouth as he cursed and spat, his green skin turning mottled shades as his anger and bitterness spilled out.

"For over a thousand years, he has sent us his Ikons, and they have built the great Black Tower that rests within the heart of our city, rising from the bowl of the ancient volcano or meteor strike like an antenna pointed at the Heavens above, which we will one day reclaim for us and all our heirs."

The following distinctions aside, what we have gleaned through clairvoyance, through the sending of parties of adventurers to reconnoiter, and related efforts, is at least an idea of what the hamlets, villages, towns, and cities are like in appearance within the realm.



GOVERNMENT

Lemuria is an absolute dictatorial theocracy, headed by Bane, the Ikon of Belial. He uses the Fascian Lords as a kind of nobility or Elite to enforce his will upon the larger population.

While he officially is said to reside in the Dark Tower, or the Black Tower, or the Dread Tower (there are three of them, and all are identical, all sitting right next to each other) we have reason to believe none of the above is always true.

This is often having to suppress a bubbling and secretive rebellion among a very small segment of his population, and to shut down some kind of secret escape route that is enabling slaves to escape.

THULE

Official Name	The Matriarxa of Thule		Motto	To crush your enemies, see them driven before you, and to hear the lamentations of their women	
People	Thulian		Goods	Thulian	
Flag & Symbol			Crafts	Thulian	
			Honorifics	Ma, Mam	
			Greeting	I kneel, or Tuf!	
			Parting	I serve, or Getem!	
Respect Shown	Kneel before those above, forehead on ground, hands to sides, palm up				
Virtues		Vices		Towns	
Obedience	Courage	Mercy	Cowardice	Unknown	
Fecundity	Strength	Weakness	Defiance		
Armor		Weapons			
Coin Mail		Thulian Greatsword			
		Thulian harpoon			

INTRODUCTION



The Battle of Bilderberg was considered the last great act of the God's War, fought in the frigid and desolate north among the most fearsome and devastating of all the grievous and vile Foes of the Five, the Thyrs. They held that land, held fast despite the courage and heart of the Bright, and though the Five lost the War, it was us who lost that ultimate battle, a sacrifice play.

Thule is their land, no longer desolate, but rich and powerful. Their immense, single hulled, multi banked and oared ships make frequent raids for slaves, goods, and they are effective pirates, raiders, and represent a persistent threat within the Wild.

Thulians are the second closest allies of Lemuria and lack any significant industry or developed economic system. Indeed, reports are that they use Imperial coinage when they use any at all for purposes other than lining their vests with them.

Thulians are not afraid to tackle an entire village with only twenty of them. They are that fearsome and dangerous, and they are well aware of it. It seems to offend them when people are not afraid of them. Using slave labor, they have carved hundreds of small villages throughout the large island, each one led by a Matriarx. That alone separates them from their allies in Lemuria, but it is notable that they seem forgiven it in the treaties that are expected to have been formed.

Thule is notable for being the location of several legends of creatures found nowhere else on the planet that infest the Barrier Peaks, whose teeth like white caps soar above the land. Those same Peaks are infested, of course, the great spiders and dragons and Wildbeasts are said to live there. Those mountains are ore rich, but not in iron or silver. They hold the largest copper reserves the Ancients had ever seen and are said to be full of gems – so full that Thulian children play with them for marbles. They are also the only known mountains anywhere around Avilon where people can climb to the snow covered tops of them.

ATTITUDE

Thulians are separated by culture, kind, and more from their traditional allies to the southwest in Lemuria but share a common goal in that they seek to rule the world.

They actively raid. While they may avoid a large town and the cities, it isn't anything more than strictly tactical and strategic on their part. They can capture an entire Village in a single evening, and then sell those they don't want in Lemuria after storing them on their vast ships. They take slaves and treat them abominably (as Grand Master Bard Caledon later learned), using them as every form of manual labor and eschewing any sort of mechanics more complicated than one can achieve with wood, stone, and clay.

Thyrs ships are a mariner's nightmare. Three decks of slave oarsmen, quarters for as many as sixty raiders, and holds capable of holding up to two hundred prisoners plus a fair load of loot and goods. All of this, and they fly three masts with sails, and coat a ram in bronze. They will sink a ship fast after boarding it, and don't use ballistae or scorpions – just simple, basic ram and board techniques. But they are so tough that only adventurers really stand a chance in most cases.

The reputation of Thule is pretty basic: they are trying to conquer the world, and they are not letting anything stop them. They do not appear to have the sheer forces to do so in a single grand attack, but they are decidedly harrying and preparing and in the last two decades or so have ramped up their attacks greatly.

Thyrs do not mess around – discipline is like a thing for them, and they have assigned roles and ranks and take them very seriously. Nothing lives in a Hamlet that has been wiped out by a Thyrs raid. That said, Thulian society is apparently quite relaxed and ordered around entertaining themselves, training, and pursuing endeavors of passion.

LIFESTYLE

When not out at sea, racing or raiding or practicing for racing or raiding, Thulians enjoy equestrian sports, livestock raising, and archery and holding a reverence for warriors whose existence is defined by their ability to move, to travel, to be swift – on land, by air, or by sea. The cuisine of these fell people consists mostly of milks, meats, and breads. For meats, while they have no problem with the people in a pinch, they generally prefer goat, elk deer, zedeer, and so forth, but will not go near Aruks or cows. They seem to have an intense dislike for swine of all sorts, however – they don't eat it, but they will destroy it. Thyrs love yogurt, as well, and are absolutely fanatical about cheese.

Thule has a broadsheet that is produced daily. It is something that Sibola copied, but not nearly as colorful. The Thulian Broadsheet is several pages long, printed on what is certainly a press, and includes news on the dalliances and intrigues of the day, as well stories of raids and the expected information about new laws, rulings, and related items. Most Thulians are able to read and write, taught basic skills and such by their Matrons and mothers early on. Grand Master Bard Caledon tells a tale of coming upon a lone Thyrs who had made a camp and was relaxing and reading such a broadsheet. They were well met and shared a meal and swapped stories late into the night, parting in the morning without killing each other.

There is a story about a ship's captain who saved his crew by sacrificing the weight of a Matriarx in cheese from the holds. They eat a lot of deer, which are what are most often found in the forested lands they call home.

FAMILY

Women keep groups of men around to keep them happy, and Matriarx will have women of lesser station available to serve them and care for their children. The role of the men is entirely based around the service to the head of household, the Matron. Thulian culture generally allows children to be free and to learn and grow from experience more than rote education, but all women are still schooled formally by the Matriarx of their units.

GOVERNMENT

Thule is ruled by the Grand Matriarx. She is, for all intents and purposes, the absolute ruler.

Beneath her are several Great Matriarx, all of whom have oversight over a region of Thule. There are, to our best knowledge, thirty-four regions. Collectively, they form the Council, which is the great deliberative body, which uses a fairly simple voting system, the representation by Great Matriarx with the Grand Matriarx representing both the realm as a whole and the region in which Thule exists.

Beneath the Great Matriarx are the High Matriarx. Beneath them, in turn, lies the Matriarx, and finally there are the Matrons. Matrons are both the heads of households and the leaders of a given unit. Units are almost always comprised of family. To become a Matriarx, one has to be the toughest, strongest, most cunning, most ruthless, least merciful member in the area and beat the others. This happens every five years in a Limpic Festival, which goes on for two weeks and has several different events where the people prove their mettle against others (it is not merely a fight – those happen last). Where one places in this festival determines rank against those who one competed against. The current Grand Matriarx has defeated all comers for twenty-five years. The record is sixty-five.

Thule is aligned with Lemuria and often coordinates activities with them. It is not as often as would be effective, however – the typical Matron can easily defeat a Hob commander who is most certainly going to be argumentative and problematic. Since Thyrs will kill you without even thinking much about it, it usually means the two realms cooperate, but rarely operate together.

Thule is extremely offended by Akadia's existence. They routinely raid the area, and their mages are easily the equal of and possibly more creative than those in Akadia. A sobering thought.

EDUCATION

Like Sibola, they do not provide much education to anyone other than women.

It is said that fewer than 50 in 100 men can read, though about half of all Enby can. Women are raised to lead, men are raised to die, and all others are raised serve. This is the way that it was phrased once, but the truth is far more complex, as the men of Thule are still what we would call filled with machismo and have driving needs to prove themselves and their virility and their capability and skill.

It is the Enby Thyrs that can prove to be the readiest to be peaceable, though only when it benefits them, and this is a throughline in much of the engagements – they do not care about other peoples – even the Goblins are of little concern to them. They are the largest, fiercest, strongest of all the people, and they not only know it, but accept it as holy writ that they will one day rule the whole of the world.

CULTURE

VALUES

Thyrs value Obedience to those higher, order, rank, courage, strength of will and heart, and capability to produce heirs. In Thulian society, everything is run down through the women of their people, from property rights to inheritance to heads of families. The role of those who are not women is to ensure that they are given what they need, and to prove oneself worthy of their attention and time.

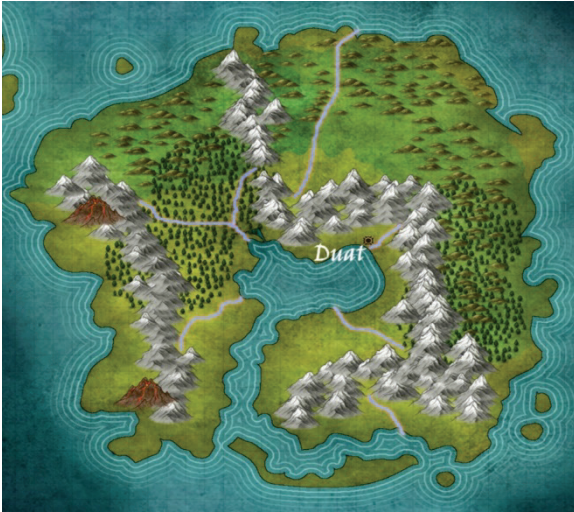
Thyrs are not overly cruel or malicious, as Goblins can be. They avoid killing children and keep their needs to themselves. They do not show Mercy, but they can show kindness and even be pleasant company when not having to deal with the brutalist Matriarx.

CULTURAL WEAPONRY

Thulians use double hafted, double cross braced swords four to five feet in length and as wide as the hand of a man for all but the last half foot, where it tapers to a point. These massive weapons are generally around 40 pounds each, and while well balanced, are too large for most other peoples. They use grapple lines at sea with proficiency, and are quite adept at crossbows, usually captured from those they have raided. Otherwise, they use heavy poles with axe blades on one side and spikes on the other, throwing them or using them at range.

Thulian warriors are almost indistinguishable to most people on sight, save for the color of their eyes. Part of this is that they often wear long laced vests of leather for armor, to which they have sewn hundreds of Imperial coins.

DUAT



INTRODUCTION

If there was a place where anarchy was truly extant above the waves, it would find its closest form in and among the roundish, beehive shaped hovels of Duatians, who appear to be impossible to describe effectively or accurately. They are not even a nation, despite having come up with a flag to fly on their stolen ships or hang on poles in their raided forts and hamlets. They are extremely intelligent people, with a highly developed language and are fully able to communicate and sometimes even do – usually in the native language of those they are speaking to.

However, they often simply don't want to, and so they won't. Or one might, and several dozen won't. They don't seem to have any kind of honor system or real values structure

beyond 'do what you feel like doing.' This seems to be joined by a kind of "hey, you want to go get some people?" or possibly "I wonder if that ship has stuff we can use – you wanna go check it out?"

Envoys sent to watch and spy have always been found and captured, but often it was a circumstance where they had been found again, and had simply had a long talk with the people the first time. The best we have been able to come up with is that Duatians are a bunch of individuals who live together, play music and dance together, and then do whatever they want in groups or solo and without any real direction beyond whatever sounds good at the moment to those who follow or go along with a plan.

If they can be said to have a plan. There are no true leaders, merely people with an idea and a bunch of others who say sure and do their own thing, sometimes even working at cross purposes. Duatian culture is easily reduced to the precept of Do whatever you want and don't worry about consequences. Duatians have been known to attack allied groups of Goblins and Imps and even defy Thyr's. They are wild cards, outside the realm and range of sense and understanding we have of the Foe.

It doesn't help that Duatians at large are generally smarter, stronger, faster, meaner, bigger, and more unpredictable than any other peoples. Even the few remaining feral tribes of Merow – who often work with Duatians, are more easily figured out than this. Duatians do not take prisoners. They do not take slaves. They do not hold things for ransom. Their hovels, from the outside, are simple dirt, clay, mud and earth. No one knows what the inside looks like. They could have tunnels down there.

Duatians do not seem to have any kind of family structure or even track their heritage back to the time before the God's War. We are not even certain how to tell their genders apart, or even if they have genders. While they all look similar, they are different enough to tell apart as individuals, but yet there is no record of them engaging in any birthing or other practices, and the closest they come to rituals is when one of them grabs a stick and acts as if they are playing a lyre while howling horribly. I would say that the best way to describe Duatians is that they are in it for the fun of it.

ATTITUDE

This seems to be the closest, for the major things that Duatians do engage in during raids, besides random killings of those who get in their way or deny them, is they take all the metals. Anything metal. Everything metal. They don't eat it that we can tell, as we seem them eating an assortment of thing – including people on occasion, but not with nearly the gusto of Goblins. They take it back to their homes, built in strange, wild clusters that look like hills of beehives all stacked and running together, climb up to the hole on top that is their entrance, and go in. The metals never come out and no one knows for certain what they do with it.

BERMUDA

Official Name	Bermuda		Motto	To the New World Order	
People	Bermudan		Goods	Bermudan	
Flag & Symbol			Crafts	Bermudan	
			Honorifics	Graga	
			Greeting	Urga	
			Parting	Ehgro	
Respect Shown	Keeping your clasped hands in sight at all times.				
Virtues		Vices		Towns	
Cooperation	Magnanimity	Disharmony	Distrust	Montego	Aruba
Knowledge	Family	Dishonesty	Treason	Kokomo	Largo
Armor		Weapons		Temples	
None		Khopesh, Karn		Paria, Mansa	
		Spear		Qetza. Gallae	

INTRODUCTION



Isolationist, uninvolved, outsiders – the ways that people describe the least seen of all the people are often traced back to these ideas. Shipwrecked sailors have said they watched them abandon them on a shore instead of help. Explorers have said they were attacked, subject to poisoned dart spit from blowguns in the shadows. Mages seeking rare and unusual ingredients for a ritual have reported being cut down early.

All this, and for the last two dozen years, a delegation from Bermuda has approached each of the different Realms and offered trade terms, seeking to open up a discourse and potentially form an alliance. They even encourage people to visit certain areas of their coastal lands, where they apparently have set up some sort of resort. Chicory says it is

wonderful. Something about “only way she’ll ever get a cabana boy”, whatever that means. They get along well with and have borrowed things from Islandians, and the prior examples are often waved off as they were interlopers, prying into things that are private, and Bermudans and are extremely protective of their privacy and their realm; otherwise, they avoid dealing with people whenever possible.

ATTITUDE

Bermudans are not neutral, but they are only on their own side. They do not seek to bridge a divide or serve and the relatively few every year who run off to join the Dread Host are considered criminals and outcasts, and the penalties for such are swift, brutal, and without appeal.

They do not encourage engagement with the Bright lands, for they don’t have trade agreements and do not trust easily nor deeply – and likely with good reason. Their small, flatbottom boats are wonderful for passing through marshes, swamps, and such, but they are not very agile on the seas. They do use canoes, but rarely and then only for speed. They are an industrious people, who produce a very fine ceramic, intricately detailed and decorated, and they are a patient people who have things they want, but not at the price many will sometimes demand. They are a frugal people with their favor, their wealth, and their secrets.

GOVERNMENT

For seventeen generation, there has been a King Kobold on the throne of Bermuda. From it, he oversees the vast assortment of villages – traditional and the more modern resorts being built to attract others – and enforces laws made and decided through counsel with his Nobles, the Dukes, Counts, Earls, and Barons that each oversee a given space.

The King declares nobility, and it appears that they do not track Houses the way that others have and find it essential that nobles be people who are liked. This could also be because every Bermudan – no matter where they came from or what they are, is a soldier, and is expected to defend the people and its way of life, which they see as always being precarious.

Bermudans want to be part of the larger world stage and benefit from it (especially in relation to alcohol and fruits, which they absolutely love but have poor results with, save for pineapples), but do not want to sacrifice the life, the ways, the culture that they have built for themselves – and that includes not having to give service to any of the Powers, for there are no temples, no shrines, no manses. The extent of Bermudan religion is those who have passed within living memory, and hoping that they have a better life in the next one.

FAMILY

Bermudans raise their children in creches, collective areas, and the children are the children of the whole village, even if they might be easily identifiable as the progeny of one person or another. As Bermudans do not have strong ties and bonds with children in the same way that others do, it is often thought they don't have them with others as adults, and this is deeply untrue. Once hatched, they are raised in the communal hall and all are taught the crucial principles of Bermudan life, including reading and writing – Bermuda may have the greatest degree of literacy among all the realms.

The most important relationship for Bermudans is between mates, and a given group will typically mirror the diversity of the population as a whole: one man, three women, and two themon. While some groups may be smaller (deaths, haven't found the right person yet, and so forth), they will never be larger as that throws off the balance of ability. Eggs produced will go to the creche, but the devotion and commitment of the partners endures, and is often times so close that killing one may kill others from the grief and loss.

Typically, it is the themon who are the heads of family units, but note that this is a rough idea, as they are all committed to each other, and all are still very much able to fend for themselves. There are no gender role divisions in Bermuda.

CULTURE

VALUES

Bermudans value Family, country, and independence. For them, Unity and diversity, equality and equity are key principle, core values, and they do not see those in others readily. Cooperation, Magnanimity, Knowledge, considered thinking, openness, and honesty are all central tenets, and their obverses are often reasons for punishment, as there do not seem to be many overt folkways among Bermudans.

CULTURAL WEAPONS

Bermudans are primarily hunters, and primarily work by ambush, so they have gained notoriety for building complex traps and snares and pits. They frequently will use toxins on darts, arrows, and javelins, but if they go into a full battle they will use a small shield, a short sword, and a five foot long, broad bladed spear. In a grappling contest, they will use their teeth and claws, much like any other person would, but note their claws can gouge and scratch deeper than most.

Bermudans use small shields that also double as their bowls, plates, and whatnot. About 15 inches in diameter, they are square with rounded edges. In formal battle, they will wear a front breast plate, and their back scales are plenty tough enough as it is.

THE IMPERIAL WORLD

Wyrld has a fixed way of doing settlements, going back to the Age of Dreams. From a designated central point, a city, people begin to spread out. In general, settlements are founded by a Noble or the head of a House, who then sponsors people to move there, promising to provide and protect them and building the necessary resources. This promise, since the Founding of Sibola, is guaranteed by the Oath of Fealty that all Lieges must swear to the Liege they serve. Settlements tend to spread out following the terrain and available freshwater. The space between settlements is patrolled – one essential function for all governments is to patrol the region in between their settlements, at least out to about thirty miles. The settlements themselves often have a Patrol House or three from which those people patrolling are based – and there are Rangers as well, some in orders that stretch back to the Age of Myth, who help to ensure the world is not too hostile to the people living in it, and vice versa.

A **CITY** is supported by **TOWNS** who are supported by **VILLAGES** that are supported by **HAMLETS**. Cities will typically have a population of around 5,000 people, Towns will be around 1,000 people, Villages around five hundred people, and Hamlets will be around 100. A **STEADING** may just be a single family, out forging their own path, in hopes of establishing a new House or escaping the sometimes-onerous rules of a noble.

Anyone can start a settlement in any region – the practical points differ, but the essential basis is the creation of a Steading, with 10 to 25 people. A steading is *supposed* to be walled, homes built, and fields laid out, but from there, growth tends to be basic and in general follows a plan set by the respective regional governments. To found an official steading requires the permission of the Liege Lord near the settlement but does not involve taking an oath of Fealty until the settlement has grown to at least 50 people.

All smaller settlements (Village or smaller) will typically have some place of safety called **THE REFUGE**. It could be a building, a hollow, a magical space, caves, or even a castle. It will always be large enough for the bulk of the population (or at least the women, children, disabled, and elderly) to hide and survive, but it may also be something that is attacked by the creatures of the wild, or Goblin gangs, or Impish efforts or mayhap even a daring Thyr raid.

The Imps are said to be the greatest danger to the Empire, because they have created the Underdark, and it is through that massive warren of tunnels and delvings that Grendels and Goblins often invade, creating a camp somewhere, and using it to stage, fleeing back to the warrens if they are discovered and unable to overcome.

Those along wide, navigable rivers worry about the Thyrs and the Merow, for they prowl the water ways, above and below, and there is always the Fairywilde and the poking through the Veil of its peoples.

Lastly, there are corsairs – found in the air, in the water, on the land. Bandits, despite their claims to be free spirits living by some code, they are more dangerous as Bandit Lords because they often have more organization, and many are given special grants by assorted people with authority and power and wealth to put pressure on others. It is said that Corsairs are what happens when the **ARENAS** are crossed, for Corsairs can be of the field and the hearth, but the fields and hearths they once had were somehow taken from them. Brigands exist as well, dispossessed and Ostracized, cast out and desperate, often starving.

IMPERIAL SETTLEMENTS

While not absolute, most settlements on Wyrld are located along, across, or very near a river, usually a navigable one with a strong flow. This is especially critical for Villages and larger places, as the rivers are what power the mills and enable the barges and riverboats and Boats to reach the docks for trade.

Wyrld is deeply agrarian, with farming and ranching making up about 80% of the daily work life of most people. The peculiar structure of nobility allows for much of this to move through the markets of the large settlements fairly easily, aided by the extensive and broad approach to transportation such as Skyships and the Train for more easily spoiled produce and the Riverboats for the rest. The greatest challenge is tithes, taxes, and levies.

Cities can generally only produce enough food for about a third to half of its population, with the rest coming from the towns, villages, and hamlets that are seen as supporting it and dependent upon it.

Cities do not perform a real census, relying instead on the reports of those who are assigned to support and uphold the local laws as well as oversee the guards and provide protection. Each city has the ability to send up to one regiment out to defend each Village.

Settlements will generally try to remain within about 30 miles of each other. This is not always possible, but by doing it to the best of their ability, they can often link up Patrols and ensure greater safety of the populace. In Lyonese, for example, it is not uncommon for there to be a string of Villages along a worn dirt road spaced roughly every thirty miles out, only beginning to link with the Imperial Roads when it is necessary.

Steadings and Hamlets are often the least well protected, and many will have an Arbiter who will travel broadly to try and encourage young, newly married couples to move and relocate, even possibly promising them some small startup funds. This is because that kind of work is essential to the survival of everyone, and all the aspects of life feed into the overarching pursuit of security in a world where Goblins do not hesitate to attack, or Imps seek to infiltrate.

One particular aspect of Wyrld settlement is that Towns and Cities are almost always built using a “bastion” style development that follows the terrain as much as possible – that is, they are going to be star-shaped, with broad moats around them, typically 30 to 50 feet wide and often quite deep, usually supplied by a nearby water source. This style of building and fortification lifts the settlements above the terrain and ensures that they have clear lines of sight all around the settlement.

Villages and smaller spaces will often have something similar at least partially laid out, but rarely will such be finished, as it depends on enough of a population built up to create such.

CITIES

The Cities of Wyrld are generally the largest settlements, often located near a river. With a population of over 6,000 people, a city is usually grown by simple population growth, and are therefore the oldest settlements in an area. Cities will have One or Two temples, and one or two shrines – these will be dedicated to the Patrons of that Realm.

Cities have thirty-foot-high, ten-foot-thick walls that are crenellated, made of stone, wood, and fill (often trash). They are solid, with broad plinths at the bottom to discourage laddering and siege towers. The base city, which most try to emulate in some way, is Sibola, with its ten rings and massive seventy-year wall. It remains the only city to have never had a direct Imp or Goblin incursion.

They are manned by a standing guard that will vary but is usually around 10% of the population in some form or other. Guard posts will always have a supervisor on duty, and usually have a team of ten to twenty men-at-arms.

Most cities have at least three gates, some will have four. Cities with Ports will have a wall pulled away from the port, making the Port itself a bit of a free zone. Durango is divided into five regions for each of the Dukes, whereas Lyonese is entirely overseen directly, and the Shagan has divided the orderly Qivira into twenty five small units overseen by trusted nobles, and keeps her Dukes assigned to out of the way areas.

Cities do not have barter – one cannot pay one’s taxes with bartered goods.

TOWNS

The Towns of Wyrld are medium sized, located several miles out from a City and having one to three primary purposes in addition to being a trading post. There are several Towns in any given Imperial Realm, and generally speaking at least three. Towns will have a local Noble in charge, appointed and sworn to a given Liege, usually the head ruler of an area. The Noble will be responsible for ensuring the town is safe, that crops come in, that needed supplies are brought in, that trade moves and products are shipped out. Towns will have at least one Shrine dedicated to a Patron of that realm, and likely one or more to other Patrons of that settlement.

Towns will be primarily mercantile in nature, with some limited agriculture, which is primarily the responsibility of the villages that support a town – often several. Towns will have a variety of infrastructure and systems that enable them to operate that Villages lack.

Towns are often walled, usually with wood or stone construction. These walls are at least ten feet high, and usually about five feet thick (stone, rubble, or doubled tree trunks, usually a mixture). They are patrolled at the top, and occasionally will have earthworks meant to delay or harass attackers in case of siege. Towns typically have a population of 1500 to 5000 people or so.

Adventurers are welcome in towns if they don't disturb the peace. Just inside the Gates each town will have a Tavern, and a Pub.

Towns do not have a standard layout, more or less conforming to the terrain, but they do have a strong structure of what they typically contain. Most towns will be divided into Sections.

All Towns have a full market, usually a designated street or two for varying sellers of wares, most of whom live in their shops. Towns use coinage far more than barter, and barter is frowned on unless they know they person. Barter is hard to disguise on reports to the guilds, and difficult to effectively tax.

Towns are the heart and soul of an area. They set the tone for the villages that come to trade there, they act as the major trade marketplaces, and they usually have the ability to provide the things needed while smaller settlements do not.

Towns are formally designated, and one aspect is that they are responsible for a broad area – it is the task of a Town's leadership to "tame" the region around it as best they can, and to protect the people in that area from the dangers and disruptions that exist.

As noted in the section on Taxes, Towns have taxes to support the tithe to the Cities, but also for their local needs.

Towns always have a force of at least 15% of the population that is able to be mustered in the town Militia. They will have a Watch, where there will always be a leader on duty, subordinates, and then the majority will be everyday people. Most towns have three shifts of equal or roughly equal size. Gates are opened in the morning, usually a couple hours after dawn, and closed at night, though getting in happens for a few hours after nightfall if it seems safe enough.

SECTIONS

Following the Bitter Road, as Sibola was being built, the eldest and most scholarly of those who had endured the hardship gathered together and collected their knowledge of the Ancients, consulting precious books and scrolls and stores of passed down knowledge. From that, they recreated many of the things and ways that much had been done in the ages lost that had come before the God's War and the ravaging of the world.

Among the most critical at the time were the ways of organizing people within cities to reduce risks to health, to ensure survival, to establish the ways and things that were needed in a city.

From that and based on later developments over the centuries, a fairly basic way of knowing what is needed has arisen, and a somewhat simple way of handling it all has been established.

At the heart of all this is a concept that is called Sections. Towns and Cities are generally divided into Sections, and often a Village's growth is influenced by the way that a section is developed out over time. A Section is not a unit of population and is more about administration and needs of people who live in it, but also creates strong

bonds and a sense of community among those who live there, as everyone in a section has responsibilities that impact their neighbors, such as sanitation, flood control, and other basic needs.

Each **SECTION** will have a Market, a Shop Street, a Refuge, a Tenement, a Cesspit, a Cistern, 4 to 8 Wells, and significant housing. A Section will have at least 2 Streets that meet at the Market, 4 Avenues that intersect the streets, and then several Alleys.

Sections are often considered to be “poor” up to “wealthy” based on those who live in them, and there is a strong sense of pressure to ensure that folks do not rise above their station.

ROADS

Roads are generally grouped into Streets, Avenues, and Alleys. Generally speaking, Roads don't have official or formal names. At least one of the roads will connect to a King's Road or Imperial Road in some way, as these are the main

STREET

A **STREET** is always cobblestone, a 7-yard wide (about 23 feet), and represents the main route through that Section, connecting it to other Sections. Streets include a perch wide (about 10 feet) Walkway along each side, often shaded by canopies attached to the buildings that protect it from rain. Along the side are drains that funnel water to the local cistern. Streets are slightly higher in the middle than on the sides, and generally graded to enable the flow of water. Streets are often named after the Noble or House that is involved in the Town's oversight.

AVENUE

AVENUES are also 7 yards wide, may or may not be paved. Avenues are slightly higher in the middle than on the sides, and generally graded to enable the flow of water, directing it to the streets. Avenues may or may not connect to other sections, depending on the way the area is built. Avenues are often named, but it is so varied and seemingly random that telling you how they are named could take a lifetime. In Sibola, all Avenues are numbered in a clockwise direction, according to the Section they are in, which is also numbered. So an Avenue might 34th, indicating it is in the 3rd Section and is the Western Avenue in that section.

ALLEY

Most roads in settlements are **ALLEYS**, usually unpaved in towns, but sometimes paved extensively in cities (Sibola is entirely paved in cobblestones). Alleys can be akin to mazes and are usually only about 4 yards wide (13 feet or so). Alleys are intended to be for foot traffic only, often cluttered, and are graded to encourage water to flow towards the Streets and Avenues, but often fail at that task.

ARENAS will have their own Section, and **GUILD HALLS** often have several sections that they are required to group within. The wealthy **HOUSE HALLS** will also have their own sections where their business is conducted. Those Sections will not typically have Wells, but will have a cesspit, and will lack residential areas. Tenements are also absent from these areas.

In Cities, the nobility will have a section that is walled and gated to protect them and their Homes, which are often sprawling affairs. Noble homes always have their own wells and cesspits.

In Towns, the Nobility usually resides in a Keep, a fortified residence.

MARKETS

A market will often be a Section unto itself in a city, although they do vary in size tremendously in smaller settlements. Each will have a Cesspit, a space for private Booths nearby, a Water Tower (fed from the Cistern), and a Well. In towns they are usually packed earth, while in Cities they are commonly bricked. Some markets may have a low wall around them with gates, and have controlled entry, while others will be open. Most markets have a small building that is used by the local Watch as an office and base. The Market will be laid out in a

pattern of booths and stalls and carts that encourages wandering and obscures the entrances and exits except on the outer edge of stalls. Some will have permanent or semi-permanent stations, while others will be open, and all of them are either traditionally held or first come first served. Spaces will generally have a charge collected each day of use by the local Trusty or Fidge, typically around a Quid in Cities or five Shillings in towns. Markets that have gates will also charge entry, usually between 5 and 15 pence, with much of the basis for being to limit the number of thieves and beggars that can get in.

Stalls are separated from each other by an Alley, which will have an occasional cart stationed in it (never more than 1 every chain (80 feet)). Traffic flows freely, sometimes chaotically.

STALLS

Stalls will be either loosely boarded or full tents. A typical stall space is seven hands deep by two yards wide, but larger, more influential shop keeps will have perch-wide stalls that are double the depth (reaching both sides). Some stalls may hire guards, and the number of attendants will vary from one to as many as five.

CARTS

Carts are always small, hand pulled carts, usually belonging to peddlers, that have a limited number unless the market has set aside a space for them to congregate. Peddlers and Tinkers are the most common users of carts, but there are always the food sellers.

SHOP STREETS

Each section will have one Shop Street. It is along this street that buildings, often doubling as homes as well as shops, requiring more space than a Market can offer or have special concerns. A Bakery, a brothel, a blacksmith, and others will sometimes be side by side, each using their workshops to create and sell their wares. This also includes the few who own and operate Cafes, which are very popular in the cities (Sibola adds an entire street of them in each section) but are rarer in smaller settlements.

CAFES

A Café is a small, three to ten table, two to four people per table, restaurant. Seating is outdoors, covered, and open to the street or avenue. Café buildings are usually set back in comparison to others, and many are run by families.

REFUGES

Immense buildings with yellow roofs, a Refuge is where the common folk gather in times of danger or threat. A Refuge will be able to house several hundred people, the largest ones able to house up to four thousand. Accommodations are spartan – a family will get one or more large, wide bunks (able to sleep three adults) and singles will have to share on a gendered basis. Changing rooms, baths, a kitchen with chimney hearth, a dining space, and a common area with a low, small stage are all standard features of them.

Refuges originally were an occasional feature of many locations until the second Skyfall, and the reason that the roofs are painted bright yellow is that in the aftermath of the last Skyfall, the yellow painted refuges were the only ones that had not been touched.

Refuges are always made of stone and brick, supported and double walled (a stone and brick wall, supports within it, and then another stone and brick wall), with clay tile roofs, and typically are two stories to four stories, with a cellar below.

Refuges have an appointed overseer in cities and many towns, while in the villages and smaller settlements they are handled by the local elderman or similar.

TENEMENTS

While larger towns may have them, Tenements are a major features of the Cities. A tenement is a large, three to five story building with stairs along two of the inside walls that lead up to each floor. Each floor has a long hall

that leaders to the stairs on the opposite side. A tenement floor will have 8 single room dwellings on it, with a window and a door that locks. The rooms may have a faucet located on an outside facing wall, but not typically much else. Several people may live in one, or just one person.

The cost of a tenement room is usually paid seasonally and varies by the building. Tenements are often built under contract with the local noble but will be the property of someone who then collects the fees and provides the tax to the noble. A typical Tenement room will run about 1500 a season in poorer Sections up to 15,000 in the wealthier ones.

CESSPITS

Cesspits are for the disposal of waste, chiefly that of humanity and animals, but also general refuse. The general space is usually about Rod square (around 400 feet) and consists of a pit, bunkers, a collection area, and space to move around in.

A common cesspit is six yards to a side (about 20 feet) and a fathom deep. The Cesspits are run by appointed Overseer who typically has a crew of nine to fifteen who work at the location. Cesspit crews take in community garbage, clean the streets through the use of open laborers, and attend to the Booths.

Cesspits are where people bring their garbage to. The stench of them is infamous, but some of that is mitigated by the ways that the crews that work the deal with it. Ash, collected from across the city, soil from wherever they can get it, and an assortment of small insects and related creatures are used along with long paddles rigged by clockworks to stir the massive piles all act to slowly turn the morass into something akin to a useful tool that is then hauled into small bunkers to the side of the cesspit area where it is allowed to compost. The resulting end product is then shipped out to farms that supply the city.

Cesspits do not handle metals, resins, or glass. These are generally not discarded and are instead brought to those who have a use for them, as they can be repurposed and reused, although ceramics are often ground and used in mortar, which is something that brick swains work with.

In my old world, we had a strange material that is absent here, but would have been very difficult for the cesspit crews to deal with.

BOOTHS

Scattered throughout a city are small rectangular booths that have a door and venting at the top. Each booth is a toilet, and they are checked and cleaned out daily, the refuse going to the Cesspit. Tenements have indoor Booths that are serviced the same way, and most homes have a similar place where the refuse is collected, though it can be either connected to an exterior wall or be an outhouse.

ARENAS

Arenas are the locations of the Grand Games, and the

HALLS

Halls are official buildings, the headquarters of the thing that they are the Hall of in that area. Halls are usually very extensive, very large, and have differing features based on the kind of hall they are.

GUILD HALLS

Guild Halls often provide a space to eat and drink, hold meetings, conduct official business, and oversee operations. When making a deal with someone, you usually do it as the Guild Hall, where contracts can be signed and agreed, and escrow can be held for large purchases.

The Adventurer's guild includes short-term occupancy rooms.

Most Guild Halls are two stories with a cellar.

HOUSE HALLS

A House Hall is where the head of the House resides, alongside their staff and attendants and functionaries.

House halls are usually three stories tall with one or two cellars, and typically set back amid sculpted grounds, the objective being to show off the wealth and importance of the family.

House Halls are where official business of the House is conducted and have special importance in the lives of all peoples. Halls and Communes are examples of House Halls.

VANGUARD HALLS

Vanguard Halls, usually called Campuses, are where Vanguards in service to a sponsor live, train, and prepare for their next event.

NOBLE HALLS

The principal government spaces. They will contain jails, Courts, Audience spaces, and meeting rooms for people to interact with the local government. In cities, there will be one stone Noble Hall for every four sections, while in Towns the Noble Hall may be a simple building or a great Hall depending on the size and wealth of the town.

BATH HALLS

Wyrld strives to stay clean. Bath Houses range from formal, concrete and tile baths to hot springs that have been tended to and cared for. They are communal bathing spaces, usually divided into several sections (by gender, with cubicle rooms to store belongings and change into bathing clothes and put on robes) as well as typically having three pools in each section: Hot, Warm, and Cool.

They may also offer special baths for children, although Youths are always required to go to the gendered spaces.

CISTERNS

Rainfall and often a diversion of a local nearby water source fall under the responsibility of those who store, clean, and prepare that water so collected. Cisterns are run by an appointed overseer whose task it is to collect water, ensure that water is as clean as they can make it, and store it for use throughout the city, particularly in baths and fountains. Cistern water is treated differently from well water, although cisterns are often responsible for both.

A Cistern proper is a six-yard cube (20' cube), and a Cistern building will have four of them, each connected by a wide pipe that will have multiple screens and filters in it. The final cistern will also have a pump that is used to push the water up to a water tower located somewhere according to a complex series of pipes and screens to direct the flow.

Water is normally brought in from some source external to the settlement via aqueduct (a long wide pipe) to the cisterns scattered throughout the settlement, with the goal of keeping a constant flow in place and maintaining the water levels of the Water towers under that Cistern's watch, as well as ensuring that baths and other places have access to it.

Cisterns do not service individual homes, but in some locations may service a Tenement in their section with running water for washing clothes and dishes and such. When they do, the owners of the Tenement have to pay a weekly fee to the Cistern to provide for the people who have to maintain the pumps that allow that water to reach the tenement.

All pumping is done by hand on Wyrld, although there are folks in Lyonese who are working on ways to use clockwork mechanism to do it, or to reduce the amount of labor required.

Cisterns run pipes made of clay and sheathed with metal (often copper) beneath the settlements, and in several places will have handpumps that are available above ground for people to use.

Firefighting, another duty of the Cisterns, is usually done using long fabric hoses that have been lacquered or waxed and oiled, drawing water from the Water Towers.

WELLS

Settlements always have several wells that are dug as among the first things done when establishing them, even if there is a water supply nearby. Wells are usually about 3 yards in diameter, (10 feet) and have simple bucket and rope approaches for reaching the water.

Wells are surrounded by a Wellhouse, which is usually much larger than the well as they are often essential areas and places of community life.

Some wells are able to push up their own water, and these are often turned into fountains with broad basins and decorative central figures typically sculpted to honor someone or remember some event.

Wells are gathering places, open sided, and most provide the water that a family uses each day, hauled from the well to the home. Well water is used for drinking and cooking. Cistern water is only used for that in extremely rare and dire circumstances.

WATER TOWERS

Cistern water is stored in immense water Towers, which typically consist of a two-story tall wooden tower and an immense barrel measuring 3 yards high and as much as a fathom in diameter (10 by 16.5 feet). Spigots allow special fabric hoses to be used with it that are normally stored in coiled positions around the base of the tower.

The Water is also taken by pipes to bathhouses and other facilities, as well as to the scattered hand pumps throughout the city.

VILLAGES

Villages are small, variable and located in more rural environs, with a population of 100 to 500 people. Roads are often flagged or cobbled for the last mile to the walls. Villages are overseen by a noble who has sworn allegiance to a noble over a Town or section of a city, nearly always the closest, but not always. Villages are more difficult to protect, being smaller and often having fewer resources, so the Noble of a village is often closer to their people and there is a greater degree of dependence. Some Nobles will not live in their Villages, but rather stay in a city and have their lands overseen by a trusted person in the role of a Castellan. Villages will have a small Shrine to at least one of the Realms patrons, and then a shrine to one or two others.

Population is not always the sole measure of a Village. Villages are primarily agricultural, with limited numbers of artisans (typically not more than two or three total, and lacking competition locally). Villages provide support for Towns, with it being rare that a village supports a city.

Villages are often, but not always walled – though they will have a walled and defensible location, one that can handle the defense of many of the citizenry. Wealthy Villages will have stone walls, but most that do have walls will have wooden ones. Villages will often have a large building capable of holding all the “recognized” members of the community, along with some supplies. This recognition is essentially being known or related to someone or bringing something needed and being known by many folks. Strangers are not usually allowed. It will be somewhat fortified and could be a group of caves or other place where a Refuge can be built. This acts as the [VILLAGE REFUGE](#), and is a primary building for the Village, known to all, and acts as one of the main core buildings alongside the Merchant Barn, the leader’s home, and any Manor.

Villages always have a force of at least 20% of the population that is involved in the Village militia. There will a formal Watch, with a leader on duty, subordinates, and then the majority will be everyday people. Gates, if a wall is present, are opened in the morning, usually a couple hours after dawn, and closed at night, though getting in happens for a few hours after nightfall if it seems safe enough. If there are no gates, then each of the major entries to the Village will have a small Watch Building along the side of the road that serves the same purpose.

Usually, a village that is in trouble must wait for at least two days, more commonly three days, for help or assistance to arrive. Villages are frontier locations, filled with hardy but often frightened folks trying to make a

living as best they can in a world that essentially wants to kill them all the time. The vast majority of people in the world live in a Village or smaller settlement, even within the Dread Lands.

The center of life in a village is generally situated around a Manor or Keep, that may or may not be the principal House's Manor. Most villages owe their security to a Noble who resides in that manor, and that manor Lord is responsible to the people.

Adventurers are welcome in villages if they don't disturb the peace. Villages that are well established will have at least a Tavern, and most likely a Pub. Some will have a full Inn, though it will always be outside the gates, often about an hour away from the village.

Most villages have a market area. It is not always certain to be open or even available but serves primarily to allow visiting merchants and locals to exchange wares, goods, and crafts. A lot of barter goes on in villages, though coin is always welcome. Village markets are often the places where Peddlers sell their wares, as most major Merchant groups do not go to villages, only Towns and Cities. This makes Peddlers a key source of news, a way to get otherwise hard to find items, and similar things.

Most people on Wyrld never leave their village or smaller settlement. The demands of daily life and survival and the bonds of family and friends and dangers braved together makes people feel safer and protective of their home.

TYPICAL VILLAGE CONTENTS

The typical village will have a Manor, surrounded by some sort of fortification, which is supported by fields, orchards, vineyards, and gardens. Close to or attached to the Manor will be a Granary or other large storage area (depending on what the primary goods of the village are) that will be guarded and manned by folks to collect taxes.

A village will usually have at least one Shrine, though it may not have a Shrineward. Shrines may or may not have priests and may not even be consecrated – it is simply that folks wanted a shrine. If the Shrine is staffed, however, there will likely be an almshouse, where folks can get some food during hard times and where the Shrine's donations are kept.

Every village will have a well, even if it is located near a reliable flowing water source. Larger or wealthier Villages will have a full cistern and water tower.

There will be a leader's house, for whomever is the commoner leadership of the village (often appointed), and wealthy homes will be present. All of them will have a garden, an outhouse, and a storage space. These houses may not be larger, often just being in better condition or more decorated, but they will have a carriage house and usually a meeting room.

There will be a Hall. It may not be large, but it should likely fit 30 or so people comfortably, for court and official occasions, and the Lord will travel to it on a schedule known in the village.

Larger villages will have a cesspit located away from the main bod of the village and will use it heavily if they are agrarian in basic nature. Mining villages will have a cesspit closer to the mines. Fishing villages will use the offal from the fish in it as well.

The Market will often be set up between the Hall and the Refuge, which will be two separate buildings if the Refuge is a building. Markets will often have some warehouses set up near a river or road, depending on the main way trade is conducted. Warehouses will have some place nearby with a stable and community barn for not only locals but traveling merchantry.

A thriving village will have an Inn, whereas less prosperous ones may only have a Tavern or a few Saloons. They will be located no more than half a day away and no closer than four hours to the village if an Inn, while Taverns and saloons will be on the edge of the village.

All villages need certain common skills to be available. There is going to be a Farrier or Blacksmith, a Charcoalery, a Bakery, a Furrier, likely a Mason, and some form of Clothier who may either buy shoes to bring in or include a Cobbler. Mining villages will often include a Yuzura.

Surrounding the village will be the productive fields. While some few folks will live in scattered farms a day or half day away from the village, the bulk of the village's population will have fields nearby, so towns are

surrounded by grain fields, vegetable fields, orchards, and vineyards no matter the primary purpose, and then have the primary purpose needs added to that in a way that avoids contaminating or endangering the fields. Some fields may be left fallow in the cycle of growing, others may be large areas of pasture left to be seemingly natural. For cattle villages, there will be ponds dotting the area around the pastures, and they will actively avoid allowing the cattle to use any flowing water.

Beyond that is the non-arable lands, such as meadows, pastures for cattle, woodlands, and such.

HAMLETS

The second smallest form of Settlement, Hamlets are typically wooden walled compounds that lack formal or direct supervision outside of a noble whose Liege is out of a Village. Hamlets have 100 to 400 people living in them. Some hamlets may be established by independently minded demihumans, semihumans, or halflings. Hamlets will have a shrine to one of the patrons of the Realm, and then a shrine to a Power favored by the locals.

Some Hamlets are called Forts. The inner area of a Hamlet is where the people who live in it retreat and is often the precursor to a Village Refuge.

They are led by a community designated leader, and usually have a population of around one hundred. Most hamlets are also used as a duty station for a contingent of around a platoon of soldiers, guards, and such from the regional City.

Hamlets often have their fields outside of their walls, and most residents will live outside them as well – but there is always space within the hamlet proper for everyone, often through a Commons House, which is the Hamlet version of a Refuge and Merchant space. Hamlets have a one or two-person gate, and rarely have more than one gate. The typical Hamlet has the ability to muster up to a dozen people to augment the soldiers stationed there.

Hamlets sometimes have a Public House, but not often, and the best one can hope for is a public house barn for some place to sleep.

STEADINGS

A Steading typically has around 25 to 100 people, usually from a few families that know each other well or are directly related and are overly cautious about strangers, and a formal Steading, or Croft, will have at least 50. Steadings might have a shrine.

Steadings do not usually have any resources to support outsiders – but they almost always know where the closest Inn or Village is found, and many will offer Hospitality (a roof overhead, a meal, and conversation) to people whom they feel safe offering.

Steading gates are usually manned by volunteers, often a single person who always has something better to do and are simple affairs. Steadings do not wall their fields and use basic wooden and earthen construction to fashion barriers to limit attacks by Goblin and Imp raiders.

It cannot be overstressed that Steadings are very tightknit, typically composed of between one and five families, usually extended, and are fiercely independent.

A Steading may be started by a single family in a single isolated building on a cultivated ground or space. This is called a Camp and is the smallest of possible settlements.

NOBILITY

For centuries, the assorted areas of Wyrld have operated and been governed under a somewhat feudal system of leadership, rendered complex by tradition, by laws and Powers, and by custom of the Houses that emerged as the foundations that built the broader world came into being following The Bitter Road.

Of note is that Nobility is a role, not a birthright, and there is no divine right of rule. The survivors of the Bleak Journey had organized themselves into several great Houses, and chief among them was the House of Usher. That House has managed to rule over Sibola for most of the last several hundred years, but not wholly.

Nobles have duties and responsibilities and operate on a system of Liege laws that are only applicable to them – the Liege that they serve varying and being able to be changed as politics and possibility permit, but the basic obligations still in place.

Nobles are responsible for an area – typically a settlement or an area of one, and they are responsible for the defense of, preservation of, security of, and well-being of that area and all those within it.

They are also obligated to host those above them, to provide accounting for their deeds and acts, to collect taxes and send them through, ensure that laws are followed and made fairly, and generally supervise the area to ensure that the peace and prosperity of the realm is ensured.

They are widely respected, for they often have skills that only nobility can attain in terms of organization and command and leadership, and the best of them strive to ensure that the obligations they have are met and exceeded.

NOBILITY TITLES AND ROLES

An additional aspect of the Convocation is the equivalencing of titles. This is key since the official status of the Empire is one of barely recognized existence.

Officially, the Emperor or Empressa have formal say over the realms of Sibola, Akadia, Durango, and Lyonese, while Aztlan, Dorado, and Qivira are distinct, separate from the Empire but only thinly and due mostly to differences in how the government is run. In practice, since the Emperor is effectively confined to Zefir and practically powerless outside the Convocations, the titles enable the rest to understand the role of whom they are dealing with. The following titles are used among Nobility and assorted leadership on Wyrld.

	Sibola	Akadia	Durango, Lyonese	Qivira	Aztlan
Nation	Emperor	Warden	King / Queen	Shaga	Sultana
Heir	Prince / Princessa	Designate	Prince / Princess	Hama	Adia
City	Duke	Keeper	Duke / Duchess	Janga	Dame
Town	Baron	Guardian	Baron / Baroness	Hesha	Baroness
Villages	Count	Castellan	Count / Countess	Marwa	Comtessa
Hamlet	Marke	Lord / Lady	Margrave /-ess	Hakimi	Maven
Steading	Lord	Lord / Lady	Lord/Lady	Lady / Lord	Lady
	Dorado	Sea Realms	Antilian	Hyboria, Kahokia	Exilian
Nation	Duke	Khan / Khana	Minister	Chieftain	Alman
Heir	Baron	Mala(na)	--	--	--
City	Councilor	Sultan / Sultana	Secretary	Chieftain	Hefe
Town	Mayor	Caliph / Calipha	Councilor	Chief	Honcho
Villages	Mayor	Amira / Emir	Senator	Chief	Kahuna
Hamlet	Mayor	Sula / Shah	Reeje	Elder	Gaffer
Steading	Rancher	Nawa	Pitch	Elder	--

It is worth noting that the Emperor is the Liege Lord for Akadia, Sibola, Durango, Lyonese, and Dorado, with Aztlan only having an agreement in principle and Qivira having only traditional effort, with no oath having taken place under the Shaganate. A different Emperor might have an issue with that, but none live today who think that he could get Aztlan to bow or bend. They won the last war, after all.

This was set up so to be a regular and orderly form and function, and that regardless of where one comes from one could be effectively titled. Antilia, the youngest city and not a part of the Empire, has a strange idea that is somewhat like Dorado but is likely to collapse from a lack of stability and strong leadership.

BECOMING NOBILITY

It should be noted that not all noble people have a title – *titles are only granted to those who have an **active** aspect in rulership and Liege Lords pledged to them.* While many members of the Nobility may have roles and functions in government according to the locale, they are not titled and cannot be unless they end up with the role.

Titles are passed to the chosen successor of the Noble with the title. If that person is not related to the family, they become such upon that point. This is inviolate, and all nobles have a succession chain they have determined that may or may not include their own household.

It is rare, but it can happen that a Writ is given, called a **WRIT OF GRANT**, allowing the establishment of a new territory, in exchange for allegiance to the lord granting the writ. Only the highest-ranking noble can grant a writ without limit – all others require permission from those above them. Thus, a Marke seeking to establish a new Steading would need to gain permission from his Count, his Count would need to gain permission from his Baron, the Baron would need permission from his Duke, and the Duke would need permission from the Emperor.

Grants can only be given for those roles beneath the Noble, and only those persons in whom the writ is invested can be nobles for they are sworn by Oath.

All Nobles select their heir from among those they feel are worthy that they know of and approve of in the broadest sense. Once selected and accepted, an Heir must also take the Oath of Fealty. Nobility is often hereditary, but not exclusively.

A typical Grant, given under Writ, provides a means of support for the Noble, including a way to keep a staff, provide for travel, and support the troops that are inevitably needed.

OATH OF FEALTY

The Oath of Fealty is a ritual performed by Noble courts. It is conducted in a room called the Octagon or more commonly just The Chamber. At least seven witnesses from existing Nobility are required, and seven more from among the Noble staff. Often, Envoys, Mystics, and Reeves will be invited to witness, and it is not uncommon for Agents to be present.

The floor will be marked – usually stone inlaid with the pattern required – and in the center of the room sits a throne and a stool before it (kneeling stool), separated by a yard. The current Liege will sit in the throne, the supplicant will kneel on the stool before them. The Oath is recited.

The Oath is to uphold the Charter, uphold the Laws of the Liege, to come to the aid of each in times of peril, to ensure the well-being of the residents, to tithe and tax responsibly, to provide the Liege with certain things and the Subject with certain items (usually agreed to long before, but variable by location – trade agreements are common), to protect the Liege, to ensure patrols are undertaken and the safety of their grant is ensured, and to repel invaders and preserve the Empire.

Oaths are usually florid, long, repetitive, officious, formalized things that work to invoke the Oath of Fealty.

Allegiance is **not** a formality. It is a binding oath, and there is more than a little magic that passes, tying that person to those they swear fealty to. The Oath of Fealty is a hard thing on all parties and means that one can tell when one is about to be betrayed by the other. The limits are that it is strictly on the basis of that individual – the Duke can betray a Baron only if he himself does or plans to do harm directly – the involvement of third parties is a separate and uninvolved thing. This is why murder of the Liege is such a rare act to be done by a Noble – the knowledge that they will do it is always given to those above them, even if it is between two people below them.

This is also why Envoys are employed so openly and widely – they are not bound by those same oaths and can act in the place of the noble as needed – but they must be wary of other Envoys who seek to prevent or to do the same thing.

The Death of a Sworn Noble without an heir is a complicated affair and full of politics and schemes. The death of a sitting Noble is cause for high honors and related fanfare, with a notable point that the following oath is not

taken until the originating Noble arrives, and never sooner than seven days. Noles must act within 28 days of a death, however.

Among the problems of breaking an oath are not merely the suffering that happens, it is also the pursuit by and the punishment of the Agency.

Titles also convey that those with them oversee a specific settlement – the highest is for those overseeing many, proceeding down to those overseeing a steading, usually those the locals turn to in times of crisis.

NOBLE PURPOSE

Everything about Nobility is ultimately structured for a simple purpose: to provide for the poorest, defend all, establish justice, and ensure taxes are paid so they can do those things. Nobility set the taxes in their region and pass a portion of their taxes up. Nobility are Liege based, in that they also owe those above them who grant them titles loyalty and a set number of days of service every year, as well as have the requirement to provide soldiers. Lastly, Nobility are the judges, the final appeal, even if they set up a structure for justice. Nobles decide who is a judge in their region.

Coming from nobility and *not* having a title means that while one may be in line for a hereditary seat, they are not actually of any great importance unless they are declared heirs. Many people who come from nobility can be found in everyday walks of life or may have one of those appointments to some position that allows an area to function. They may be in line to inherit, but without an income, they must live off what their family brings in, and men and ambition are not cheap, and people have a low order of value for those who merely take up space. There is one place that many a lesser noble – or Patron – often find a path for themselves that doesn't require quite as much work. That is in the very important and essential field that keeps many of them in the circles of power and helps to settle problems and improve communication.

LAND

All land that is used for the support and survival of a settlement is called an **ESTATE**. Estates are established by the highest member of the Nobility in that region and are tracked through the **IMPERIAL TRUSTY** as well as local Trusty, who are typically but not exclusively Nobility.

The Trusty is a position that oversees **FODGES**, who are responsible for tax collection, maintenance of property rules, and related aspects. They are often called *Fudgies* and are also often Nobility.

Each Estate is divided into smaller groupings, and each grouping is variable.

There are **MANORS**, who are self-sufficient entities that could involve many people and are centered around a Manor House, often a location that serves as the ancestral home of whoever is leading a House at that time. Every major realm has a few Houses, and not all Houses still have a Manor in Sibola. Manors often are the central feature of a Town, Village, or Hamlet.

Another division is **FREEHOLDS**. A Freehold is an area of land that can be used for specific purposes and is also able to support the people living on it.

The next type is a **LIENHOLD**. This land is owned by someone who does not live on the property, and instead it is rented out to others. This is the most common form of land around, and rent is limited to 20% of whatever comes to those upon it.

The next type is a **CRAFTHOLD**, which has a specific requirement that it be used by a member of a guild. Craftholds include the Guild buildings, as well as smaller shops and stores.

The next type is a **DOMICILE**, which is a portion of housing shared with several other homes, usually found in a City. It is usually an owned sort of space, but some of these larger buildings are used as Lienholds as well, housing folks who often work for some Manor.

By and large, property ownership across the Empire is not based in the nobility owning it. Land is typically owned and tracked through the **TRUSTY** and the **FODGE**. Some land may be owned by the local Lord and worked on by people who live there as part of their wages.

Outside of the Empire, there is Antilia, where all land is held by individuals. Islandia does not really think of land as being owned, it is more about territory of the family. Hyboria and Kahokia see all the people owning all the lands of their region, and property ownership is more focused on the collective and individual belongings.

TAXES

The power of the nobility comes from taxes. Each realm has a tax base that is overseen by the local leadership, usually collected by Fodges. In most of them, nobility is who claims those taxes, and the primary purpose to which that money is put are defense (the walls and the military) and tithes to the Empire. Taxes have a specific purpose, and there is an accounting made to the people, by Fodges, who must post it publicly. The Emperor collects a tax of 5% on all those who would be his, except for Dorado and Antilia. That tax is lain on the nobility, not on the common person. The nobility, in turn, taxes the population they oversee – so Duke Calais could only tax those in Sibola proper.

Taxes are paid on a percentage of goods and objects and can be paid in either coin or in goods. One out of every ten young hens, one out of every twenty suckling pigs, the most luxurious of hides, a measure of fine ore. Taxes for most of the Empire are low. Even Tributes are considered low and are the last vestige of hold the Empire has.

Akadian Tributes are paid from Skyship sales, use, and related functions, a value of at least 25,000 crowns.

Dorado pays its Tributes in arms for the military, around 15,000 crowns worth. **Aztlan** pays exactly 10,000 crowns a year. Not one pence more, not one pence less, and, in the words of the Sultana, “he can kiss my ass for anymore.” **Lyonese** pays 17,500 crowns, **Durango** pays 20,000 crowns, and **Qivira** pays 15,000 crowns. These Tributes go to support the courts, and the Agency is funded from these Tribute.

DIPLOMACY

Once a year, **THE CONVOCATION** happens on Zefir. Zefir is not considered a part of any of the Seven Cities at the same time it is considered a part of all the Seven Cities. The Empire is currently based out of Zefir. Zefir is an island, and it is known for the strange and often wondrous city that covers the southern third of it and is built to house the leaders of each major Realm as well as retinues of up to 150.

All the leaders of the Seven Cities attend the Convocation – it is rumored they are driven to do so by Powers -- and the goal of all of it is Diplomacy. This is helped immensely by the consistent threat the Dread provides.

For fifty years, the Empire has been a product of the Convocation, with standards and agreements being reached among all of them, and with each realm having its own input. The convocation is overseen by the Emperor, whose voice in matters is no greater or lesser than anyone else’s, as he is treated during it as the leader of Sibola, and nothing more.

About 25 years ago, both Kahokia and Hyboria sent representatives, but they do not have voting power. Antilia is considered a rebel province and is barred. It is said that the Exilian showed up the last two years, and are being considered for participation, but again, no voting or say in the proceedings.

ENVOYS

The majority of Diplomacy, both warm and cold, is undertaken by Envoys. Envoys are retainers who are trained in the courtly arts and other skills and occupy a place of semi-neutrality, serving as ambassadors and intelligence gatherers (among other things).

Every Court has several, and most Guilds, influential nobles, and even wealthy merchants will employ or make use of an Envoy at some time in some way – or at the least will employ a Messenger.

Envoys may or may not come from a noble background, and may or may not be seen as Courtiers, but they are always present, and always watching, and always listening.

WARFARE

War is something that has existed in one form or another, to one degree or another, for nearly twenty centuries on Wyrld.

The Military acts as security and insurance, both against the greed and aspiration of other realms, and the persistent and ongoing danger of disaster, lemurian invasion, Dread raids, and more. All the major realms have standing armies, though this does exclude the less civilized Hyborian and Kahokian peoples, and the Sea Realms tend towards naval efforts and not so much terrestrial military.

The convocation has left many of these resembling each other, as while the Nobility would meet, the generals and admirals and such would as well, comparing notes, developing out and into a kind of set pattern that is common among all the existing forces.

This makes it easier for the Emperor to summon up troops and demand allegiance, something expected for him to do in times of high conflict or disaster or invasion.

MILITARY ORGANIZATION

The military of Wyrld can be roughly divided up into five kinds of service: Infantry, Cavalry, Naval, Air, and Logistics. While not every realm has an established or standing military force, an agreement was forged at the Convocation about twelve years ago among all of them to standardize the ranks and units (except for the number of people in a squad or the nature of those serving). This has proven useful on many occasions and helped ease some of the potential conflicts, especially with the presence of the assorted policing forces.

UNIT STRUCTURES

The Military unit sizes of the Imperial World are as follows.

Leader	Groundcraft Unit	Size	Leader	Watercraft Unit	Ships	Leader	Skycraft Unit	Craft
Soldier	Soldier	1	Marine	Marine	--	Hand	Hand	--
Corporal	Squad	5	Bosun	Line	--	Bosun	Corporal	--
Sergeant	Platoon	25	Mate	Crew	--	Sergeant	Crew	--
Captain	Company	125	Captain	Ship	1	Captain	Craft	1
Commander	Cohort	625	Commodore	Squadron	5	Commander	Float	3
Major	Brigade	3,125	Major	Flotilla	25	Major	Squadron	9
Coronel	Legion	15,625	Coronel	Fleet	125	Coronel	Section	27
General	Army	78,125	Admiral	Armada	625	Marshal	Flight	81

The base unit is the Squad. **THE SQUAD** may or may not be broken down into two or more sub-groups, but it is the base unit that the realms deal with. A Squad is the same across all the types of military force – it is the smallest complement on a ship, and the core team for a logistical group. The name for a squad leader can vary greatly, but the most common leaders of a squad are **SERGEANTS** and within a squad are **CORPORALS**. Five Squads form a Platoon.

Five Platoons form a **COMPANY**. A **CAPTAIN** always leads a Company. A Company is usually what mans a warship and is the standard infantry formation.

Five Companies form a **COHORT**. A **COMMANDER** leads a Cohort. For many realms, a Cohort is the unit that oversees patrols and security. The logistical Cohorts always have a wizard or similar spellcaster attached to them.

Five Cohorts form a **BRIGADE**. A Brigade is led by a **MAJOR**.

Five Brigades form a **LEGION**. For most realms, this is the largest group that can be assembled at once. Legions will usually have a Cohort of Logistics, Infantry, and Cavalry assigned together. Naval Legions are sometimes called a battlegroup and include several ships (one per company plus a Flagship) and will always include coordination, as will air groups. Legions are led by a **CORONEL**.

Five Legions form an **ARMY**. An Army is a ground-based group, an **ARMADA** is a sea-based group, and a **FLIGHT** is an air-based group. Armies are overseen by **GENERALS**. Armies are seen mostly during the later winter as they march off to war, typically two to five Armies heading for the Crusades. Presently, Only Sibola and Aztlan have Flights, but most have at least one Armada, with Sibola having three and Aztlan having four.

SUPPORT & SPECIALTY UNITS

All large forces require support and specialty units. There are a few very common ones, found both within the Lemurian and Sibolan militaries. Lemuria, for example, has the Redcaps.

These special units follow the same general chain of command above the Company level but may have different internal structures within the Company and lower. These units are grouped into

Unit Type	Unit Role
Physics	Medical, recovery, and well-being units.
Provision	Equipment, food, water, and related needs.
Construction	Includes the siege warfare units as well as other tasks involving building or demolishing.
Transport	The moving of persons and gear from one location to another.
Communications	Messaging, information security, and long distance contact.
Strategic	Command and planning support personnel, usually attached directly to a unit, but reporting out.
Services	Clerical and related roles.
Assault	Non-standard and specialized combat units to include infiltration, exfiltration, and related efforts.

Counting support and specialized personnel, the average size of an Army is 125,000 men, women, and enbies.

Camp Followers are forcefully discouraged by some commanders, encouraged by others, and the followers themselves are rarely bothered by either. Of late, they are most often found among units in Durango and Lyonese, as the Goblin raids are more frequent, and the Red Gap is a known route taken by Lemurian armies.

MILITIA

Militia are the common folk, called up in service to the Liege to defend their homes. Militia are composed of every able-bodied person over the age of 21 and younger than 75. Militia who have children will send their children to the local refuge or leave them in the care of those over 75.

THE BATTLECRAFT OF WYRLDE

Battlecraft come in three rough categories, each with three different kinds. These are used in warfare, which is slowly becoming more common on Wyrld.

SIEGE ENGINES

These are usually divided into [SAPPERS](#), [TOWERS](#), and [RAMS](#). These are primarily designed for defense of the soldiers within them as they approach the walls or ram the gates or dig the tunnels to bring down the walls. All are wheeled craft, capable of being drawn by large teams, armored with stone or clay plating over a metal layer bound to wood. Siege engines are all set up to be rapidly deployed using a standard module system that also allows them to be stored in one or two Containers for movement.

FIELD ENGINES

Field Engines are grouped into [ARTILLERY](#), [CARRIAGES](#), and [EMPLACEMENTS](#). These are weapons that are used to attack and destroy opponents. Emplacements are easily disassembled large weapons – catapults and related items – that are hauled in on wagon trains usually ten to fifteen wagons long. They are very rarely used, and thus far only Sibola seems to have any.

Artillery is usually large-scale scorpions and ballistae, set on wheeled platforms that have complex systems of movement for fine tuning the positioning vertically or horizontally while also ensuring level. The typical one can hurl a 45-pound shot or spear a good four hundred yards and with enough force to penetrate stone less than six inches thick or metal less than three. Two to four of these can usually be loaded into a Container.

Carriages are solidly built wagons that have a large protective housing for the team of four that pulls them, a protective encasement around the wagon proper which houses four to six ballistae, and enough space for the team of six to twelve that operates it. They are large vehicles, built on the same mold as the Container, and they use a peculiar axle system that allows each wheel to move independently. The wheels are spiked, and the teams

must be specially trained – a typical carriage will have three teams per day for the operation of one over a six to ten-hour day.

LOGISTICAL CRAFT

CARRIERS, **SUPPORT**, and **MEDICAL** wagons comprise the rest here. When battle is certain or the area is thought to be under attack, the Carriers will come into play. Each carrier is a large wagon drawn by a team of six to eight that can carry up to twenty soldiers and their gear.

Support craft include the field kitchen and flag corps, as well as the Camp Team. Usually six wheeled, these are just larger than usual wagons with special designs to enable the work to be done quickly, or to haul the Containers.

Medical wagons are always marked by a large white triangle with a large red circle in it. They house healers, barbers, and surgeons, as well as their equipment.

One thing common to all Logistical craft is that they are built in the same fashion as Containers (see Sails of Wyrld) and can be moved wholesale by any of the major transport systems.

WEAPONRY

Weaponry can vary, but is quite interesting, and with the exception of firearms, most of it used across any given battlefield. Each of the different realms has developed a particular style of the different types of weapons, and so they all have a unique approach to it.

AXES

Some argue that items such as Mashetay and Kampis should be included here, but their facility requires a different skill set than the always dangerous selection of Battle, Hand, Hatchet, Thrown, and related Axes. Axes are extremely easy to harm oneself with. As a result, they are rarely taught to soldiery – less often than Rod work, even.

BOWS

The Bows of Wyrld are organized into different categories based primarily on size, as the construction and nature of Bows has improved only somewhat since the era of the God's War, when they began to be taken up again. Prior to that, the major weapons were described as similar to firearms of today, but capable of greater range, accuracy, and impact, using some form of energetic bullet.

Bows of Wyrld are uniformly complex recurve bows with a rectangular cross section through the complex laminate constructions. They are often made using a unique rosin native and derived from a combination of plant, mineral, and animal ingredients known as Bowyer's Resin that gives the ability for them to be made in molds, and provides a strong uniformity and ease, as well as speed, of manufacture, assuming the 33 different laminate parts are available. Construction of a single bow is said to take ten to fourteen days for each one, and because of the rarity, they are expensive. It gets even more interesting when you realize that the nigh unbreakable bowstrings are formed using a similar process.

It takes a single action to unstring a bow, but it takes five minutes minus one minute for each degree of mastery to string a bow. The complex recurve, the immense tension, and the bowstring all combine to make the act of stringing a bow a risk, and there are many a story of an Apprentice who has received a ruined arm or a broken bone and even a few deaths from failure to do so properly.

LONGBOWS are intended for long range shooting and sized by both the height and draw of the Archer. **SHORTBOWS** are shorter range shooting and sized by the draw of the Archer. **HORSEBOWS** are intended for mounted use and are smaller than shortbows, sized by both the shoulder width and draw of the Archer. **FIELDBOWS** are all of a uniform size between Longbows and Shortbows, but are not custom designed as others are, representing a general average; typically, 3½ feet in length.

CROSSBOWS on Wyrld come in four forms: Hand, Light, Medium, and Heavy. Using the same overarching principle, they are set with stocks that are not unlike that of a rifle, a trigger with guard, and a spring-loaded

bolt quiver that can hold up to six bolts of the appropriate type, plus one that can be set in place and locked down.

A **HAND BOW** requires 1 action to load and uses a simple level to pull the string. A Light or Heavy crossbow uses a winch to wind the string, taking 6 seconds for a Light crossbow and 12 seconds for a Heavy crossbow. The bolts are larger with each sort and do more damage as a result. It is not possible to ready a Light or Heavy crossbow simply by pulling the bowstring. Crossbows use a similar construction for their arms to regular bows; it is said that it is the stock that is more likely to break than the bow.

HAMMERS

Hammers include Maces, Mauls, and Warhammers of assorted types, and other blunt force weapons of destruction.

STAVES

Poles include Polearms, essentially any weapon over 6 feet in length that is not one of the previous but may attach elements of all of them. Lances, Pikes, Halberds, and so forth. A stave can be as long as 10 feet and includes Polearms. Sibolan Glaives are a form of stave, despite their size.

RODS

Rods include both flails and fighting rods, with regular Quarterstaffs and staffs, as well. Clubs are popular among many beings. Rods are two to five feet in length.

SLINGS

Slings are typically long, narrow strips of material with two ends that have some way of being held and released, and a cup into which can be placed one to three small ceramic, stone, glass, or similar beads, roughly a quarter inch in diameter. It is then spun hard and fast, and one end of the strings is released, freeing the sped up shot towards the target. Skill and practice provides extreme accuracy and sling shot is used frequently by some for delivery of glass spheres containing some liquid.

SPEARS

Spears are three- to seven-foot-long poles topped by a point. They include Tridents and Horseforks and may have a leaf shaped or straight blade at the end, perhaps even a crescent blade. A Javelin is a short spear, with either a leaf shaped blade or a sharp, metal capped point on the end of it. Spears with a crossbar a few inches below the head are called Boar spears, because they prevent the beast from forcing its way up the shaft.

Spears are most often used with a shield on Wyrld, and the shield will frequently have a notch and a curtain if it is a military unit. The notch is meant to rest the spear in, point out, butt of the spear braced against the earth while the spearman crouches overlapping their shield with the rest of their unit, such that the curtains will foul arrows and the spears can be thrust through against foot forces or held against cavalry charges.

THROWN WEAPONS

This includes items such as blowguns, darts, spikes, needles, caltrops, nets, and other ranged weapons.

BLADES

Likely the most familiar to those from elsewhere, this category covers two large areas: Knives & Daggers, and Swords.

Knives and Daggers are included in this Group. A Dagger is a double edge weapon, a Knife is a single edged weapon. Wyrld's smiths are quite intentional in their use of the terms – they are not interchangeable.

Something I still get a chuckle out of because I remember the time that Ara asked for a knife and got a dagger that was hilarious looking.

KNIVES AND DAGGERS

Knives and daggers range from 5 inches up to about 17 inches in size.

Dagger or Knife	Length (cm)	Cutting Edges	Tip	Curve	Notes
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Athame	20 to 40	Two	Pointed	Wavy	Akashik
Dagger	20 to 40	Two	Pointed	None	
Dirk	20 to 35	None	Pointed	None	Piercing dagger
Fighting Knife	30 to 40	One	Pointed	None	Used in pairs
Hand Knife	13 to 22	None	Pointed	None	Piercing knife
Kadaga	20 to 30	Two	Pointed	None	push dagger, braces wrist, protects fingers. Akadian
Doric Knife	25 to 40	One	Pointed	None	Slashing Knife
Korl	20 to 40	Two	Rounded	Recurved	Unknown make. Rare.
Sharambit	12 to 18	One	Pointed	Tight	Curved, resembles a claw, edged on inner curve
Throwing Dagger	10 to 20	Two	Pointed	None	Flat, thin, leaf shaped
Karn	25 to 45	Two	Angled	None	Lemurian Make
Karzh	20 to 40	One	Angled	Slight	Exilian make.

SWORDS

Swords are edged weapons for slashing and piercing. They are one of the most common sorts of weapons and are tightly controlled – the sale of them without a writ from both a Guild and a Noble is illegal, and these are tracked so that the realm knows how many men-at-arms it can call upon in a crisis.

The sword is the predominant weapon on Wyrld, and is a symbol of wealth, power, knowledge, and skill. Every major realm has some form of sword that they have developed over the last several centuries.

There are 16 kinds of swords found on Wyrld.

Blade	Length	Blade (curve, edge, tip)	Hand	Origin	Comments
Kampi	16 – 20 in / 40 to 50 cm	Tapered blade broader and thinner at the point than at its base, Single-edged, Angled tip.	1	Lemuria	A protruding spikelet along the flat side of tip
Kukris	16 – 20 in / 40 to 50 cm	Recurved, Single edged along inside of curve	1	Hyboria	Can be thrown. Also called a war sickle
Mashetay	16 – 20 in / 40 to 50 cm	Broad, Single edged blade wider at tip than base	1	Exilia	Flexible
Smallsword	16 – 20 in / 40 to 50 cm	Flat, Triangular or Round blade Straight Edged, pointed tip.	1	Agartha	Light, very thin and flexible. Designed for thrusting
Bloodsword	16 - 20 in / 40 to 50cm	Flat, wide bladed, thick back, Single-edged, angled tip.	1	Qivira	Wielded in pairs.
Shortsword	16 – 26 in / 40 cm to 65 cm	Straight, tapering from the base or leaf shaped blade, double edged	1	Sibola	
Balan	16 – 32 in / 40 to 80 cm	Leaf-shaped, single-edged, light curved, tip is slightly wider than base.	1	Kahokia	
Kopesh	20 – 24 in / 50 to 60 cm	Curved, single edged along inside curve.	1	Bermuda	A peculiar hook like backside used to trap an opponent's arm/pull an opponent's shield out of the way
Backsword	22 – 33 in / 55 to 85 cm	Single edged sword, with edge on the back upper third near tip	1	Durango	Thicker on the offside Facilitate thrusting attacks
Scimitar	24 – 32 in / 60 to 80 cm	Convex curved blade, single-edged along outer curve.	1	Lyonese	
Saber	24 – 35 in / 60 to 90 cm	Forward curved, single-edged, recurving at double edged tip	1	Dorado	
Longsword	25 – 36 in / 65 to 95 cm	Straight, double edged sword, either tapering from base or straight.	1	Antilia	
Cutlass	27 – 35 in / 70 to 90 cm	Broad, straight, slightly curved upper third, single edged	1	Aztlan	Slashing sword
Rapier	33 – 45 in / 85 to 115 cm	Narrow, Straight, Two cutting edge, Tapering to a point	1	Sea Realms	Blade is either flat or diamond in profile.
Broadsword	37 – 49 in / 95 to 125 cm	Wide, straight, heavy double-edged sword with rounded tip.	1 or 2	Duat	Slashing.
Greatsword	49 – 60 in / 125 to 155 cm	Wide, straight, double edged, rounded or flat point.	2	Thule	Slashing

THE CRUSADES

In the Southwest of the Empire, where a broad valley reaches to troubled lands beyond the fortress town of Caer Leon, lies a deeply contested swath of rugged, hilly territory that is constantly being bitterly fought over by the two Empires of the World: Sibola and Lemuria.

The territory is the only place where the famously deadly mountains allow for direct contact between the two Empires, and there a series of small Holds scattered throughout the region, battled over back and forth, taken and retaken by each side, and these Crusades serve as the ongoing test of the might of each Empire and an excuse for ongoing war.

This is the Land of Buyan, and no place is as drenched in blood and sweat and tears as it is. Over a million people have lost their lives there, fighting a perpetual stalemate against the ever-present might of Lemuria, which generally seems to outnumber Sibolan forces by anywhere from three to one to six to one.

A single Crusade is five years long, and we are on the 43rd Crusade. Most are volunteers, sent off with tears and heartbreak despite their own hopes and better thinking. Some are conscripts who have skills of value or purpose. Some are adventurers, seeking to make their name, others are mercenaries, out for more coin. Once you join a Crusade, however, it is immediate execution to decide to turn back before the five years is up. Desertion is death.

A typical crusade will march with five to seven Armies, around 25 to 35 thousand people, comprised of citizens from Sibola, Durango, Dorado, Akadia, and Lyonesse. Qivira sends troops on occasion, but always only under its own leaders. Aztlan sends units and is normally the major Sea support for the efforts, ensuring Lemurian vessels don't breach the lines.

Lemuria's goal is to enslave and conquer the entirety of the Bright Lands and claim the island of Zefir for itself. Lemuria is a single realm, dedicated to this single purpose with a militaristic zeal that is unmatched.

The typical loss of life for both sides is around 80% each Spring and Summer, with fighting declining during the Autumn and then generally stopping during the winter due to massive storms. Most survivors would rather face a gallows or a prison than ever return.

The current Crusade started recruiting in winter and is expected to begin marching within the next three weeks, making the long trip mostly by conscripted wagons.

CORRUPTION

Power corrupts; absolute power corrupts absolutely. It is for the love of all that glistens that men fall prey to wickedness and deceit. For some, the means is the end.

Much of what I have shared with you so far may present a fairly rosy picture of Nobles caring for their people, seeking to help them, having little thought for themselves, a near utopian ideal that I am assured by my Patron is not only improbable, but so long as people are people will not come to pass.

I speak, of course, of the corruption that lies within the many realms, within the nobility, and within the very structures that govern us.

The Emperor has retreated to Zefir, treating it as his personal demesne, The rulers deeply resent their being forced to attend the Convocation. Power struggles among the Houses, power struggles within the houses, the deft use of poison here or a sharp blade there, the angling and positioning that happens to be named an heir, the schemes of heirs, the gambits of Syndics, the machinations of courtiers, the decadent and wanton disregard of people as people, seeing them instead as tools or things.

These are all here.

While much of it no doubt falls to the ambition, greed, and gluttony of the elite, there is also a darker truth and threat that exists.

Wyrld is a place where the dead can walk again. They are empowered by miasmas who have slipped through the planes and possessed the corpse. Some of those same beings can possess the living, and their goals are to sow despair, depression, angst, grief, and terror.

There is a Hell, there is an Abyss that stares back and laughs, there is a place of Dread where those with power seek to bind those without to them for simplest of purposes: to serve as their minions.

Devils may live off the flesh of Mortals, but they thrive on the corruption of them, the turning of them to acts of cruelty and malevolence, stripping away from them empathy and kindness. They seek to corrupt those they engage in the same way that their Celestial kin strive to lift people up and encourage the very things the Devils seek to bring forth.

Demons prey on souls and spirit, on emotion and regret, striving to inspire fear, terror, mistrust, and isolation as their victims become lifeless husks and shells of their former selves.

Hags make bargains and spin curses and twist the very essence of desire through ever expanding demands and needful things that disrupt and destroy lives, forcing their victims to turn to them for salvation, only to be enslaved to the Hag's nefarious will.

Nightmares are real, and present, and they hunt their prey not only in their sleep, driving them to a point where what happens in a dream can kill with real world effects – or enabling them to come through and begin their wanton bloodletting.

There is enough lawlessness within Humanity as it is – prejudices, biases, and all the ills themselves – so it should be a wonder that there are any decent Nobles at all when you add in the forces of the Infernal, Nether, and Necrotic planes into the mix.

This should be known: the halls of all the Houses, all the Guilds, all the Circles, all the Noble Estates – the Halls of Power and Justice themselves – fester with corruption that centuries of pursuit by dogged Reeves and others has only made more devious, more cunning, more careful and meticulous in their planning and scheming.

The Seneschal of Sibola itself is said to be influenced by dark powers, The Shaga of Qivira took her place through the admitted murder of her spouse. The former Prince himself spends time in the deeps of a rancid prison for trying to arrange the death of his own sister. While the Empire may seek to see the blood of the line preserved, the House of Usher is not led by the Emperor, for he is too young, and there are those who think he and his daughter are not the best choice for the next just within that family.

BANDITRY & PIRACY

Wyrld does have those who band together for illegal and often violent theft and extortion and other crimes. They are general scourges to trade and travel, and while some are land and some are sea, they are all called the same thing: Corsairs.

Corsair camps are found in out of the way, easily defensible places, though on occasion some have even grown large enough to strike up small villages or hamlets. Corsair groups are typically led by a charismatic leader, often with some form of gift, and are dangerous people who have strong rules for keeping such groups of people in line. Corsair Camps are often based in ancient ruins and may even use a Goblin Lair that was cleaned out and sealed off. This often puts the onus on Adventurers to help wipe out entire bands who have become too large or too threatening.

Corsairs engage in open banditry and piracy, often taking on tasks of robbery and theft, raiding and sometimes pillaging. Corsairs are known to engage in slave taking, and other unsavory acts. Not all corsairs are wicked, and redemption seems to be a theme among them once they have seen too much, but often the true key to a corsair is that they come from a background of disenfranchisement and harm at large scales. Many Corsairs operate secretly in service to some realm or other.

Extreme poverty, raids by goblins or infestations of imps, the often-absent presence of the local Lords, famine, drought, crop failures – the sources are always something that has placed people in a situation where they must either become desperate to fend for themselves, or they have to find a way to provide for their families. Those who are more likely to operate solo or in groups of not more than five are called **BRIGANDS**.

Corsair Camps often are led by one who leads through skill and cunning, a true Rogue, whose ability to deal with many things is only the start. They will have Seconds, and Thirds, who help to enforce their will – but also provide training and teaching of the crafts of those who would be corsair, in what is very much an apprenticeship all of its own.

Corsair camps are not often self-sufficient, and often will raid not for wealth, but for supplies. There are many large Corsair groups operating at any given time – it often seems as if once you take out one, another will rise in their place. Corsairs love to attack Exilian caravans, because they always travel with enough to feed themselves, and as a result Exilian caravans are not the easiest prey.

The spoils of a corsair group are often divided evenly among those who did the despoiling. Many will contact a guild for fencing, or perhaps try to pass themselves off as ordinary merchants with goods that they came by honestly, in order to find the coin to live. They then take those earnings back to the camps, where there are individuals and families who live and struggle together, often in defiance of the local customs and laws, living by what most of the all the Higher Law.

One corsair I know, who styles himself as “The King of Thieves” has five camps, scattered through three of the realms, and what comes to him often finds its way to those who have the greatest need of it. Not that he is a kindhearted sort, mind you – for all his charm and manners, he is as wicked as any other when the blade touches the throat.

As a result, while many Corsairs are hostile to the Foe on their own turf, they may not be so opposed to dealing with them in some circumstances – a corruption that always pleases Pallor.

DAILY LIFE

This section looks at the daily life of the typical person at various places on Wyrld to give an idea of what it can be like to live here.

WORTHINESS

Wyrld has had years of stability and relative security, which has been due in part to the efforts of the yearly Convocation, where the leaders of all the Realms gather once a year to ensure the peace. The absence of wars between the realms is welcome to most, but not all, people of the Empire, and peace with Hyboria and Kahokia is lasting and respectful.

This has also led to the rather easily identifiable establishment of somewhat competing forces linked around wealth and social power. The Economic and Social Professions of the Bright Lands are quite well established, and in some cases are generational.

SOCIAL STANDING

There are three types of standing generally talked about. The first kind is Family. The second kind is Regional. The third kind is Social.

SOCIAL CLASS

SOCIAL CLASS is derived in part from an individual’s social standing. This is more about the way that the person of that class sees the world, and what they were taught by those around them as normative and typical.

FAMILY CLASS

FAMILY CLASS represents the social standing of one’s Family and how they are collectively seen by the world at large, with some aspect of their wealth involved, though there is no direct tie here.

There are many people who have a patrician family that are dirt poor.

REGIONAL CLASS

This is a reflection of the combination of one’s personal, historic, and general position in society at large taken as a whole, and may reflect many different factors, including one’s reliability, honorability, trustworthiness, and reputation within their field of endeavor.

The following table lists the common ways that people refer to folks according to different social standing metrics as they measure them.

Social Class	Regional Class	Family Class
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Beggar	Beggar	Wretched
Serf	Serf	Squalid
Peasant	Low	Poor
Artisan	Artisan	Modest
Guilder	Tradesman	Comfortable
Merchant	Guilder	Wealthy
Gentry	Merchant	Gentry
Steward	Patron	Patrician
Aristocrat	Aristocrat	Aristocratic
Lesser Noble	Lesser Noble	Vassal
Noble	Noble	Noble

INDENTURED

It is only within the Empire that one can be indentured, and while there are many laws to ensure that they are well treated, it is not often the case. Indentured folks are tied to the land, not to a person, and so should a parcel of land pass to a different owner, they will still be tied to it, though the needs to meet their quotas may change.

The typical indentured person is responsible for meeting the needs of the place where they are sentenced (for indenture is always a sentence). They may be a maid, a butler, a cook, a housekeeper, or whatever, but most of them are farmers, assigned to work in some fields and care for them. They receive a portion of those results, but it is meager. They will often live in a very small place, with limited privacy, often shared with others – a barracks that is assigned to an area in which they have a cot to sleep on, clothing to wear (rarely more than two sets, one of which is for festivals), and food served communally.

City and Townsfolk acting as servants will usually have a communal room but may have a bit more privacy and while still meager, typically a better class of food.

Wages are set by Fiat, varying from the one **PENCE** per week of the Sibolans to the five pence a week of the Aztlan realm. When someone is paid varies, but the expectation is that it will be at least once each month. It is not well enforced, and some only pay once a year, or only at the end of the indenture period.

Indenture periods can be no longer than 5 years, and this is absolute. The price of an indenture to buy their way out is also fixed – 1 pence for each day remaining. So, a five-year indenture on the first day can cost 182 **QUID** (1,820 pence, or 14,560 **BITS**).

Of the Empire, Dorado and Qivira do not have indenture, though Qivira recognizes it, and Dorado does not. Outside the Empire, Indenture is meaningless and risky – in Islandia, it is the person responsible who will be punished for “keeping slaves”. In Hyboria, they are rumored to eat those who hold an indenture.

IMPOVERISHED

Beggars, Brigands

Poverty has been a persistent problem on Wyrld since the end of the God’s War and is one of the reasons that people continue to be mistrustful of the Powers That Be. Poverty is common and affects over a third of the population, though in some cases their lot might be less under a given Noble.

Within cities, the poorest are said to have it the worst, often set in large, barn like structures set all around a City or Town, often as a requirement of the Noble, where shelter, a bed, a single set of clothing in decent repair, and communal food can be had. The food is often a thin stew, because it allows for using little to feed many, and there is often not enough to go around, and so children are fed before adults.

This assumes, of course, that those impoverished are not a branded criminal, amputee criminal, or desperate brigand or outlaw. There is a great deal of thievery and other unsavory elements attached to folks in this state, however they very rarely go after each other, and much of it is visited upon them by those in current employ of some Guild or Syndicate or Circle.

The typical person living in poverty is able to scrounge perhaps six to eight bits a day, through begging, through minor tasks and errands, and for youth perhaps the most important moment is when they are eligible for apprenticeship.

It is difficult in practical terms to escape poverty, but not impossible. Apprenticing to a trade can ultimately be done at any age, and many will try that route, and there is a need for employees and an expectation that Nobles will find a way to reduce poverty and aid all people. However, most folks simply scrimp, save, and struggle – often for decades – in order to find and make a better life for themselves.

Not all poor dream of moving up within a city or a town, however. Many seek to find a place or establish a steading, perhaps move to a hamlet. One thing remains true – while there is much greater danger beyond the walls of a Town or City, opportunity is what you make of it beyond. Impoverished folks generally bring in less than 5,000 pence a year.

PEASANTRY

Serfs and Peasants, crofters and the everyman.

Technically, all of the Impoverished are Freemen as well, but the description is more usually used for those who are not near or half-starved, destitute, and desperate. Freemen make up the bulk of the population – at least another 30% overall, or (counting the poor) around 60% of the peoples.

Freemen have a home of their own and on land of their own unless they are in a city and renting from one of the especially tall buildings for that purpose. They are also able to buy one of the homes in such a building and many do exactly that within a city. However, outside of those situations (most common in Sibola, Durango, and Aztlan, but rumored to be the case in Antilia) they live in small homes that include space for a garden capable of feeding their family. This last bit applies nearly everywhere, most often with a low wall surrounding the house, stable, and garden, sometimes with a play area for children. This is usually set up within a walled hamlet or village and is the expectation in most towns and cities in Lyonese, Qivira, Dorado, and Akadia.

Keris and Islandia tend to be scattered, with gardens still but lacking walls or frequently any kind of stabling. In Hyboria, the normal dwelling is typically ringed by others in concentric circles that represent the closeness to the leading family, with the three principal huts in the center. In Kahokia, they always layout their homes in a spiral pattern based on a mix of seniority and time of arrival at the site.

Most freemen eat a diet that is usually drawn from the principal crops of the realm they live in, with Islandia, Hyboria, Keris, Kahokia all adding foraged material from known areas that they care for collectively, and stored foods (sausages, cheeses, salted meats, and dried meats). Each major realm has a particular group of dishes it is famous for, but all also have some sort of stew that is the frequent staple and comfort food for those from that region. The food may not be the pick of the crop or the hunt, but it is still superior to that received by the impoverished, and generally they achieve a decent overall meal due in part to long standing traditions and heritage.

Freemen occupy pretty much every role in society other than Guilder, Merchantry, and nobility (who have responsibility of their own or are themselves suddenly freemen). This is mostly farmers and farming families, who will often fight stubbornly for their farms, even if they don't feel safe living there. Farms will often have a bunkhouse, where farmers and farmworkers will stay, linked or nearby to a stable where draft animals are kept, sometimes transportation. These are no frills, communal housing situations, meant to help out and serve as shelter during critical periods such as harvest and planting.

By and large, Freemen are whom one encounters most often, and the typical freeman makes between 12 and 24 thousand pence a year. Some make less when they fall upon hard times, and some make more when fortune and a hard bargaining session turns in their favor, but for the most part, they fall within that range.

TRADEFOLK

Artisans, Guilders, and Tradesfolk.

Guilders are the makers, the crafters, the artists, the tradesfolk who are the heart and soul of what makes a given place a given place when it goes out into the broader world, taking the raw stuff and making of it things of value, need, and desire. Guilders make up about fifteen percent of the population and occupy a critical place. The vast majority of apprentices are to someone in this class of person and the openings are often in demand



even when someone can take on many.

They generally have good times and bad times, and the real goal of every Guilder is to gain a Patron – someone from the Nobility or the Patron class that will select them as their primary provider, thus ensuring a market for their work – though this can sometimes come with risks all by itself.

The typical Guilder will live in a comfortable, well-appointed home, not too ostentatious, and will attempt to feature a generosity of spirit when possible. This is achieved since they earn between 20 and 40 thousand pence in a given year. Guilders have a more structured life, however, and higher expectations to stick to what is acceptable to do and be in society and keep up appearances.

Failing to do so can result in loss of patronage...

MERCHANTRY

Merchants.

Those who take the risks and the task of selling things to whoever might be around – and then take the lion's share of the profit from such. Collecting, buying, dealing, packaging, shipping, delivering, and ensuring it all happens is the realm of the Merchantry, the folks who carry the burden of trade and ultimately the economy on their sloped, usually bejeweled shoulders.



Merchants, or at least the successful ones among them, tend to be closer to the nobility, and often are people who were unable to secure a position or stepped away, given funds enough to act as seed money from which they grow their grand tree. They, too, seek patronage, though not in the same exact way as Guilders – for Guilders need Merchants just as much as Merchants need them. On top of that, they must deal with the river folk and the Skywards, the Trainwards, and the mercenary troops they use to guard their long caravans. It is a role that comes with stress when younger, but as

success and time provide more people to do more things, it means more and more security for the merchant, and they do love to flaunt their wealth.

Merchants generally earn between 30 and 90 thousand pence a year, and are able to bend the ears of Nobility, for they control the fortunes of them through any small and seemingly innocent ways.

GENTRY

Highest social order for most people.

Gentry are able to be many things, but often live very much like the Merchantry do, having somehow made enough money to occupy this tier. Many successful adventurers are at this level.

By and large, although actual wealth tends to determine more than anything else, successful adventurers are considered roughly equal to a patron in overall standing and influence, even if the reality is often lacking due the absence of what the nobility and patrons consider good graces.

PATRONS

Stewards, Patricians, and Patrons \ Matrons.

The highest a person of any other station can get in Wyrld is that of patron, who are basically just eh most wealthy of people in the land. Some have even greater wealth than nobles, albeit without the full degree of power afforded them. Making up about 10 percent of the population, patrons see themselves as above the common rabble – even when they came from such rabble.

Patron is a position granted to someone, as well – it is not simply a station. It is inheritable, but that rarely happens. The appointment normally comes after a

significant bribe or donative to a noble, who then declares them a patron. They also must have a worth of at least 100 thousand pence per year, though there is no real upper limit on that. This has led people to sometimes say that they are “hundred crown bullies”, an allusion to the amount of wealth it is known to take to reach that status.



NOBILITY

Aristocrats, Lesser Nobility, and Nobles.

At the top of the heap are the Nobility – those whose task and torture it is to rule, to lead, to officiate, to do paperwork. Some folks reincarnated here say that our nobles are far and away the strangest nobles they have heard of, for they are usually too bogged down in the operations of a given assignment to do much more. Nobles, through taxes, make around one thousand crowns a year.

THE HOUSES

There are Five Hundred Houses. Some of the Houses may be called Circles or Sects, Coteries or Clans, Halls or Tribes, but they are always and constantly a collection of families linked at great remove and possibly little more than a traditional alliance, and those Houses can generally be found everywhere among all the many realms, the homelands of each being a new branch of that House, but always tracing back to the Founding House.

This applies to the vast majority of people within the Imperial World. The 25 Tribes of the Kahokian peoples are part of this, and the Seven Sects of the Hyborian peoples are as well. The Five Hundred, in its most specific application, is a link to those who emerged from the Bitter Road and had become forged anew by that trial, but the way of organizing is far older.

A House is a linkage of people at scale, usually through the thin bonds of kinship in all its forms, and this is what gives them strength. Complex chains of relation exist, but all Houses keep great ledgers in which all

marriages, birth, and deaths are recorded, and the House Count is kept. This is, in turn, reported to the Realms, whose Scribes and Heralds keep the great Red Books. It is also said that anyone can found a House, a rule that many do not realize is present, by petitioning the Ruler of the realm in which it is to be founded and being granted a Writ.

The tradition holds that the Head of a House or branch of a House, has the ability to call upon all those within the House to work to aid the House as a whole, and to contribute to its fortunes. A House can call upon the Family to defend its interests and come to the aid of other members of the House, provided the head of the Branch or the House as a whole deems it so. While the limit is applied to what the House needs, and there are neither dues nor tithes nor monetary linkages, it is a bond of duty to family that connects them, and being cast out of your House has significant drawbacks, for anyone can also request the aid of the House – and with a good basis, are likely granted it. Houses do not generally field armies or soldiers – but they may take up a levy and employ soldiers, although, truly, the most common and likely request is a place to sleep, food to eat, and place to bathe. Even beggars do not go hungry or cold if they have a house – so those who are still out are Estranged and Unwelcome.

Houses operate slightly differently from realm to realm – the House of Hoar, for example, is only led by women in Aztlan and only led by men in Sibola – but the core underlying concept remains the same; they trace back down through the seasons to a core ancestor, tracked in each realm's Great Codex. Houses can be split among the entirety of the Empire, each branch linking towards a given nation, and given the complexity of linkages and alliances, it can create a sense of disunity, even though it has long lost the direct linkage of kinship.

The Head is always selected by the oldest members of that house in a general vote held annually or seven days after the death of the previous head of house. The youngest known Head of a House is Dolay, head of House Partos, who is 72 years old.

Houses are the strongest opposition to the power of the Guilds, far more so than the Courts themselves, as they have significant power to oppose a Guld or Guild Member through boycott and the ever present gossips.

Every noble on Wyrld belongs to one of the Houses or Circles, even when it is just a tracing of lineage back to one of the original families from the Age of Fable.

While several have fallen aside over the many, many seasons since then, there are still many Great Houses that trace back, as well as new ones that have arisen in the years since. It is said that for a thousand years there have been Five Hundred Houses, and they will stand for a thousand more, though the names will change. In most cases, a Circle is also a House, not merely a guild.

The House of Usher is legendary, for its members have held the throne of the Emperor for generations, and many are still related to the rulers of other Realms.

There are Five Hundred Houses, but only 60 of them are currently considered Great Houses.

The myth of Landing speaks about how there were thirty thousand families that celebrated the first full year of the Wyrld, as an example.

However, there are very few that have enduring or current influence and power. Houses are key players in Durango, Sibola, and Lemuria.

THE GREAT HOUSES OF THE EMPIRE

Aldrin	Atani	Bajwa	Bankol	Beash
Braga	Cen	Deng	Diallo	Dorsay
Dreams	Esse	Fazeli	Ford	Fukital
Grissom	Hanuman	Hariman	Haveiair	Hoar
Hopper	Inita	Jasper	Kant	Kardagast
Kelie	Kernan	Kone	Koral	Lanterns
Lopez	Lotfi	Lovel	Lubis	Lyle
Malik	Mall	Oran	Pita	Qivas
Raptor	Reza	Rigi	Rocha	Rouge
Saetang	Sala	Sheroo	Situmoran	Skye
Stane	Stark	Traor	Unase	Usher

Victor
Willan

Walker
Wont

Walker
Xamina

Wazoo
Yama

Wikof
Zigie

Among the best-known Houses are Usher (Sibola), Ford (Durango), Skye (Akadia, Lyonese), and the Circle of Lanterns, which is powerful everywhere, as they operate as a House and as a Guild and are not afraid of blackmail used judiciously.

The Great Houses are marked by two factors: First, a significant number of titled Nobility lies within their ranks. Second, they tend to be tightly controlled and politically active across multiple Realms, using tools such as Envoys and employing even Adventurers.

FAMILY & FRIENDS

A notable aspect of The history is that most of the people on it can trace their heritage back to very specific points in time. The Exilian trace back to the 36 Families that sought to avoid the God’s War. The Islander and Kerisian people can trace back to the 21 Families that were the 12 Islandian and 9 Triton families. The Therian peoples can track each of their sects back to the 35 families that they come from. The Kahokians can trace to the 9 Families that broke away early along the Bleak Journey. Elfin and Dwarfkin peoples track to the two sets of

Kindred				People			
House	Circle	Syndicate	Coterie	Clan	Collective	Sect	Hollow
Kith	Kith	Kith	Kith	Hall	Commune	Brood	Grottoe
Kin	Kin	Kin	Kin	Post	Hood	Blood	Cove
Family	Family	Family	Family	Vale	Squad	Tribe	Pod

125 families, most lost during the war, that they came from. For most people, however, it is the four thousand, three hundred, twelve families that continued along the Bitter Road, the survivors of whom founded Sibola.

These families became Houses, and the traditions of fealty to Family, of Family Honor, of devotion and loyalty to Family, of dependence and importance of family for survival have endured to this day. All of it because of the Long Walk, the Deadly Journey, the March of Madness, The Bitter Road, the Bleak Journey; the path of sadness that followed for generations struggling to survive in a world without any of the Powers they had been fighting for.

This was then tested again, by the Skyfalls, which devastated much of the world, changing it, strengthening those bonds of family, but not always in the sense of blood; more often it was in the sense of duty, of responsibility, of compassion, of community.

In the years since those two massive cullings, many family lines have died out, and others have arisen, but ultimately everyone is part of this entire chain. There simply weren’t that many people left. Bonds of family, alliance, and dependence became essential aspects of simple survival. This also formalized the structure, in law and other ways, and so it became part of the everyday fabric – one owes one’s House a duty.

This structure created the system we see today.

NATION OR REALM – A Nation is a group of Peoples and Kindreds led by a common body. There is no limit to the number of Peoples and Kindreds that make up a nation, but it is always considered to require at least three. Zefir is said to hold the Scroll of Nations, which somehow knows the relationships among all the different Clans and of what nation they are part. On the founding of Sibola, the surviving leaders of each of the Nations, formed from the leaders of the Clans, became the nobility. A Nation is how we arrive at The Seven Cities – for each realm is a Nation itself– even when that nation is not tied down such as with the more savage peoples.

PEOPLES – A Peoples is a collection of folks with a common Heritage. Kahokians, Islandians, Kerisians, Elfin, Dwarfkin, and Hyborian Peoples all have their internal customs, and are collected under such a grouping. Peoples can sometimes be a Nation, especially among the realms outside the Bright Lands of the Empire, such as the Sea Realms, Antilia, Kahokia, or Hyboria. A Peoples is also called a **KINDRED**.

HOUSES – are traditionally collectives of Kiths, tied to each other by often forgotten bonds, a minimum of 10 degrees removed among the different Kiths that make it up – though direct relation is not a need. Linked often by old blood ties and entanglements forged out of surviving the Bleak Journey, working together to form and create the ties, bonds, and alliances that forge them. There will always be one House that is above the others, and that will be a Great House, with others that do not share a name, being Lesser Houses. Circles are common primarily to Aztlan but have spread into the many realms over the years. Coteries are mostly found among Qiviran and Lyonian peoples. Clans are found among the Dwarfin, Collectives among the Elfin, Sects among the Hyborians, and Hollows among the Sea Realms. **HOUSES** may also be called **CIRCLES**, **SYNDICATES**, **COTERIES**, **CLANS**, **COLLECTIVES**, **SECTS**, and **HOLLOWES**.

KITH – a group of kinfolks linked by a single common ancestor pairing. Kiths are often joined together by necessity into Hamlets. Kith can go out to 9th degree relatives, up to twice removed. Traditionally, when someone strikes 10th degree of relative on both sides of their families, they form a new Family, and become part of the larger Tribe. Kiths are usually formed of not more than nine Kins, though it can depend as it is based on the relationship of the Kith's leaders. Kiths will often share several surnames among them. They are constantly growing. Kiths are also called **HALLS**, **BROODS**, **COMMUNES**, and **GROTTOES**.

KIN –related familial groups Grandparents or Great Grandparents and their descendants. Kin go out to fifth degree relatives, up to twice removed. Kin generally congregate near to each other and rely on one another to the extent possible. Kin do not always get along, however. Kinfolk always share a surname. Kin can be called **POSTS**, **HOODS**, **BLOODS**, and **COVES**.

FAMILY – the collective of parents and children. Families build what are called Camps – small settlements that have a distinct flavor built around a core idea of basic needs, smaller than a Steading and not really recognized by authorities. Family is important, and the expectations of a family can shape and guide an individual's entire life. Family may also be called **VALES**, **SQUADS**, **TRIBES**, and **PODS**.

This means that a full accounting of who someone is will generally start with heir given name, their surname, their Kin, their Kith, and their House. If they are of high standing in their House, they may also include their Kindred. And this is finished off with their homeland. With some Houses being deeply tied to certain Realms, this can be quite a startling thing at times – The House of Usher is tied to Sibola, but also to Aztlan – so a Doradan Usher has a family story to tell.

Lineage is tracked through the Kith of the individual – sometimes they can choose, sometimes it is arranged for them, sometimes it is simply decided by a combination of custom and tradition. That line may be maternal or paternal or selective and varies by realm.

In all cases, though, each person on Wyrld can trace their lineage through their family and up to their Nation. This can mean that a full naming may include each of those linkages – and among the savages of realms like Kahokia, that is the normal manner, even though within the Empire itself these things are far less formal.

Still, it is common for one to carry the names of their Kith and Kin, and to have responsibilities that derive from those relationships. This means that for some people they will have a given name, and then trace other names back through successive history.

GROWING UP

Life on Wyrld is broken into stages.

The first is as an **INFANT**. Infants are up through the age of 4. Infants have Tier 1 ability scores.

The second stage is when they are a **CHILD**, from 5 to 9. It is childhood that the ability to use magic becomes more apparent. Children have Tier 1 ability scores.

The third stage Wyrld calls **YOUTHS**. Youths are 10 to 14 years of age, and experiencing a hard time of things as their body changes and grows. Youth have Tier 2 ability scores.

Coming of Age usually happens towards the end of Youth, as for some reason it has shifted over time to where development is uniform among the sexes. As a result, women and men mature physically at the same rate, and around the same time, instead of distinctly in different times. Coming-of-age rites around 14 or 15 for most, but connection to the broader community and responsibility are delayed. It is during this period that some of the most famous adventurers learned many of the unique qualities about themselves.

Starting at 15 is the **JUVENAL** age, when they are typically called **Apprentices**, only in part because it is the age most folks are apprenticed out. All young adults who appear to be this age are generally called *'prentices*, as the guild system in place reinforces it, and the long-held traditions of preparation and defense that have been baked into the culture over the centuries make it a necessity. It is also the age at which responsibility for one's actions kick in, regardless of other factors – many a 'prentice has been enslaved or imprisoned or branded for some damn fool thing they did. Fortunately, the young are more likely to claim Ordeal.

One complaint from many youth is that they are not permitted to have ceremonies of betrothal or marriage until they reach the age of Majority, which is 20 years.

ADULTHOOD comes following that at the age of 20 or 21, and most apprenticeships are given over to Novice status or the individual heads into the world proper. This is the age at which it becomes described as *Age of Majority* and *Age of Consent*, and there are elaborate rites of passage for this. On Wyrld, a Typical Human is in the Prime of their life from 20 to 100 years of age, with little change save perhaps for a widening around the middle.

SENIOR is when they generally become what folks think of as "old". It is when infirmity and depredations of time have take hold of the body, and it begins to become more and more difficult to remain hale and whole for nearly all the peoples. This happens starting around 20% of their lifespan, or around 20 to 50 years before the end.

LIFESPAN is a general end point for most people, assuming illness and disease or violence do not claim them. This figure can vary 3 to 10 years in either direction for all but the Goblins and Merow. They seem to be almost programmed, having a variance of only about a year to either side.

It is said that each person is allotted five Spans of time. That is the whole of a single lifetime, and it is what we are all promised at our quickening. The length of a span may vary, for some are blessed with greatly extended lifespans, but for most folks it is 20 or 25 years.

Upon our deaths, our Bodies wither and rot, our Minds fade, but our Soul, Heart, and Anima live on. This is why we never can remember the lives of our past without the magic of memory to restore them, and why Reincarnation is possible – but only if you have Spans of time remaining.

When we pass, we move to the next Mortal Realm to be born again, and we start a new cycle with a new set of Spans, and so it goes in a grand circle, without end.

It takes seven days from Death for the Quintelan to break up and the Cycle to start, and that is the window for the great and glorious magics.

At each Rebirth we are given a new True Name, but the deeper secret is that this True Name is but a portion of the whole, and the part that is in play, and it is said that we all have seven parts to our True Name, and that to know all seven parts is to know the darkest and brightest of powers we can learn.

This may be of import should you ever encounter a Lich or a Vampire.

AGING & LIFESPAN

Most of Wyrld grows up at around the same rate of speed and in the same number of years. When you start out, you will be anywhere between 18 and 28 years old, depending on your personal preferences and background.

LIFESPAN is a general end point for most people, assuming illness and disease or violence do not claim them. This figure can vary as much as ten years in any direction for all but the Goblin. They seem to be almost programmed, having a variance of only about a year to either side. The rest can vary 3 to 10 years in either direction.

DEATH is not the end upon Wyrld. When one dies the spirit is reborn within one of the seven Mortal Realms, and there is always a chance that they will recall some or much of their past life. The Realm you are born into is determined by your actions in this life, but eventually you will return here, for we all go through all the Realms at least seven times.

The majority of folks on Wyrld live about 125 years, and only the last fifth or so are old age, equal to my world's old Senior status, with reductions in physical ability and overall health striking in the last 20 years. As far as general aging goes, most peoples do not seem to age spectacularly – the general differences between an 80 year old and a 30 year old are minor and mostly cosmetic and superficial. However, it is generally acknowledged that between 25 and 30, people's appearances will begin to stabilize, and endure until they reach the age of 105, where they begin to show significant signs of aging.

It is commonly said by folks of Wyrld that we are all promised five sets of 20 years, and after that, resurrection and reincarnation will not work. That period of 125 years is of import in many places, and is considered all that one is allotted – it is a lifespan, and while there are those who do live longer, they tend to follow the same overall gaining pattern of the last fifth of their life showing the marked decline.

One exception to this is the Meka. Meka do not appear to age, but as their parts wear out, they are known to become slower, stiffer, and, ultimately, to stop altogether. Also of peculiar observation is that Meka are thought to be able to be reincarnated after their 125-year existence. Unproven, though some hints suggest it is possible. While it does not seem to apply to others, Semihumans who are older than 125 years do not seem to be able to be resurrected or reincarnated. It is thought that because they have lived beyond the allotment that they are “living on borrowed time”, and the longer duration of aging for them (40 or 50 years long) is part of their mortality being lost.

What does remain known is that they are not always part of the Cycle, and that while some cases do exist of them entering it, they are very few in terms of those who have reached across the Pale and looked beyond the Veil in search of lost loved ones.

Those whose lifespans are shorter tend to have shorter aging periods – always about 20% of the total span – and the numbers given can vary as much as 20% of the total (some therians have lived as long as 118 years, for example).

AFTERLIVES

When one dies, their **QUINTELAN** is divided into the Spirit, the Soul, the Heart, and the Mind. The Body has passed, the Spirit and the Soul are immortal, though the Mind and the Heart can fade without something to anchor them.

These aspects of each person are sometimes broken up a bit and then given new form – in one person or in several – on a new Plane of reality, where they now live an entirely new life. Sometimes the Heart and the Soul will be together while the Mind and the Spirit are elsewhere, but other times the order will be different and in some cases the whole will travel – but there is always the Spirit and the Soul, for those are the core of a person.

Those who pass are born again on the other planes, in a constant **CYCLE OF REBIRTH** that moves one throughout the many reflections until the ideal place is found for them. It is said that the order is based on the actions and behaviors of the person in the immediately previous life, but the Planes remain the same and a person will be born again and again on the **SEVEN MORTAL REALMS** – Wyrld, Yrthe, The Bleak, The Unknown, Perdition, Kismet, and Shades. The denizens of those realms do not normally see folks from other Worlds – and each of those seven worlds is still a reflection, or a shadow, of Wyrld.

Resurrection gathers the Quintelan and binds it back into a body, so long as that body has the time allotted for it. Each person is allotted five Spans, and resurrection has the price of one span. Reincarnation binds it to an existing body different from the original, not a new one. As animals do not have a Mind, or a Heart, they are often used as vessels since a vessel cannot have an existing heart or mind.

Every seven lives, a person will be reborn on Wyrld. Where the Fairywilde is a close reflection of Wyrld with many openings and passages, so too do these other Planes have their own version of it – and so too do they have

their own version of the Astral and the Ethereal, though not always in a manner that is a direct link. That is, the Planes are not, themselves, inherently tied to the afterlife of someone. That cycle will ultimately bring them through The Mortal Plane once again.

RAISING THE DEAD

Raising the dead must be done within 7 sunrises of the death. On the 8th Sunrise following death, the spell will fail, regardless of level or skill of the caster, as the Quintelan has moved on.

RESURRECTION

Resurrections on Wyrld require the original host body. The spell will restore the body to a whole state but will not reduce or alter age. It will continue the Cycles for that person, and they can live out their life to the end of their normal cycle assuming something doesn't kill them. Resurrection will not give someone more years than they are allotted, however – resurrecting a 118-year-old person will still leave you with a 118-year-old person who is going to die in a few years anyway.

If a person has exhausted their full gift of years, they cannot be resurrected.

Resurrections, of any sort, must be done within 48 sunrises of the death. On the 49th Sunrise following death, the spell will fail, regardless of level or skill of the caster.

Resurrections which happen after the first 7 days have a chance of failing. The caster must succeed on a Mana Check with a DC of 20 minus the Caster's level plus 1 for each day after the 7th.

REINCARNATION

Reincarnation spells must be done within 15 years of the death of the individual.

It is important to note that after 7 days, a dead person is reborn into a new life on a different dimension within a different plane as an infant, and casting this spell will cause them to experience death in that new life, with full recollection.

Reincarnation restores a body to a state of 15 years of age. They are not reborn, and the spell will reach out and draw back together the Selves into a new whole, leaving them with full memory of their life, but also any memories of the life they are drawn from if they were reincarnated 3 or more years after death.

This experience can drive someone mad if they fail a sanity check against a DC 12.

CUSTOMS

Perhaps few things are more important to know than local law and customs. It keeps you out of *gaols* and lets you know the way of things, and there are many commonalities to the Seven Cities, traditional and historic standards and traditions.

Here are the big things to keep in mind.

TIME

THE YEAR

The Typical Year on Wyrld starts on the day of the Spring Equinox. The Midyear is celebrated on the Summer Solstice. A year is 364 days long, divided into 13 months of 28 days each. Each month has four weeks. A week is 7 days and called a Watchnight.

That year has four seasons over much of the world, two in the tropics. These are marked by the solstices and equinoxes. The year is set by the moons and their passage through the firmament, not by the Sun, which startles many.

Seasons are 13 weeks long. Many transactions and common standards take place in a seasonal time frame, not a monthly one, so Months are generally deprecated in daily life and the Seasons are used instead.

There are 13 months, each consisting of 28 days, each year. The last day and the first day of each year are given to the New Year Festival, throughout the Bright Lands, often called the Empire.

The four solar events are celebrated broadly over a three-day period each, even in the Dread Lands and Hyborian lands. These are the **High Holy Days**. The celebrations are always the day before, the day of, and the day after.

There is usually an honoring of the patron deity of the area on these dates.

Not too coincidentally, an awful lot of people celebrate birthdays around the same times, often right around 10 months out from them.

HIGH HOLY DAYS & FESTIVALS

Holiday	Dates	Purpose
Autumn Equinox	Vine 15 th	<i>The Day of Preparation for Storms and Challenges, Gratitude, Harvest Festival. High Holy Day.</i>
Carnivale	Vine 14 th to 15 th	<i>A Day for A Massive Party.</i>
Children's Festival	Blossom 21 st	<i>The Festival of Youth, of New Life, of Hope.</i>
Closing	Misty 2 nd	<i>Preparing for Onset of the Worst of Winter.</i>
Dreamer's Day	Rest 7 th	<i>A Day to Celebrate Artistry and Artists, Crafts and Craftsmanship.</i>
Fresh Festival	Meadow 14 th	<i>Spring Growth and Early Fruits.</i>
Ghost Festival	Harvest 1 st	<i>A Festival of Grief, Remembrance, Loss, and Yearning for the Dead.</i>
Heart Festival	Sunny 13 th	<i>Romance and Fertility Festival.</i>
Hearth Festival	Meadow 1 st	<i>A Time to Recognize Parents and recall Home.</i>
Heritage Day	Misty 15 th	<i>A Day to Reconnect with Family Bonds, renew Oaths.</i>
Sojourn's Day	Rainy 14 th	<i>Commemorating the the Bleak Journey.</i>
Sorrows Day	Blossom 10 th	<i>Early Spring, honoring Fallen Soldiers and those Marching to War.</i>
Spring Equinox	Rest 28 th to Stir 1 st	<i>Spring Festival, usually to celebrate Belonging; New Year's Festival. High Holy Day.</i>
Summer Solstice	Sunny 8 th	<i>A Time to Relax and attend to Needed Personal Things. High Holy Day.</i>
Self-Day	Rainy 1 st	<i>A Day for Self-Care and Reflection, Growth, and Passages.</i>
Wind's Day	Windy 18 th	<i>A Day to Honor the Faerie and the Powers.</i>
Winter Solstice	Frosty 1 st	<i>Festival of Hearth and Home, Family and Bonds. High Holy Day.</i>
Landing Day	Windy 26 th	<i>The oldest and most Ancient of festivals, remembering the landing.</i>
Yule Festival	Snowy 13 th to 15 th	<i>A Day to Recognize and Give Gifts to Those you Love.</i>
Convocation	Stir 14 th -28 th	<i>The annual meeting of the Rulers of each Realm.</i>
Local Festivals	Varies	<i>Assorted local festivals held in different realms according to local history.</i>

There are an assortment of local festivals and events that can vary, but a few are common enough to be worth marking. These festivals happen pretty much everywhere.

This does exclude holidays particular to different Powers That Be, which are celebrated locally and can vary widely or link up to existing festivals.

There are typically one to two local monthly festivals that are celebrated in Villages and Towns that are specific to that region and area or realm, and are not listed here, these being the common and regularly engaged festivals across all the realms, including even those in Lemuria and Thule.

DAILY TIMEKEEPING

A Day starts at Dawn and ends at the close of Night. The days are solar based and tracked by its movement. The typical Day has about 12 Wyrld hours of sunlight and 12 hours of night, with an hour on each side (two hours total in the morning and two total at night) being a bit of flexibility depending on the vernal and autumnal equinoxes and the Summer and Winter solstice points.

Moment	7 seconds	5 Bits	Bit	1.4 seconds		Round	7 seconds
Echo	14.4 seconds	10 Bits	Period	2 hours	5 Chimes	Minute	60 seconds
Ring	2.4 minutes	10 Echoes	Bell	4 Hours	10 Chimes	Hour	60 minutes
Chime	24 Minutes	10 Rings	Shift	8 hour	2 Bells		
			Day	24 Hours	3 Shifts, 6 Bells		

Time is tracked simply. As with much of the calendar, the basis of much of this is ancient edicts that no one wants to mess with, having agreed on common standards. Hours are not used much by most folks, they tend to think in terms of Chimes and Bells. A period is used to identify when it is time to take a break, though, which is considered a half bell.

A Shift is two Bells and constitutes the main working hours. Wyrld's employers like to make people work three bells, but the people tend to ignore that whenever possible and stick to just two.

DAYS

Days are broken up into Bells. The Bells are:

Dawn Morning Afternoon Dusk Evening Night

Bells ring out once at the start of each Bell period. Each Bell is divided into ten sections called Chimes (when Chimes are rung), and those in turn are broken into ten further sections that are called Rings.

If you ask the time, most folks will respond with either the Bell or the Shift (Morning, After, and Night).

The clocks of Wyrld are rare, expensive, and track time in Rings, Chimes, and Bells, with a small image dial indicating the Bell. The Sibolan clocks track only a single Bell of time, so there are six complete revolutions each day. Lyonian clocks mark Shifts, each divided into Chimes (20 total), with a third hand marking the Rings and a shaded section to show starting or closing Bell. They have further markings to break the time into smaller increments of what they call Echoes and Bits.

DAYS OF THE WEEK

Wyrld hasn't truly named the days of the week. Most would argue that there is no need to. Among the Scholars, however, particularly historians and astrologers, there is a developing convention of doing so using the following set up:

Rest Day (1)	Hearth Day (2)	Faith Day (3)	Field Day (4)
Hall Day (5)	Passage Day (6)	Veil Day (7)	
Watchnight (Week)	7 Days	Holdnight	21 Days
Fortnight	14 Days	Month	28 Days

DATES

Dates on Wyrld currently follow the reign of the New Empire. This was when the current House ascended to the throne of Sibola and held it against challengers.

Merchantry tend to prefer the format of the day, month, and year of the Empire: **The 27th day of Rest in the 299th Year of the New Empire.**

Nobility has a strong tendency to use a year, day, season format: **The 299th Year of the New Empire, in the spring Season, on the 27th day of Rest.**

Some who have come from elsewhere have noted that the calendar and time seems far too regular. When asked about it, Chicory rolls her eyes and says take it up with the gods. The Powers That Be look embarrassed and avoid the subject. Acacia says it is a sore spot, and that the Powers that Be made it that way on purpose – but it was an unintentional side effect of something else. Scholars are currently fairly certain that the reason for the regularity is the way that the Cosmos was cut off and reshaped and so re-ordered to be ore regular and ore uniform, and that vagaries are mostly due to the difference between the ways that the ancients did things and the ways we do them today.

Regardless, the motion of the Stars, the Planets beyond our own, the Sun, the Moons, the Planet, and the functions of time are so incredibly uniform that the core calendar in use is merely a renaming of several prior calendars stretching back to the time of the Bitter Road.

CALENDAR

The following month by month shows the phases of the moons (Coyola, Sina, Themis) and major events.

Stir

Stir						
Rest	Hearth	Faith	Field	Hall	Passage	Veil
1 ☁️ • Spring Equinox 🟢 🟡 🟣	2 ☁️ • Spring Equinox Close 🟢 🟡 🟣	3 ☁️ 🟢 🟡 🟣	4 ☁️ 🟢 🟡 🟤	5 ☁️ • Debuts 🟢 🟡 🟤	6 ☀️ 🟢 🟡 🟣	7 ☀️ 🟢 🟡 🟣
8 ☀️ 🟢 🟡 🟣	9 ☀️ 🟢 🟡 🟣	10 ☁️ 🟢 🟡 🟣	11 ☁️ 🟢 🟡 🟤	12 ☁️ 🟢 🟡 🟤	13 ☀️ 🟤 🟡 🟣	14 ☀️ 🟤 🟡 🟣
15 ☀️ 🟤 🟡 🟣	16 ☀️ 🟤 🟡 🟣	17 ☀️ 🟤 🟡 🟣	18 ☀️ 🟢 🟡 🟤	19 ☀️ 🟢 🟡 🟤	20 ☀️ 🟢 🟡 🟣	21 ☀️ 🟢 🟡 🟣
22 ☀️ 🟢 🟡 🟣	23 ☀️ 🟢 🟡 🟣	24 ☀️ 🟢 🟡 🟣	25 ☁️ 🟢 🟡 🟤	26 ☁️ 🟢 🟡 🟤	27 ☀️ 🟢 🟡 🟣	28 ☀️ 🟢 🟡 🟣

























































Blossom

Blossom						
Rest	Hearth	Faith	Field	Hall	Passage	Veil
1 ☀️ ● ● ●	2 ☀️ ● ● ●	3 ☁️ ● ● ●	4 ☁️ ● ● ●	5 ☁️ ● ● ●	6 ☁️ ● ● ●	7 ☁️ ● ● ●
8 ☁️ ● ● ●	9 ☁️ ● ● ●	10 ☁️ ● ● ●	11 ☁️ ● ● ●	12 ☁️ ● ● ●	13 ☁️ ● ● ●	14 ☁️ ● ● ●
15 ☁️ ● ● ●	16 ☁️ ● ● ●	17 ☁️ ● ● ●	18 ☁️ ● ● ●	19 ☁️ ● ● ●	20 ☁️ ● ● ●	21 ☁️ ● ● ● • Children's Festival
22 ☁️ ● ● ●	23 ☁️ ● ● ●	24 ☁️ ● ● ●	25 ☁️ ● ● ●	26 ☁️ ● ● ●	27 ☁️ ● ● ●	28 ☀️ ● ● ●

























































Meadow

Meadow						
Rest	Hearth	Faith	Field	Hall	Passage	Veil
1 ☀️ ● ● ●	2 ☀️ ● ● ●	3 ☀️ ● ● ● • Remembrance Day	4 ☁️ ● ● ●	5 ☁️ ● ● ●	6 ☁️ ● ● ●	7 ☁️ ● ● ●
8 ☁️ ● ● ●	9 ☁️ ● ● ●	10 ☁️ ● ● ●	11 ☁️ ● ● ●	12 ☁️ ● ● ●	13 ☁️ ● ● ●	14 ☁️ ● ● ●
15 ☁️ ● ● ●	16 ☁️ ● ● ●	17 ☁️ ● ● ●	18 ☁️ ● ● ●	19 ☁️ ● ● ●	20 ☁️ ● ● ●	21 ☁️ ● ● ●
22 ☁️ ● ● ●	23 ☀️ ● ● ●	24 ☀️ ● ● ●	25 ☀️ ● ● ●	26 ☀️ ● ● ●	27 ☁️ ● ● ●	28 ☁️ ● ● ●

Sunny

Sunny						
Rest	Hearth	Faith	Field	Hall	Passage	Veil
1  	2  	3  	4  	5  	6  	7  
8   • Summer Solstice (start)	9   • Summer Solstice	10   • Summer Solstice (end)	11  	12   • Debuts	13  	14  
15  	16  	17  	18  	19  	20  	21  
22  	23  	24  	25  	26  	27  	28  

Fruit

Fruit						
Rest	Hearth	Faith	Field	Hall	Passage	Veil
1  	2  	3  	4  	5  	6  	7  
8  	9  	10  	11   • Bounty Day	12  	13  	14  
15  	16  	17  	18  	19  	20  	21  
22  	23  	24  	25  	26  	27  	28  

Vine

Vine						
Rest	Hearth	Faith	Field	Hall	Passage	Veil
1 ☁ ●●● • Ghost Festival	2 ☁ ●●●	3 ☁ ●●●	4 ☁ ●●●	5 ☁ ●●●	6 ☁ ●●●	7 ☁ ●●●
8 ☀ ●●●	9 ☀ ●●●	10 ☀ ●●●	11 ☀ ●●●	12 ☀ ●●●	13 ☀ ●●●	14 ☀ ●●●
15 ☀ ●●●	16 ☁ ●●●	17 ☀ ●●●	18 ☀ ●●●	19 ☀ ●●●	20 ☀ ●●●	21 ☀ ●●●
22 ☁ ●●●	23 ☀ ●●●	24 ☁ ●●●	25 ☁ ●●●	26 ☁ ●●●	27 ☁ ●●●	28 ☀ ●●●

Harvest

Harvest						
Rest	Hearth	Faith	Field	Hall	Passage	Veil
1 ☀ ●●●	2 ☀ ●●●	3 ☀ ●●●	4 ☀ ●●●	5 ☁ ●●●	6 ☁ ●●●	7 ☁ ●●●
8 ☁ ●●●	9 ☁ ●●●	10 ☀ ●●●	11 ☀ ●●●	12 ☀ ●●●	13 ☀ ●●●	14 ☀ ●●● • Carnivale (start) • Boy's Day
15 ☀ ●●● • Carnivale (end)	16 ☀ ●●●	17 ☀ ●●●	18 ☀ ●●●	19 ☁ ●●● • Debuts	20 ☁ ●●●	21 ☁ ●●●
22 ☀ ●●●	23 ☀ ●●●	24 ☀ ●●●	25 ☀ ●●●	26 ☁ ●●●	27 ☁ ●●●	28 ☁ ●●●

Windy

Windy						
Rest	Hearth	Faith	Field	Hall	Passage	Veil
1 ☁ ● ● ●	2 ☁ ● ● ●	3 ☁ ● ● ●	4 ☀ ● ● ●	5 ☀ ● ● ●	6 ☀ ● ● ●	7 ☁ ● ● ●
8 ☁ ● ● ●	9 ☁ ● ● ●	10 ☀ ● ● ●	11 ☀ ● ● ●	12 ☀ ● ● ●	13 ☀ ● ● ●	14 ☁ ● ● ●
15 ☁ ● ● ●	16 ☁ ● ● ●	17 ☁ ● ● ●	18 ☁ ● ● ● • Winds Day	19 ☁ ● ● ●	20 ☁ ● ● ●	21 ☁ ● ● ●
22 ☁ ● ● ●	23 ☁ ● ● ●	24 ☁ ● ● ●	25 ☀ ● ● ●	26 ☀ ● ● ●	27 ☁ ● ● ●	28 ☁ ● ● ●

Rainy

Rainy						
Rest	Hearth	Faith	Field	Hall	Passage	Veil
1 ☀ ● ● ●	2 ☀ ● ● ●	3 ☀ ● ● ●	4 ☀ ● ● ●	5 ☀ ● ● ●	6 ☀ ● ● ●	7 ☀ ● ● ●
8 ☀ ● ● ●	9 ☀ ● ● ●	10 ☀ ● ● ●	11 ☀ ● ● ●	12 ☀ ● ● ●	13 ☀ ● ● ●	14 ☀ ● ● ● • Sojourn Day • Gratitude Day
15 ☀ ● ● ●	16 ☁ ● ● ●	17 ☁ ● ● ●	18 ☁ ● ● ●	19 ☁ ● ● ●	20 ☁ ● ● ●	21 ☁ ● ● ●
22 ☀ ● ● ●	23 ☁ ● ● ●	24 ☁ ● ● ●	25 ☁ ● ● ●	26 ☁ ● ● ●	27 ☁ ● ● ●	28 ☁ ● ● ●

Misty

Misty						
Rest	Hearth	Faith	Field	Hall	Passage	Veil
1 ☁️ ● ● ●	2 ☀️ ● ● ●	3 ☀️ ● ● ●	4 ☀️ ● ● ●	5 ☀️ ● ● ●	6 ☀️ ● ● ●	7 ☀️ ● ● ●
8 ☀️ ● ● ●	9 ☁️ ● ● ●	10 ☁️ ● ● ●	11 ☁️ ● ● ●	12 ☁️ ● ● ●	13 ☀️ ● ● ●	14 ☀️ ● ● ● • Enby Day
15 ☀️ ● ● ● • Heritage Day	16 ☀️ ● ● ●	17 ☀️ ● ● ●	18 ☀️ ● ● ●	19 ☁️ ● ● ●	20 ☁️ ● ● ●	21 ☁️ ● ● ●
22 ☁️ ● ● ●	23 ☀️ ● ● ●	24 ☀️ ● ● ●	25 ☁️ ● ● ●	26 ☁️ ● ● ●	27 ☁️ ● ● ●	28 ☁️ ● ● ●

Frosty

Frosty						
Rest	Hearth	Faith	Field	Hall	Passage	Veil
1 ☀️ ● ● ● • Winter Solstice (start)	2 ☀️ ● ● ● • Winter Solstice	3 ☀️ ● ● ● • Winter Solstice (end)	4 ☁️ ● ● ●	5 ☀️ ● ● ● • Debuts	6 ☀️ ● ● ●	7 ☀️ ● ● ●
8 ☁️ ● ● ●	9 ☁️ ● ● ●	10 ☁️ ● ● ●	11 ☁️ ● ● ●	12 ☀️ ● ● ●	13 ☀️ ● ● ●	14 ☀️ ● ● ●
15 ☁️ ● ● ●	16 ☁️ ● ● ●	17 ☁️ ● ● ●	18 ☁️ ● ● ●	19 ☁️ ● ● ●	20 ☁️ ● ● ●	21 ☁️ ● ● ●
22 ☁️ ● ● ●	23 ☁️ ● ● ●	24 ☁️ ● ● ●	25 ☁️ ● ● ●	26 ☁️ ● ● ●	27 ☁️ ● ● ●	28 ☁️ ● ● ●

Snowy

Snowy						
Rest	Hearth	Faith	Field	Hall	Passage	Veil
1 ☁ ●●●	2 ☁ ●●●	3 ☁ ●●●	4 ☁ ●●●	5 ☁ ●●●	6 ☁☀ ●●●	7 ☀ ●●●
8 ☀ ●●●	9 ☀ ●●●	10 ☀ ●●●	11 ☀ ●●●	12 ☀ ●●●	13 ☀ ●●● • Yule Festival (start)	14 ☀ ●●● • Yule Festival
15 ☀ ●●● • Yule Festival (end)	16 ☀ ●●●	17 ☁☀ ●●●	18 ☁ ●●●	19 ☁☀ ●●●	20 ☀ ●●●	21 ☀ ●●●
22 ☀ ●●●	23 ☀ ●●●	24 ☀ ●●●	25 ☀ ●●●	26 ☀ ●●●	27 ☀ ●●●	28 ☁☀ ●●● • Girl's Day

Rest

Rest						
Rest	Hearth	Faith	Field	Hall	Passage	Veil
1 ☁ ●●●	2 ☁ ●●●	3 ☁ ●●●	4 ☁ ●●●	5 ☁☀ ●●●	6 ☀ ●●●	7 ☀ ●●● • Dreamer's Day
8 ☀ ●●●	9 ☁☀ ●●●	10 ☁ ●●●	11 ☁ ●●●	12 ☁☀ ●●●	13 ☁☀ ●●●	14 ☁☀ ●●● • Loving Day
15 ☁☀ ●●●	16 ☁☀ ●●●	17 ☀ ●●●	18 ☀ ●●●	19 ☁☀ ●●●	20 ☁ ●●●	21 ☁ ●●●
22 ☀ ●●●	23 ☀ ●●●	24 ☀ ●●●	25 ☀ ●●●	26 ☀ ●●●	27 ☁ ●●●	28 ☁ ●●● • Spring Equinox Eve

MEASUREMENTS

Wyrld's measurements grew out of the post-*Bitter Road* era and were "a significant mess" by the time of the third Emperor, who declared certain standards and unified all of the chief measures through a set of fixed adamantine objects named Grains, Drams, Seeds, and Tips. They reside today in the Imperial Palace on Zefir, rumored to be stored in a sealed block of crystalline material. Copies of them are used in many places, alongside far more common tools developed from them for measuring. What follows are some of the common measurements used for four common needs: Weight, Volume, Length, and Area.

Certain measures are uncommon, and used often in special circumstances or are merely adaptations based on need. The one exception is the Coinweight, which is fixed and genuinely used everywhere. Beyond that, any measure where the portion is not standard (a multiple of 5, for example) is a *Customary* use, such as Feet, Miles, Vials, Sups, Flasks, and Cups, or Feet.

LENGTH / DISTANCE

US	Unit	US	Unit	US	Unit	US	Unit	
1.61mm	(1.61 mm)	1 Seed	24 in	3 Hands	1 Pace	6190 ft	3 Furlongs	1 Mile
.3 in	5 Seeds	1 Tip	9.9 ft	3 Yards	1 Perch	1.95 mi	5 Furlongs	1 Line
1.58 in	5 Tips	1 Link	16.5 ft	5 Yards	1 Fathom	9.77 mi	5 Lines	1 League
8 in	5 Links	1 Hand	82.5 ft	5 Fathoms	1 Chain	48.85 mi	5 Leagues	1 Stadian
11.06 in	7 Tips	1 Foot	412.7 ft	5 Chains	1 Rod	244.25 mi	5 Stadians	1 Station
3.3 ft	5 Hands	1 Yard	2,063.3 ft	5 Rods	1 Furlong	1,221.25 mi	5 Stations	1 Journey

Note that Feet, Paces, Perches and Miles are all customary units used less formally. Height is usually measured in hands, rounded up.

AREA

125 sq mm	5 Seeds	1 Palm	4.2 Sq Ft	5 Qebish	1 Scroll	0.3 Acres	5 Barens	1 Hall
625 sq mm	5 Palms	1 Furrow	21 sq ft	5 Scrolls	1 Spot	1.5 Acres	5 Halls	1 Acre
4.8 sq in	5 Furrows	1 Qibit	105.1 sq ft	5 Spots	1 Space	7.5 Acres	5 Acres	1 Field
24 sq in	5 Qibit	1 Qashit	525.6 sq ft	5 Spaces	1 Room	37.7 acres	5 Fields	1 Stead
1.2 sq ft	7 Qashit	1 Koof	2628.sq ft	5 Rooms	1 Baren	188.5 Acres	5 Steads	1 Vill

A Koof is a Customary measure. Qebish are equal to five Qashits but are not often used.

WEIGHT

0.5 G	0.5 Grams	1 Seed	11 Oz	5 Pebels	1 Ergot	86.1 Lb.	5 Stones	1 Heft
2.5 G	5 Seed	1 Grain	21.6 oz	35 Coins	1 Ingot	430.6 Lb.	5 Hefts	1 Mark
17.5 G / .61 Oz	7 Seeds	1 Coin	15.4 oz	7 Pebels	1 Pound	2152.9 lb.	5 Marks	1 Ton
12.5 G	5 Grains	1 Dram	3.4 lb.	5 Ergots	1 Skrupel	5.4 Tons	5 Tons	1 Heave
2.2 Oz	5 Drams	1 Pebel	17.2 lb.	5 Skrupels	1 Stone	26.9 Tons	5 Heaves	1 Manist

Note that Ingots and Pounds are customary weights.

VOLUME

Trade requires variable measures for dry goods and liquid goods, but they generally stay within a set range and are not too different from each other. They do not, however, mesh well with other systems.

APOTHECARY

.1 ml		Seed	150 ml	30 Spoons	Gill
0.5 ml	5 Seeds	Clust	200 ml	40 Spoons	Flask
0.3 ml	3 Seeds	Pinch	250 ml	50 spoons	Cup
1 ml	10 Seeds	Dram	500 ml	2 Cups	Pint
5 ml	5 drams	Spoon	625 ml	125 Spoons	Jar
15 ml	3 Spoons	Scoop	750 ml	3 Cups	Bottle
25 ml	5 Spoons	Vial	1000 ml	4 Cups	Quart

50 ml	10 Spoons	Sup	2500 ml	2 ½ Quarts	Flagon
75 ml	15 Spoons	Phial	5000 ml	5 Quarts	Gallon
100 ml	20 Spoons	Shot	10,000 ml	2 Gallons	Jug

SHIPPING

500 ml	2 Cups	Pint	33,000 ml	3 ⅓ Gallons	Peck
625 ml	125 Spoons	Jar	50,000 ml	10 Gallons	Bushel
750 ml	3 Cups	Bottle	75,000 ml	15 Gallons	Vat
1000 ml	4 Cups	Quart	150,000 ml	30 gallons	Barrel
2500 ml	2 ½ Quarts	Flagon	250,000 ml	50 Gallons	Butt
5000 ml	5 Quarts	Gallon/ Crom	350,000 ml	70 Gallons	Shead
10,000 ml	2 Gallons	Jug	500,000 ml	100 Gallons	Drum
25,000 ml	2 ½ Gallons	Crock	1,000,000 ml	2 Drums	Crate

DRY GOODS

15,000 ml	15 Quarts	Bag	66,000 ml	2 Packs	Block
20,000 ml	20 Quarts	Chest	132,000 ml	2 Blocks	Trunk
25,000 ml	25 Quarts	Sack	264,000 ml	2 Trunks	Bale
33,000 ml	33 Quarts	Pack	1,056,000 ml	4 Bales	Crate

A Crate contains 37.29 cubic feet and is roughly 1 Yard Square.

A container's interior is 2 Yards wide, 2 Yards High, and 6 Yards long (roughly 7 by 16.5 feet), able to hold 10 Crates.

A Crom is a raw ore weight measure for metals equal to 3 stones.

TEMPERATURE

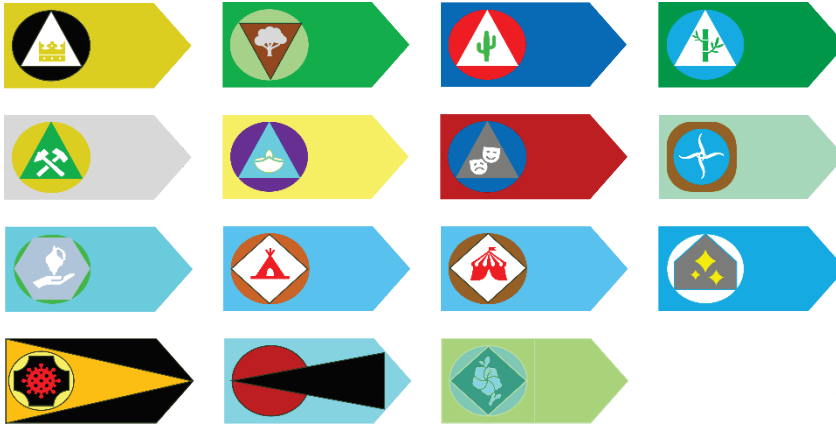
Most folks use a nine-point basis for how warm or cold it is in common terms. Thermometers are still a fairly new thing on Wyrld, mostly used in Lyonese, and have heavy limits on higher temperatures.

Apothecaries and Alchemists have a slightly more involved system that uses freezing and boiling water as the basis.

Equiv (°F)	Temp (°W)	Common Term	Equiv (°F)	Temp (°W)	Common Term	Equiv (°F)	Temp (°W)	Common Term
-49 to -60	-5	Fatally Cold	133 - 144	11	Deadly Hot	1500	120	Forest Fire
-37 to -48	-4	Deadly Cold	145- 156	12	Scorching	1800	144	Cool Forge
-25 to -36	-3	Frigid	161 - 168	13		2100	168	
-13 to -24	-2		171 - 180	14		2400	192	Warm Forge
0 to -12	-1	Freezing	181 - 192	15		2700	216	Hot Forge
1 - 12	0		191 - 204	16	Tearight	3000	240	Crucible
13 - 24	1	Frosty	201 - 216	17		3300	264	
25 - 36	2		211 - 228	18	Boiling	3600	288	
31 - 48	3	Cold	221 - 240	19		3900	312	
49 - 60	4	Cool	251 - 252	20		4200	336	
61 - 72	5	Comfortable	253 - 264	21		4500	360	
73 - 84	6	Warm	265 - 276	22		4800	384	
85 - 96	7	Hot	277 - 288	23		5100	408	
97 - 108	8		289 - 300	24	Half Match	5400	432	
109 - 120	9		600	48	Full Match	5700	456	
121 - 132	10	Blistering	1200	96	Campfire	6000	480	Half-Star

SYMBOLISM

FLAGS OF WYRLDE

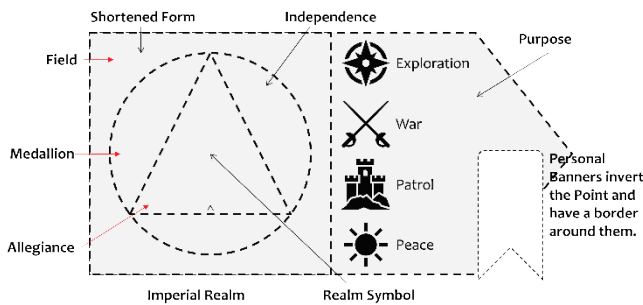


Perhaps the most important core symbol of general use is the Flag of the Realm. Flags of the Realms denote what realm the folks encountered are from. From those flags comes an entire field known as [VEXILADRY](#), which is concerned with the flags of the houses and troupes and assorted other elements – everything has a flag on Wyrld, from a merchant who has only ever sold from a single stall to the personal flags of the retainers of a

noble.

Heralds are responsible in each realm for keeping it all straight, and any claim or use for such must be approved. Even the Adventurer’s Guild has flag for all the assorted [TROUPES](#), or parties of adventurers, that form for common benefit.

FLAG PARTS

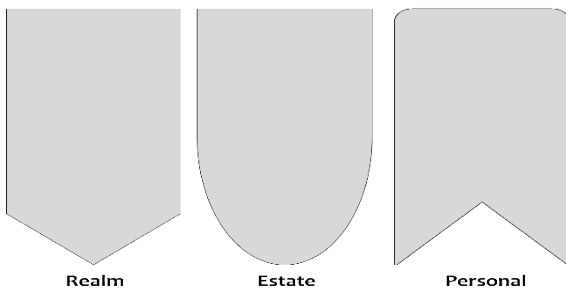


All flags on Wyrld follow a fairly simple design, initially created to identify units and groups on the battlefields of the God’s War. Flags can be hung horizontally or vertically, and they have to be designed to do so, so they are always purpose crafted. The shape is a banner, flat on one end and pointed on the other, usually twice as long as they are high.

Flags have four areas of fill, and the colors always have meaning and symbolism of some sort for each

area, with two areas typically being the same color since they are a single field.

The square portion, upper or to the left of the flag, is the “simple” version of a flag – emblazoned on tabards or a shield or similar things. The purpose area, to the left or below, is always pointed, and is going to be the same color as the primary Field.



In this area, a symbol of purpose is usually set, commonly one of four basic forms for Exploration, War, Patrols, and Peace. A General may have their personal symbol set there to mark their area in a battle, for example.

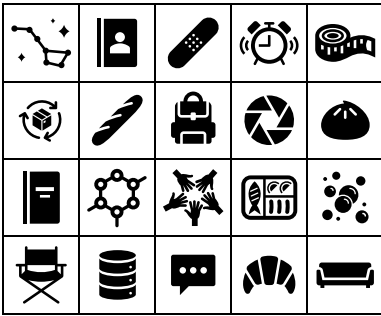
Within the square area of the Field there is a *Medallion*. The Medallion is a circle, indicating that they have self-autonomy to a degree. Within the Medallion is the *Allegiance*. Within the Empire, this is a triangle, and is always supposed to be pointing up, though Aztlan has differing ideas about that.

Within the *Allegiance* is a symbol for the Realm itself of some sort – indicating that they also have allegiance to themselves.

The flags are known to change over time. The current flags of the assorted realms are shown in the image.

The flags are Sibola, Aztlan, Dorado, Qivira, Lyonese, Akadia, Durango, The Sea Realms, Hyboria, Kahokia, Antilia, Lemuria, Thule, and Bermuda. Duat has no flag, though one time after a raid, a group of them marched around with a pole, using a dirty diaper as a flag. Duatians make no sense.

ANCIENT SYMBOLS



One of the things that we were left with after the God’s War was a host of symbols. Some of them we have no clue what they mean, or even what they were used for. Others, we have taken for our own purposes. A few of the common symbols are used throughout this work – the Flags, the Arenas, other places.

There are hundreds of them. Here are just a

few of the symbols we don’t understand that one can commonly encounter.

IN some smaller settlements that have been around a while, these symbols have acquired a somewhat mystical quality to them, perhaps supernatural in nature, as we move ever further away from the days of the Ancients and their wonders.

They left them to us as a tool of great value, but even the Powers don’t describe them any longer, despite many of them being used as those Power’s symbols.

SYMBOLIC NUMBERS

Symbolism is a scary word in a place where omens, portents, and bodes are all very real things (as those who adventure here will learn). Some symbolism is unavoidable, however.

The numbers 3, 5, and 7 are considered very positive and powerful numbers, while 4, 6 and 8 are considered bad. The numbers 25 and 125 have significant meaning and import as well.

1, 2, 9 and 10 all have significance, but are not considered particularly bad or good in and of themselves.

8, in particular, is seen as an unlucky number.

SYMBOLIC COLORS

There are 50 colors that can be achieved through assorted dyes and pigments, all of them named, and many have significant symbolic meaning. Some of these draw from the rumors of the Gates, others draw from the colors associated with certain planes (The Mortal is called *Pearlescent*), still others have some historic or noble association.

Some examples of common folklore include the equivalence of Red to death and Orange to infernal aspects. Funerals are often attended with red streamers and clothing. Red hair is considered to be a mark of “risky life”. This continues through the 12 metals, which are colors named after certain metals that share that color.

Color	Example	Symbolic Meaning
Aqua	#08E1F8	
Azure	#F0FFFF	
Beige	#F5F5DC	
Black	#000000	
Blue	#0000FF	
Brown	#917527	
Chartreuse	#7FFF00	New Life, Birth
Coral	#FF7F50	
Crimson	#AB461D	
Cyan	#00FFFF	
Dark Blue	#00008B	
Dark Green	#228B22	
Fuchsia	#FF33CC	
Gray	#808080	
Green	#008000	Life
Hall Blue	#191970	
High Blue	#4169E1	
High Green	#8FBC8F	
High Lavender	#DDA0DD	Youthful Love
High Orange	#FF8C00	
High Violet	#DA70D6	
Indigo	#4B0082	
Ivory	#FFFFFF	
Lavender	#E6E6FA	
Linen	#FAF0E6	
Low Blue	#B0E0E6	
Low Green	#00FF00	
Low Orange	#FF4500	Great Danger
Magenta	#FF00FF	
Maroon	#800000	Blood
Olive	#808000	
Orange	#FFA500	
Peach	#FFD5	
Pink	#FFC0CB	
Purple	#800080	
Red	#FF0000	Death
Rose	#FFE4E1	
Salmon	#FA8072	
Sea Blue	#000080	Long Voyage
Sea Green	#2E8B57	
Sienna	#A0522D	
Sky	#87CEEB	Freedom
Slate	#708090	
Tan	#D2B48C	
Teal	#008080	
Turquoise	#40E0D0	
Violet	#EE82EE	
Wheat	#F5DEB3	
White	#FFFFFF	
Yellow	#FFFF00	Innocence, Youth

Material	Description	Coloring	Symbolism
Bluegleam	Metallic Blue	#B0C4DE	
Bronze	Metallic Brown	#B8860B	
Copper	Metallic Orange	#F0A866	
Daengeld	Metallic Red	#B22222	
Galawn	Metallic Violet	#D8BFD8	
Gold	Metallic Yellow	#DAA520	
Greenschine	Metallic Green	#66CDAA	
Iron	Metallic Black	#696969	
Orikal	Metallic Indigo	#B892A5	
Silver	Metallic Gray	#D3D3D3	
Tealiron	Metallic Teal	#6DC5C9	
Whiteshine	Metallic White	#F5F5F5	

In terms of broader symbolism, each Power has three colors associated with them, and this carries over into the Houses, the Guilds, Heraldry, and more, always in groups of three. The formal order of these colors is key, as well. The first color is always the chief color. The second and third are used as complementary or accessory and accent colors.

Starting about 50 years ago, each city began to select two particular colors that it is associated with, more a fashion statement than anything intentional, but it has served well to mark the nobility, as they use it extensively in their dress. It is difficult in this format to provide the appropriate luster and polish of the particular colors, or the metallic nature of

them; however, these are the base metallic colors.

ASTROLOGY

There are 15 general astrological signs on Wyrld, each sign being 24 days in length, plus a 16th one for the Equinox or Solstice being “days without a sign”. First, it should be noted that as a form of divination, it can be useful – and the specialized tools and knowledge for such are confined to the Towers of Akadia or the Temples of the Clerics. These signs are named after constellations – patterns among the stars known usually only to a few. The stars were literally placed in the sky by the Powers That Be – [THE HOSTS](#), [THE OLD ONES](#), and dear Chicory and friends. Some did not go willingly and are said to be screaming within their fiery prisons as immortal moments in the sky.

UNSIGNED

The unsigned, also called [THE VEILED](#), are those who are born on a solstice or equinox. They are said to be unseen by fate and free of destiny. A surprising number of adventurers are Unsigned. For all of them, they are considered to have the star sign of [THE VEIL](#).

In Qivira, they are more likely to use the signs for their calendars than the traditional calendar cited earlier.

Sign	Element	Comments	Flower	Gemstone
The Hall	Air	The space of Politics and Leadership	Daisy	Amethyst
The Heroine	Frost	Hala, her sword drawn, her hound beside her.	Lily	Sunstone
The Sword	Spirit	The Black Blade of Stars, slayer of gods.	Honeysuckle	Sapphire
The Field	Earth	The Farm, people shaping the land	Larkspur	Citrine
The Dancer	Water	Viola, my namesake, in pose.	Violet	Emerald
The Fox	Earth	Wily and cunning, swift, and sure footed	Aster	Topaz
The Shield	Thunder	Shavan’s Shield, raised on his fall.	Marigold	Ruby
The Passage	Smoke	The space between healing & health, battle & blood; life & death.	Daffodil	Beryl
The Hero	Sand	Vortigern, who led all along the Bitter Road until slain.	Holly	Opal
The Bear	Water	Powerful, strong, unyielding, persistent	Chrysanthemum	Aquamarine
The Axe	Stone	Stoneblood’s great Axe, preserved. He is, too.	Sweet pea	Peridot
The Hearth	Fire	Home and Family, the key of Kinship.	Primrose	Agate
The Herald	Lightning	Freya Firefrost, Herald of the Bright Host.	Cosmo	Lapis
The Wolf	Fire	Feral, sharp minded, dangerous, savage	Snowdrop	Amber
The Spear	Sun	Acheron’s Spear, which pierced the heavens and became stuck.	Hawthorn	Starstone
The Veil	The Unsigned	Mystery and secrets, knowledge and ignorance, thresholds	Carnation	Garnet

FLOWERS

Flowers in Wyrld have both a meaning and a purpose, a value, a way of expressing their power. Flowers are of particular importance to Spirits of the World. Each flower has multiple meanings, solving it is based on the

number of them in each bouquet or use. Flowers are also used in rituals, as well as by Witches and Runewrights for effects. Not all flowers have a meaning or value, even if they are commonly seen. Herbs and Spices also have certain meanings and purposes to them.

Flower sellers are often found tending to gardens in glass walled buildings they call **TERIUMS**, exceptionally large buildings with dozens of boxes, sometimes partitioned in the larger cities. Scores of folks will travel through a city selling them from handcarts, but they are rare in villages unless the village itself is something like Aztlan's *Flowerton*, where the entire town is engaged in the growing and selling of flowers (which are a big business in Aztlan).

Flowers are, for some reason, not linked to the same kinds of meanings as colors alone. While specific flowers in singles and groups have meanings, there are also general meanings:

- ❖ **Red flowers**
 - ◆ Passion, Love, Affection, Courage, Respect, Desire, Cheer.
- ❖ **Pink flowers**
 - ◆ Grace, Joy, Innocence, Trust, Good Fortune, Good Health, Femininity, Playfulness.
- ❖ **Yellow flowers**
 - ◆ Cheer, Joy, Lightheartedness, Happiness, Friendship.
- ❖ **White flowers**
 - ◆ Purity, Humility, Innocence, Weddings, Births, Death, Mourning.

Flower	Primary	Secondary	Tertiary	Quaternary
Acanthus	Seduction	Artifice	Deception	Dishonesty
Aloe	Affection	Grief	Healing	Curative
Amaryllis	Pride	Shy	Achievement	Epiphany
Anemone	Forsaken	Sincere	Illness	Anticipation
Angelica	Inspiration	Kindness	Sweetness	Nostalgia
Apple Blossom	Preference	Patience	Modesty	Austerity
Aster	Love	Daintiness	Remembrance	Trust
Azalea	Temperance	Fragility	Caution	Fragility
Baby's Breath	innocence	Purity	beginnings	Birth
Bachelor's Button	Blessedness	Celibacy	Fortunate	Wealth
Bay Tree	Glory	Fate	Hope	Victory
Begonia	Beware	Whimsy	Risk	reward
Black-Eyed Susan	Justice	Encouragement	Motivation	Restraint
Bluebell	Humility	Gratitude	Loyalty	Constancy
Borage	Bluntness	Directness	Courage	Abruptness
Butterfly Weed	Freedom	Vivacity	Enthusiasm	Independence
Calla Lily	Beauty	Magnificence	Aristocracy	Nobility
Camellia, Pink	Longing	Falling	Surrender	Melancholy
Camellia, Red	Passion	Reason		
Camellia, White	Adorability	Waiting	Excellence	
Candytuft	Indifference	Capriciousness		
Carnation	Fascination	Women's Love	Mother's Love	
Carnation, Pink	Unforgettability	Fascination	Fantasy	
Carnation, Red	Yearning	Longing	Deep Love	
Carnation, Striped	Refusal	Disdain	Rejection	
Carnation, White	Innocence	Pure Love	Sweet Love	
Carnation, Yellow	Whimsy	Disappointment	Unreliable	
Chrysanthemum, Red	Declaration	Joy	Optimism	
Chrysanthemum, White	Truth	Righteousness	Fidelity	
Chrysanthemum, Yellow	Slight	Neglect	Depth	
Clover, White	Thoughtful	Luck	Industriousness	
Columbine	Foolishness	Folly	Deception	Faithlessness
Columbine, particolored	Anxious	Trembling	Resolution	
Crocus, Spring	Cheerfulness	Youthful	Gladness	
Cyclamen	Resignation	Diffidence	Goodbye	

Daffodil	Misfortune	Regard	Unequaled Love	Chivalry
Dahlia	Good Taste	Dignity	Elegance	
Daisy	Innocence	Loyalty	Secrecy	Faith
Dandelion	Adversity	Strength	Adaptability	Perseverance
Delphinium	Levity	Generosity	Ardent Feelings	
Edelweiss	Courage	Devotion		
Fern	Magic	Fascination	Secret Bonds	Shelter
Forget-Me-Not	Memory	Recollection	Remembrance	Nostalgia
Freesia	Youth	Immaturity	Trust	Friendship
Gardenia	Loveliness	Secret Love	Reverence	
Geranium	Folly	Foolhardy	Gentility	Luck
Gladiolus	Vanguard	Integrity	Strength	Victory
Goldenrod	Encouragement	Good Fortune		
Heather	Solitude	Admiration	Protection	
Hibiscus	Delicate	Gentleness	Rarity	
Holly	Defense	Domestic Joy		
Hollyhock	Ambition			
Honeysuckle	Devotion	Generosity	bonding	
Hyacinth, Blue	Constancy	Gamesmanship	Jealousy	
Hyacinth, Purple	Sorrow	Good News	Loyalty	Forgiveness
Hyacinth, White	Loveliness	Prayer	Eloquence	
Hydrangea	Heartlessness	Gratitude	Sentiment	Sincerity
Hyssop	Sacrifice	Cleanliness		
Iris	Faith	Trust	Wisdom	Hope
Ivy	Affection	Friendship	Fidelity	
Jasmine, White	Amiability	Friendly		
Jasmine, Yellow	Grace	Elegance		Valor
Larkspur	Open Hearted	Levity	Whimsy	
Lavender	Distrust	Faithful	Maturity	happiness
Lilac	Joy Of Youth	First Love	Humility	
Lily, Orange	Hatred	Danger	Sacrifice	Revenge
Lily, Red (Spider)	Loss	Abandonment	Reincarnation	Necromancy
Lily, Tiger	Wealth	Pride	Aspiration	
Lily, White	Virginity	Purity	Celestial	
Lily, Yellow	Happiness	Contentment	Joyfulness	
Lily-Of-The-Valley	Sweetness	Humility	Happiness	Returning
Lotus Flower	Purity	Enlightenment	Recovery	Rebirth
Magnolia	Nobility	Nature	Perseverance	
Marigold	Grief	Healing	Despair	Restoration
Morning Glory	Affection	Promise	Jealousy	
Myrtle	Good Luck	Romance	Marriage	
Nasturtium	Patriotism	Conquest	Victory	
Pansy	Thoughtfulness	Caring	Remembrance	
Peony	Bashful	Shame	Bravery	Honor
Pine	Humility	Piety	Philosophy	
Poppy	Consolation	Oblivion	Sleepiness	Forgetfulness
Rhododendron	Danger	Beware		Necromancy
Rose, Coral	Friendship	Modesty	Sympathy	Empathy
Rose, Dark Crimson	Mourning	Silence	Grace	Gentleness
Rose, Lavender	Love At First Sight	Thoughtfulness	Possessiveness	
Rose, Orange	Desire	Enthusiasm	Passion	
Rose, Pink	Happiness	Trust	Confidence	
Rose, Red	Love	Passion	Caring	Devotion
Rose, White	Innocence	Celestial	Worthiness	Purity
Rose, Yellow	Jealousy	Infidelity	Childhood	
Rue	Grace	Clear Vision	Regret	Repentance
Snapdragon	Deception	Graciousness		
Sorrel	Affection			

Southernwood	Constancy	Jest		
Sunflower, Dwarf	Adoration	Radiance	Respect	Longevity
Sunflower, Tall	Haughtiness	Hope	Happiness	Loyalty
Sweet Pea	Pleasure	Gratitude	Farewell	
Sweet William	Gallantry	Humility		
Tansy	Hostility	Intent	Violence	
Tulip, Red	Passion	Declaration	Trust	
Tulip, Yellow	Beauty	Fame	Charity	
Valerian	Readiness	Valor	heroism	
Violet	Watchfulness	Modesty	Faithfulness	Devotion
Willow	Sadness	Learning	Grace	Honesty
Wisteria	Sensitivity	Personal Growth	Knowledge	Welcome
Yarrow	Everlasting	Healing	Inspiration	
Zinnia	Absence	Affection	Loyalty	Openness

TREES

Trees have deeply variable symbolism but can still prove very important. The following list of trees does not give symbolic meaning, as each of the types mentioned has at least five different varieties within it, and some have as many as twenty-five different types.

Acacia	Arbor	Ash	Aspen	Bamboo
Banyan	Beech	Berry	Birch	Blackwood
Boab	Cedar	Cherry	Chestnut	Citrel (Citrus)
Cork	Cotton	Cypress	Dogerel	Elm
Eucalyptus	Fig	Fir	Flower	Gum
Hawthorn	Hickory	Holly	Ironwood	Juniper
Kapok	Larch	Laurel	Linden	Magnolia
Mahogany	Maple	Mesquite	Neem	Nut
Oak	Olivate	Palm	Pelto	Pine
Plane	Poplar	Ragleaf	Sequoia	Spruce
Sycamore	Thornwood	Walnut	Willow	Yew

HERBS & SPICES

Herbs and Spices have particular uses as well – some of which even apply to cooking. These are generally thought to explain why some food is good for you and other food is only just good.

Herb / Spice	Uses	Symbolism	Association	Origin
Allspice				
Angelica				
Anise				
Basil		Good Wishes, Illusion	Delusion,	Alakazoola
Bay Leaf		Longing, Desire	Love	
Bergamot	Aromatic	Restfulness. Relaxation	Tea Additive	
Black Cumin				
Black Mustard				
Black Pepper				
Borage	Cooling,	Softness, Courage	Forgetfulness	
Brown Mustard				
Burnet				
Calamint	Heartiness		Dispel Sorrow	
Caraway	Upset Stomach	Steadiness		
Cardamom				
Carob	Antiseptic, Astringent, Dye		Cleanliness, Falsity	

Herb / Spice	Uses	Symbolism	Association	Origin
Cassia				
Catnip				
Cayenne Pepper				
Celery Seed				
Chervil	Warm Stomach, cure hiccups			
Chicory				
Chili Pepper				
Chamomile		Patience		
Chives		Usefulness	Evil Bane	
Cicely				
Cilantro				
Cinnamon				
Clove				
Coriander Leaf				
Coriander Seed		Hidden Worth		
Costmary				
Cumin				
Curry				
Dill		Dismiss Evil	Hagbane	
Fennel	Aids Digestion	Flattery,		
Fenugreek				
Garlic	Antiseptic, Antibiotic, Stimulant, Expectorant		Healing	
Ginger				
Grains Of Paradise				
Green Peppercorn				
Holy Basil				
Horehound				
Horseradish				
Hyssop				
Lavender		Devotion, Dedication		
Lemon Balm		Sympathy		
Lemon Grass				
Lemon Verbena				
Licorice				
Lovage		Alertness		
Mace				
Marjoram		Joy, Happiness	Revival, Restoration	
Mint		Virtue		
Nutmeg				
Oregano	Scorpion and Spider bites	Substance, Authenticity		
Brown Onion				
Green Onion				
Red Onion				
Paprika				
Parsley		Festivity, Frivolity	Death	
Peppermint	Stimulant, Carmative, Antispasmodic.		Bees, Tea Additive	
Poppy Seed			Painlessness	
Red Peppercorn				
Rosemary		Remembrance	Memory, Knowledge	
Rue				
Saffron				
Sage		Wisdom, Long Life	Spiritbane	
Sassafras				
Savory		Interest, Attraction	Pleasure	
Sesame				
Shallot				
Sorrel				

Herb / Spice	Uses	Symbolism	Association	Origin
Spearmint	Stimulant, Carmative, Antispasmodic.	Sentimentality, Nostalgia	Bees, Tea Additive	
Star Anise				
Tarragon	Lasting Interest	Endurance, Vitality		
Thyme	Aromatic	Strength, Cleanliness	Courage	
Turmeric				
Vanilla				
Wasabi				
White Mustard				
White Peppercorn				

Food occupies a great part of the whole of Wyrld, having a tendency to inspire battle, drive romance, foment rebellion, bring people together, and more. To say that it is important probably understates the value of food.

And then you have the Grendels.

OTHER PLANTS

Plant	Uses	Symbolism	Poison	Origin
Aconite	Diuretic, Causes sweating	Death, Flight	X	
Wormwood	Pest Control,		X	
Bluebell		Grief, Mourning, Loss		
Eyebright	Astringent, eye lotion	Mirth, Joy		
Flax	Oil, Fabric, Laxative			
Mistletoe	Curative	Snakes, Healing	X	
Mullberry		Love, Regret		
Myrtle		Purity, Fertility		
Rue		Antidote		
Amaranth		Undying		
Yarrow	Coagulant, Fevers	Blood, Healing, Life		
Vervain		Abjuration		
Poppy		Ease, Enchantment	X	
Belladonna		Necromancy	X	
Henbane		Sleep, Painless, Death	X	
Alchemy Rose		Transmutation		
Willow Bark	Tea, reduces swelling, pain			
Fern		Evocation		
Anemone		Elemental		
Datura		Imbuing		
Blackthorn		Ingraining		
Artemisia		Divination		
Veronica		Illusion		

GEMSTONES

There are 30 *recognized* gemstones on Wyrld. Each has a particular meaning, and it is said that Runewrights and Witches are particularly attracted to the powers they hold, for the gemstones are all linked to some kind of power in and of themselves.

Gemstone	Purposes				
Agate	Strengthening	Confidence	Courage	Prosperity	Nourishing
Amber	Warmth	Health	Wellbeing	Recovery	Rest
Amethyst	Countercharm	Clarity	Intuition	Perception	Truth
Apatite	Awareness	Perception	Clarity	Knowledge	Sanity
Aquamarine	Relaxation	Peace	Calm	Balance	Healing
Aventurine	Wealth	Prosperity	Good Luck	Empathy	Alteration
Beryl	Demonbane	Clarity	Sincerity	Truth	Youth
Carnelian	Creativity	Ambition	Passion	Sexual Energy	Enchanting

Citrine	Brightness	Energy	Obfuscation	Secrecy	Illusion
Diamond	Commitment	Love	Strength	Spirituality	Perfection
Ebony	Knowledge	Intuition	Defense	Death	Necromancy
Garnet	Vitality	Determination	Optimism	Discipline	Stability
Jade	Wisdom	Peace	Clarity	Soothing	Balance
Jasper	Guidance	Adaptability	Independence	Travel	Animals
Lapis	Charisma	Self-Discipline	Individuality	Nobility	Divination
Larimar	Energy	Clear Speech	Confidence	Dexterity	Conjuration
Malakite	Protection	Hope	Honor	Strength	Stone
Moonstone	Beauty	Sensuality	Safe Travel	Intuition	Friendship
Obsidian	Peace with Past	Spirit	Acceptance	Protection	Transmutation
Onyx	Objectiveness	Patience	Determination	Meditation	Spirituality
Opal	Sympathy	Compassion	Confidence	Kindness	Smoke
Pearl	Love	Innocence	Faith	Integrity	Inhibition
Peridot	Faith	Blessing	Abundance	True Purpose	Joy
Quartz	Clarity	Comfort	Peace	Positivity	Healing
Ruby	Constitution	Power	Endurance	Defense	Inspiration
Sapphire	Energy	Dreams	Concentration	Sand	Clairvoyance
Starstone	Harmony	Truth	Honesty	Sun	Divinity
Sunstone	Generosity	Motivating	Creativity	Alertness	Compassion
Topaz	Focus	Frost	Preservation	Immortality	Success
Tourmaline	Magic	Power	Femininity	Nature	Elementals
Turquoise	Protection	Banishing	Security	Water	Abjuration

THE ARENAS

You may have noticed that throughout the works there is some reference made to the Arenas. An Arena is a loose concept, a broader understanding of things. Clerics and Witches and Shamans may know them more intimately, but most people see the world as a way of serving or operating in one of the five arenas, which are often represented by icons because they are associated with good luck.

The Hearth



The Hearth represents the arena of Home and the Family, the crafts and arts of the household and the simple life.

The Field



This is the arena of the farmstead, the growing and raising and herding and care of animals and crops.

The Hall



This is the arena of politics and leadership.

The Passage



This is the arena of life and death, the space of healing and health, the space of battle and blood.

The Veil



This is the space of mystery and secrets, of liminal things and the planar realms, of knowledge, truth, deceit, and ignorance.

RECREATION

Most cities have at least two theaters, and most towns have at least one, with villages a more hit or miss proposition easily solved through a portable stage. Beyond the traditional performing arts, however, there are many other forms of entertainment and diversion, but none so utterly captivating as The Grand Games.

DANCE

No general discussion of recreation in world would be complete without noting the power of dance. Social dance is common among the peoples, be they Foe or Shadow or Bright, and they are extremely popular regardless of the instruments available. There is a tradition of makeshift percussion use that is preserved by Bards, and all dances can be done with nothing more than a good beat and some sort of point where there is a change.

Dances typically symbolize three things, all of them telling a story: Victory, Fighting, and Romance. The formal dances of entertainers, including those who somehow seem to float across the stages on their toes, all derive from these core ideas, though they may take it into very complex and involved dances that are very popular among nobles, accompanied by choirs or singers.

TRADITIONAL

The Kotril is perhaps the most traditional dance throughout the lands, and some variation on it is danced by all persons. There are three kinds of other traditional dances, and may be danced in triplets or quads, with separation by gender a common feature of the starts.

The forms are based on the starting positions: a square, two lines, or a circle. Lines involve no touching, and movements of forward and back, arms behind backs, and separated by gender among the different lines, moving forward and back towards the others.

Circle dances always require touching, and involve moving left or right, rotating and spinning the circles and the participants around the two. Circles may be organized by height, gender, or some other aspect decided on and historic (Therian will dance by sect, as an example).

The square start dances are stomping and clapping dances, with the dance setting the beat and tempo for the musicians, and slowly increasing in speed and tempo from a 2/2 start. The squares will expand and contract, challenging each other.

In some cases, squares and circles will start out entirely of one gender or group, and then will begin a move towards each other about a third of the way through the dance, intermingling and forming up the circles and squares with mixed groups, but otherwise following the same pattern.

REGIONAL

Each region has a series of regional dances that they engage in, and it can include such patterns as the sword dance of the Kahokians or the Comedies of the Qivira, performed as social activities as well as performances.

One of the best known of the forms is the swordancers of the secret societies, who combine sound, speed, motion, dance, elegance, beauty, and even magic into their displays both for show and for actual combat.

COURTLY

Courtly entertainment featured around Dancing comes in three broad types: Balls, Masquerades, and Debuts. Debuts are a fixed affair, and held at all different stations, and feature dancing as a major portion of the festivities.

BALLS

Balls are very formal affairs, with wealth, prestige, and influence all on display. Balls have three five to them: The Entrances, The Procession, The Feast, The Performance, and The Dances. The Entrances is an elaborately staged affair, having persons arriving in order of the least senior or lowest ranked, slowly working up in often long lines to the final entrance of the Host, who would outrank all for the Ball save the Emperor or Princessa. Ball season is always during the summer months, when the evenings are cooler, and take place from Dusk on,

sometimes carrying through the entire next day. The Procession goes on in a large gathering room where light snacks called Ordurves and liqueurs are served, often something special and always a point of pride for those hosting. It begins the moment the first guest is announced and continues until the Host arrives. The host then invites all those attending to the Feast, which can be all manner of set up, but is focused on feeding and providing guests with a good meal. They may stand, they may sit, the food may be laid out or it may be brought to them individually; the particulars vary from Ball to ball and are determined in part by the ability to provide for the guests invited. Most Nobility do not have a large space, and the Palace is only known to hold three balls during the summer. This also adds to the sense of exclusivity and honor afforded attendees. The feast is followed The performance, which is when some group is brought in to entertain guests, allowing them to watch or walk around and generally mingle. Those performers often include Dancers, who will perform either solo or couple dances.

The final portion of a Ball is the Dance itself. Here the attendees will begin to pair off with partners, and begin the courtly dances according to the music played. There are five courtly dances, and the involve two to five people moving together in a group that will slowly traverse the entirety of the ballroom floor, completing steps and movements, sometimes synchronously, though in one case asynchronously around a predefined pattern. A Typical dance is either 5 or 10 minutes in length, and there is a pattern of two dances each chime, then a pause, then two more dances, and this can go on until a predetermined time and the guests begin to leave according to the same fixed entrance protocol, but in order of highest rank to lowest. This means that the lower ranking folks are there the longest, and as many of them are typically younger, they do not seem to mind.

MASQUERADES

Masquerades are an informal version of a ball, with one of the key elements being that one should not know who one is (though of course most people can tell). Domino masks are often worn by the older crowd, but full-face masks are most common, decorated in wild patterns and strange style. With the masks goes the sometimes overly daring, always extremely fashionable, and frequently flamboyant dress that is worn. Masquerades are held in Winter, and only in the cities.

Masquerades do not have an Entrance – it defeats the purpose of “secret” – but they do have invitations, and so there is always a line to follow that process in. There are then two rooms plus a garden that is often used. The first room is the Commingling, and proffers food, drinks, and a chance to talk. The other room is The Dance, and typically there will be two or four sections for that often with one section having performers who will continuously demonstrate the dances that the guests are doing in the other section(s). At the end of the Masquerade, the final hour is taken up by The Reveal, where people will come forward and declare the identity of different people, winning a small prize if they are successful, or being unmasked themselves as a penalty. Each person can only Reveal one other.

There are entire small industries that have grown around the Masquerades.

DANCES

In all events, on entering the festivities people will be given a Dance Card, which lays out the order of the dances and what the dances are for that evening. Food is often prepared to enable more vigorous dancing.

Of the five common dances, the one considered most enjoyable is also one of the oldest dances known: the

KOTRIL

The Kotril places dancers in groups of eight, often divided by gender, arranged in two lines that face each other. The music is a likely, up-tempo selection, often eight or sixteen measures in 2/4 time. From that starting position, each side will take two steps forward, one step back, in time to the music, and cross to the other side where they will turn and begin the cycle anew. After third such crossing, when the participants are beside each other, a Caller will announce one of eight different movements and the dancers will respond to the calls and perform the movements. From that point, it becomes a square of movement, with partners breaking apart and coming together, interspersed with dancing with others, and the dance will move swiftly through several different movements, until at last the partner will be returned to each other and finish the dance before moving back to their start, finishing the dance with a final change over.

The Kotril is danced throughout the lands and is said to be the dance that celebrated the end of the Bitter Road. However, it is also present in much the same form among all the peoples, including the Foe, and there is even an undersea version danced by the Tritons.

The second dance is the **GAMBOL**, played in a moderate tempo 4/4, starting on a downbeat, with dancers formed in two concentric circles, the taller on the outside, the shorter on the inside, facing each other. It follows many of the same patterns and movements of the Kotril, but they are done only with the one partner, and while holding hands. It is bad form to lose touch.

The third dance is the **SEDUKTA**, which is an energetic dance that features jumps, stamping of the feet and violent movement, accompanied by music with syncopated rhythms, danced between partners in a direct line, moving back and forth, in such that participating couples are passing each other as they move across the floor. It has many movements, and the start is couples staggered on either side of the long portion of the ballroom, facing inward, then turning to each other and beginning the movements. It is customary for the flower of following partner's choice to be presented by the leading when they ask. It is also a set structure that the lead is the one that always asks, and if accepted then that person becomes the follow. Sedukta is one of the most popular dances for show, as well, and some entertainers do little more than perform this for nobles and the general population. It is an extremely vigorous and deeply moving dance, representing in many ways a seduction of the parties, on both sides.

The fourth dance is the stately, $\frac{3}{4}$ time, slow tempo **MINETA**, done by two couples who start with one leg out behind them, one leg into a center square formed by them, and all hands touching at the center above their heads. It then breaks up in a stately fashion with the square trading partners at set times, and following a series of steps that varies only when the leaders and the followers come together, at which point they mimic each other exactly without touching – but the rest of the time, there is always at least one point of contact. There are four basic steps, three twirls, and at the end of the dance it closes with bows and curtsseys.

The fifth courtly dance is the **SLIDE**. It is done in staggered lines, arranged across the narrow of the floor, with the tallest in a back row, medium in a middle, and shortest in a front. A series of two forward, one back, a hop or skip, a slide forward with a lift of the off leg, three forward, two back, a hop, a slide forward a slide forward with the opposite leg, then four forward and two back a hop with a twirl, and so forth with the two lines passing and crossing each other until they reach the opposite side where they turn and begin the journey back. The slide is done in $\frac{5}{8}$ time, and is considered somewhat scandalous because of the leg lift, which can reveal too much of the women's legs, and perhaps a bit more of the men's hind ends. One of the underlying goals is not to tip and touch others.

DEBUTS

There is a unique form of celebration that occurs for young women who are of Merchantry or higher status in society at large, called a Debut. These are formal occasions that present the young women to society as a whole and indicate that they are considered eligible for marriage.

One notable exception to this is Aztlan, where it is the young men who are debuted, and the only other serious exception within the empire is Dorado, where all young adults are debuted at different celebrations.

These Debuts are always held the fifth day of the season following their 15th birthday in Aztlan, Sibola, Durango, Qivira, Lyonese, and Akadia, 16 in Dorado, 18 in Antilia, and are not done in other realms. While the nature of each differs, the general event involves a gathering of all the eligible children of that age together for a formal event. This event lasts roughly six hours, and the primary purpose of it is to identify and find a mate. For this reason, the 5th of each season, following the solstice or equinox festival, is a Debut date.

Debuts are usually highly competitive events, as the individual young women are essentially showing their fitness for marriage and are essential for those who do not apprentice. In Dorado, they have two, simultaneously, where they begin separate and end with a large dance and attempted matchings between boys and girls.

PERFORMANCE

While Painters and sculptors can have their work patronized and shown to those their owners consider worthy of seeing them, music, stagecraft, and traveling performance plays an enormous amount of import in the daily life of people, with the possible exception of Sibola, where Plays and Lays regarding the House of Usher are often fraught to perform.

Most people will be the most familiar with traveling shows, created by small bands that travel together to put up and put on performances of songs, plays, orations, and other elements, often drawn from the most recent winners of the Grand Games or some other diversion.

The single most common form of entertainment is a Bard, who is often found among a group and who will spread news, knowledge, and good feelings wherever they roam.

SURKUS

These traveling shows are called Surkuses, and a typical **SURKUS** has five to as many as 30 performers, called Troupers, that may be a part of it. They will have additional inducement – fortune telling, displays of strength and skill such as juggling, knife throwing, and weight lifting, and more.

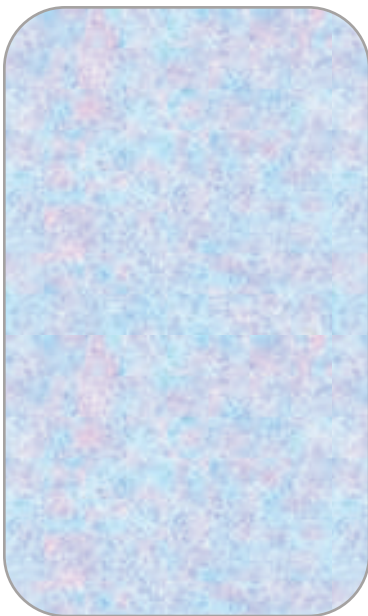
THEATER

Most Towns and all cities will have one of more Theaters, ranging from the open air of the smaller towns in a half circle around a semi-permanent stage, to a small gazebo or other covered, raised and railed platform within a space or clearing.

In cities, theaters can be vast buildings – some even use the places for the grand Games to stage such things. Musicians, orchestras, plays, and more are all performed here, for the amusement and entertainment of the people.

CARD GAMES

There are several card games that are known (gofis and oldenmad being the most popular children’s games) among the world. Each is slightly different and what makes for even more interest is that they may be played with any of the decks that are used.



SIZE AND SHAPE

All cards have rounded corners, usually made of a very thick paper or a very light wood or coated metal. Cards are 5 fingers tall and 3 fingers wide.

DECORATION

BACK: Cards typically have complex designs on the back of each card, that are the same across all cards. Backs are printed first and meant to make them all the same.

FIELDS: Most cards designs have a standard, simple field on the face, with many using the field for some artistic effort that makes the cards worth something. Typical inexpensive decks have blank fields. Commissioned decks will have elaborate designs. Across the field will be the suit symbol, and there will always be at least one row of small dots, or pips. The pips denote the value of the card, always from zero to 9, that usually run down the left and right edges of each card, though some older decks actually spread them out across the field. The current fashion is to have them in an ornate border that

runs around the card.

DECKS

There are seven commonly used decks. One is familiar to anyone who came from elsewhere called an Ancient (52 cards, four suits, Ace to King). Another is the strange and peculiar TÆROE deck, which is used in divination and also as a set of trump cards in certain games played among the nobility. The other five are assorted decks created for a variety of reasons.

THE IMPERIAL DECK is the one mandated as the de facto deck. It has ties and links to many of the world’s aspects, with each suit being a representation of a particular realm. Each Suit has nine Court cards, ten pip cards, and one Rascal card, which is a wild card that can shift an entire game. It is an immense deck of 134 cards, as a result, and is used in professional gambling and sponsored events.

THE ELEMENTAL DECK is somewhat different. Pip cards are 0 to 5, there are 6 court cards per suit (12 cards total), for 60 cards per deck. It is used in several small group cluster games, where the goal of play is to collect clusters with as many court cards as possible. This deck does not feature any representations of people. There is a “secret suit” to this deck called Song, which brings the total up to 72 cards and acts as a master trump suit.

THE FIELD DECK is also lacking any representation of people, but are often some of the most beautiful of the cards, as they are intended to reflect the natural world. Five suits, four court cards each, pip cards are 0 to 5, so 10 cards per suit, 60 cards total. It is plant themed and considered a mark of honor to design one that is loved.

THE HEARTH DECK, also called a home deck or a workman’s deck, has four suits, five Court cards, full pip cards (15 cards per suit), with each Envoy card being a double suit card, and having a complement. This 60-card deck is the most commonly used one. Faces usually have a blank field. All games can and have been played with a hearth deck.

THE PASSAGE DECK is used in games of two to four players and is typically found among combat units or military teams. It is also a common gift among those who spent many cold nights on watch. The Passage deck has three suits, each with six court cards and full pips (16 cards per suit), for 48 cards total. Passage decks are used in a peculiar game that places emphasis on protecting your Kings.

COURT CARDS: All decks have a set of Court cards, that comprise the cards past 9. Each of the decks has a different set of Court, and it is said that some decks are extremely magical, fashioned to consist entirely of Court cards. Court Cards are variable according to the deck in use, and a list of them is below.

Passage Deck	Hearth Deck	Field Deck	Elemental Deck	Imperial Deck
Shield	Cup	Leaf	Rock	Crown
Baton	Bell	Rose	Water	Star
Sword	Tile	Daisy	Wind	Flower
	Heart	Clover	Candle	Dagger
		Acorn	Spark	Cloud
			(Song)	Coin
				Cactus

Passage	Hearth	Field	Elemental	Imperial
King	King	Lion	Queen	Emperor
Viceroy	Queen	Bear	Deputy	King
Marshal	Heir	Wolf	Guardian	Queen
Captain	Marshal	Deer	Heir	Viceroy
Sergeant	Envoy		Knave	Marshal
Corporal			Envoy	Heir
				Envoy
				Merchant
				Knave
				Rascal

GAMES

While there are many games played with cards, some have risen to the point of such great popularity and enjoyment that they are the de facto standards.

FOR CHILDREN:

GOFIS and **OLDENMAD** are popular children's games also played by adults. Chicory says that the actual names are Go Fish and Old Maiden, and while one makes some sense, the other is bizarre. How can a maiden be old?

CHIMESONG

Cards are cut for dealer. Each player gets 10 cards, remainder is set for Draw. Dealer plays first, dropping lowest card. Another player either drops lowest higher card or draws. Hand plays until one person runs out of cards.

Points awarded by either number of court cards taken or number of hands won. A game has no end. Gambling happens based on an agreed-on value to either points or hands. Often played to kill time.

PAHKA

The game in favor on the riverboats. The massive Imperial deck is used for this normally, but smaller groups of players can and have used smaller decks. On the riverboats, a common table will use two decks.

On riverboats, the House is dealer. Dealers cannot bet. The goal is to have the highest ranked or Point hand, and bets are made throughout the process. Points are equal to the card face, with court cards always counting for 11, the Rascal stealing 10 points from the hand. Ranking is based on rarity of the hand, and the highest ranks are for sequential cards of the same suit with a full straight of six Court cards all of the same suit the highest Ranked in Straight Games and six cards of the same rank across different suits being the highest in Court Games.

Rascals always steal 10 points, and do not count towards the Court, being Rascals.

Cards are dealt deftwise (to the right) face down, one at a time. Dealer card is dealt face up. Players then bet against each other and the showing card of the dealer. A second card is dealt like the first, and betting commences. A card is dealt to all players face up, called their hole card, and the dealer's card is face down.

Betting then goes around, and no one can pass or drop. A fourth and fifth card are dealt, betting after each, face down. The last round is two cards, one face up, one face down, for a total of seven cards for each, with five cards in each hand unseen and two cards seen, except the dealer who has two cards unseen and five seen. The dealer cannot look at those facedown cards.

At any point except the third card, a player can pass their bet to the next person (only going around once) but if they pass, they must match highest existing bet. If they drop, they are out of that hand (sometimes called folding) and forfeit any existing bets.

Once all bets are done, Show happens starting to the left of the dealer (daftwise) and going around, with dealer showing left. The highest hand wins the pool, including the dealer.

The tension, excitement, release cycle can be extremely attractive to many people, and folks have been known to make themselves broke.

There are variants to Pahka, but they are rarely played for money.

CHASEN

Chasen is played with the Passage deck. Dealer is determined by lowest card in the cut.

Each player bids for a King to set the pot. The remaining Kings are removed and set as the initial play onto which the draw card is lain, the deck is shuffled, and each player is dealt 9 cards, and the remainder are set for a Draw.

The top draw card is turned, and play passes daftwise (to the left), with dealer last. The goal is to go under the pip card that is shown. Not being able to go under means a draw. Court cards require going over the court card shown. Not being able to means a draw. Playing a King means a loss.

If the Draw is emptied, then all but the top card are collected, shuffled, and reset as the draw. Play continues until only one player remains with a king – but it does not need to be the king they started with. The winner collects the pot.

This game is very old, and many will speak to historical games, as the play goes quick, but has strategy built throughout. It is a military game at its core, with the goal of using up your troops while protecting your leadership, and calling up reserves, and is said to reflect the turn of battle on the field.

TILE GAMES

KRESS

Where I came from, we played a game called Chess. Kress is very much like chess. It is played on a board that has a large, square, central area from which just two narrow areas one segment narrower than the board. The board is divided into a grid of equal size, 12 spaces to a side, 144 spaces in total, with the protrusions having two rows that are ten spaces wide and two spaces deep.

Each side is color coded, and up to four people can play at once. The most common colors are Black, Blue, Brown, and Red. Starting is always determined by the color chosen: Red first, Brown second, Black third, Blue last. The tiles, themselves are two sided, and each player receives 20 tiles.

Tiles are round, marked with a symbol on one side and a different symbol on the other. One face of the tiles is always a white, the other is always a light yellow, with the symbols being emblazoned in the colors for each side.

Each side gets one **CROWN**, one **QUEEN**, two **BISHOPS**, four **KNIGHTS**, and two **TOWERS**. These are the Hearth pieces.

Each side also has Field pieces: two **SQUIRES**, two **MERCHANTS**, and six **PAWNS**. The Hearth order is always T/K/B/K/Q/C/K/B/K/T. The Field order can be any.

The Crown can move one space. The Queen can move anywhere as long as she is not blocked. Bishops move diagonally. Knights move in a peculiar L pattern of two forward and one to the side. Towers can only move in a straight direction. Squires can move to any square within two of them. Merchants can move to any square within three of them, but not the ones immediately attached to them. Pawns can move one space in any direction.

Crowns are defeated by any Pawn or Queen; they defeat any other piece. Queens are defeated by any Merchant, Knight, or Bishop, they defeat any other piece. The rank of the others determines their defeat or success, with highest first: Bishop, Knight, Squire, Merchant, Pawn. On a defeat, the victor can choose to Hold, or Turn. On a hold, they claim the piece. On a turn, they gain what is on the yellow side. However, if a Turn piece reveals an Envoy, the defeated player gets an additional turn immediately.

A game board will have 144 tiles. The white side will be marked according to the Sides, the obverse will be marked with a random assortment, but always include five Envoys, who never appear on the white side. Yellow sides have two additional pieces, **CORSAIR** and **ENVOY**. There are always five Corsairs and Five Envoys. Corsairs can defeat anything but a Knight or a Merchant. Envoys can defeat any piece but a Merchant or a Bishop. The rest of the yellow side pieces are going to be Knights, Merchants, or Pawns. 14 of them will be Knights, 15 will be Merchants, 5 will be **FLOWERS**, which halt that piece, as they cannot move, defeat, or be defeated. The rest will be Pawns (100). Each bag will have 2 of each of the Hearth for each color and two each of the Field for each color. The rest of the white faces will be pawns. The markings on the yellow are random within the following limits: no yellow may duplicate its white, no Crown may have a yellow other than a Pawn or a Flower, no yellow/white may duplicate another yellow/white except for Pawns, no Crown may be on yellow, and no white Knight may be a yellow Flower. The making of the tiles is almost always a secret among those who do – and none of them do their tiles in the same way except as per above rules.

Play continues until only one player remains or until only one Crown is left on the board. Notably, there is no checkmate, though there can be a draw, even if it is rare. Kress boards fold up into small boxes that hold the bag with the tiles.

DOMOES

These are small tiles that I once called dominoes and got looked at funny for doing so. It became even more humorous for me because they were playing a game of dominoes. They play both the Block and the Draw forms, with two to four players. One big difference is that no tiles here are double six, and no tiles have a six-pip section. They only go to five, because six is an unlucky number.

DICE GAMES

Dice games use small cubes marked with pips to represent 0 to 5. Again, six is considered an unlucky number.

HILO

Each player bets on the number of the next roll of a single die. They can choose to also bet the number will be Low (0, 1, or 2) or High (3, 4, or 5). After bets, one person rolls. That person cannot bet, and usually serves as [THE HOLE](#). Winnings are divided by both exact number sharing half, and high/low sharing half. Some variations do not allow a high low, but this mostly in poor places and with unskilled players. After each roll, the Hole moves to the right.

KASINA HILO

In gambling houses, they roll multiple dice, with each die getting a bet – and the Hole winning whenever the total of the rolled dice is 6. This variant is called [KASINA](#).

BIDBET

Two dice are used here, with the Hole allowed to bet alongside everyone on the first die, but not on the second die which is done in a second roll. The Hole passes to the right after every second roll.

SEVENSES

In this game, two, four, or six dice are used, in three colors. Bets are placed on the Hole rolling one, two, or three Sevens on matching dice. One can also bet on how many sevens will be rolled, including none. The Hole gets to roll Seven Times, then it passes to the right.

GRAND GAMES

Where people go, so too goes the need for competitive sport. On Wyrld, there are a few different kinds of Grand Games, and each is very much a part of everyday life.

500 years ago, the Black Emperor ordered that there be built a grand and great Stadium in Sibola and granted to his eight Dukes the right to found and train and prepare Vanguards. And from that humble beginning arose The Grand Games, the Spectacles, the Show of Shows, the one thing that has overwhelmed all other entertainments in the Empire – and even beyond, for even Antilia has built a Stadium.

A Stadium is a vast, oval building that typically rises five, seven, or even nine stories high. Made of vast blocks of stone, they can vary in decoration and manner, but are set up so that one can enter from twenty-five marked points at the ground level and make one's way up the many ramps to the different levels. The levels are important, for the wealthiest have large terraces on the third level, regardless of the height, and the first level is reserved for the assorted participants in these shocking and stunningly varied games. All the other levels are set for those who can afford seating, which is typically in a small area called a box, with four seats to each space, and beyond that they are packed tight. In the very tall ones, the seating is little more than a bench that surrounds the entire thing, for those who are the poorest but still want to partake in the viewing.

There are other places, as well – smaller, fashioned of wood more often, typically around 3 stories tall, with the nobility and participants all crammed into the same first level. While the vast City Stadiums can hold as many 30,000 people (nearly half to a third of a city!), these smaller ones can hold perhaps one to two thousand.

All of them share a few traits in common though – originally as part of an Imperial decree (that was immediately flouted by Aztlan), but today more a formalized aspect because of complaints from the guilds. First is the size of them. A Stadium is oval in shape, 500 feet wide and 700 feet long. Within it lies what on the surface appears to be an Arena that is also oval, 300 feet wide and 500 feet long. The Arena is surrounded by a seven-foot-high wall, beyond which is a seven foot wide, double that deep trench, above which rises the seating are, with the first ring of seats also having stairs that descend at 25 points that do not match the entrances, being slightly rotated. The “stands”, or seating area, is divided into 25 sections as well, and within each section are either marked boxes or general seating, depending on the level.

Beneath the arena, which in its most basic form appears to be little more than polished stone tiles, lies the warren of rooms, passages, chambers, secrets, ways, means, and places to turn this massive place into all manner of possible environments, and a small army of people to not only make it all work, but to do it on time in sequence. It is said that the art of clockworking began here, and that some of the amazing clockworks one can buy of grand games are derived from the massive wheels and cogs and levers and what not that allow the entire are to be changed. Sand can be moved out to cover the floor, grass can be raised, the whole thing can be flooded, and more.

Situated about halfway along the length of the Arena are two large entrances, typically about 25 feet high and 25 feet wide. These massive openings are sealed by immense doors that can open in sections as needed, from something the size of a person up to something the size of a great ship.

The top of each Stadium is ringed with long poles that are connected to a vast ring, and within the ring is a grid of triangles arranged to support both ropes and pulleys and chains and other items, but also that supports a series of narrow walkways that cross and provide further capabilities beneath the grid. Above, the grid supports large sheets of waterproofed canvas, which also hangs over the seating areas, though less rigidly, Water from rain is always collected, however – it provides the best source for the aquatic spectaculars and is stored in cisterns beneath the building. Vast fires and other features exist, including ritual spaces for the workers who help to shape the events that are possibly the most important entertainment in all of Wyrld.

Lighting is made possible through carefully placed movable mirrors that right upper walls, above the heads of the highest level of spectators. These are manned and moved throughout the day for lighting effects and to ensure that the whole of the Arena is well lit. The larger boxes and nobility patios all have additional lighting as well.

Stadiums are laid out along a compass line, and at one end of the stadium, slightly overhanging the very edge of the Arena, is the Imperial Box, though really it is just called that because of the one in Sibola. It is a small pavilion, able to seat about thirty or so, but is the place for the ruler of the area to sit and enjoy the entertainment.

While the Stadiums themselves are incredibly structures, based on very ancient designs, they are themselves only one of the many wonders that surround the Grand Games.

Grand Games are held in every city and town, and some villages that have built one, every 10th and 24th of the month. They are held even if there is a local festival – they just end up becoming combined, and the truth is most people wouldn't be able to tell the difference. The night of the 9th and the morning of the 11th (and the same for the 23rd and 25th) there is a festival like atmosphere, with betting, celebrations, parties, vendors selling food and banners – it is an experience in and of itself, and the Circle of Lanterns is known to run some very interesting deals. Entire lives are planned around these games.

Each Stadium has five to nine, and traditionally eight, though one is always considered lower and an upstart and unworthy, official Campuses, and these are where the peculiar arts of entertainment are taught apprenticed, built up, and sometimes even housed. In the earliest years, these campuses included a barracks, a training field, and tutors, all derived and supported by the Dukes. These days, while nobility is still involved in many cases, they are often owned, run, and operated by patrons or well-connected merchants.

For the poor, enrollment in a Campus offers a trade, regular food, housing of sorts and a fighting chance of fame and fortune. If they are not able to work as Vanguard, they may find trade and new skills as one of the hundreds who supported the games, which happen with little failure on a schedule and persist enough that one can make a very respectable living.

The Grand Games are advertised well beforehand, on billboards that gave the planned main events for the games, the Curator of the Stadium, the participating Campuses and their most famous or infamous members, date, and the number of paired Vanguard to be used. The cost for a seat can vary from 2 Bits for a bench seat at the top where one might get a nosebleed or neck cramp looking down, to a full crown if you can get a noble to give up their box.

Other highlighted features could include details of featured beasts to be shown or slain, executions, music and any luxuries to be provided for the spectators, such as an awning against the sun, water sprinklers, food, drink, sweets and occasionally "door prizes". For enthusiasts and gamblers, a more detailed program was distributed on the day before, showing the names, types and match records of Vanguard pairs, and their order of appearance.

There is absolutely no question that the Vanguard are the stars of the show when it comes to the Grand Games. Skilled, trained, fierce, cunning, creative, and known to be able to cleave through entire forces almost singlehanded, there are few who would say that they do not deserve it, for while they are best known for their martial prowess, their true skill is still and always a gift for showmanship.

They are not, however, the only thing that happens at the Grand Games, for they are a constant, ongoing competition that ultimately ends in the weeklong Imperial Games held in Sibola on every anniversary of the Emperor's ascension. This is currently Meadow 15th. A Grand Cycle, where the competitors vie to move forward in rankings, is two years, and so after an average of two dozen Games, their particular aspect of performance is honed to a fine edge. This can be important, especially for many of the more unusual side events.

Where I came from originally, I remember some odd things, though they are often vague and seem quite strange. But among them are county fairs, carnivals, circuses, sport contests, and craft shows. The Grand Games are a lot like all those things thrown together at once. With brutal contests of assorted types added in.

ENTRY

Anyone can enter the games, but everyone must pay a fee of 1 Shilling per event entered into. One need not be a member of a Campus, and one can enter as a team – so long as each member of the team is paid for. Entrants must specify which events they are entering and are walked to the areas for them to await, where they are typically attended by rather burly and experienced guards who have an additional role in ensuring that they do not suddenly change their minds.

Once entered, one must complete one's event, though standing doesn't matter.

EVENTS

The Grand Games start early, with announcements just before the Morning Bell and lasting until the Night Bell is rung. For some events, multiple activities will be going on at once, and for others the audience applause combined with judges is what determines a win. In events that happen around the Stadium, craftsfolk might be showing off their finest work, artisans may be competing within a given theme, and bards may be practicing or performing. I one was asked to judge the work of confectioners who had been asked to craft bouquets of flowers from little more than pure sugar and I will forever be in awe of what I saw.

At the Morning Bell's last peal, a procession enters the arena, led by Heralds who bear the standards that signify the Sponsoring Noble and the Stadium Lord. They are followed by a small band of trumpeters playing a fanfare. Next is a group of scribes to record the outcome, and a group of Glitterati who carry the assorted wreaths, circlets, and bouquets used to honor victors. The Apprentices then enter as a retinue who carry the arms and armor to be used, and the section chiefs and Games designers as well as other folks. After them come the many assorted performers who will have a scant Chime to prove themselves, and finally they come, last no but least: The Vanguard.

This is a quick procession, marching quickly around the Arena in a single circuit before the Arena floor begins its transformation. While this happens, there is likely to be a troupe of burlesque musicians and tumblers, perhaps including a well-trained animal doing something silly in a peculiar costume, and they may even do a sort of mock version of the proceedings about to happen. These troupes will appear throughout the day, providing distraction as the Arena configures. Within the stands themselves, vendors will travel selling and providing food and drinks, baubles, flowers, and more to the spectators. As the Arena nears completion, the performers will vanish, and the Stadium Lord will announce the first event.

In a given day, there are going to be 10 Arena based events. There are 25 different kinds of events that can be held, and within each is a variety of ways in which it can be held, and Stadium Lords are often hired based on how creative they can be. Some will combine two different kinds of events, for example.

A Stadium Lord's role is to ensure that their games are entertaining, that they are exciting, that there is something that will become memorable about them, and to please their Sponsor, typically a noble, in doing all of those things well. Public sentiment is usually a major deciding factor, and more than a few stadium Lords have been removed or penalized for a bad games.

There are five broad groupings: Blood Sports, Entertainments, Physical Prowess, Skilled Competitions, and Team Events. Events are accompanied by music, played as interludes, or building to a "frenzied crescendo" during combats to heighten the suspense during a Vanguard's appeal; blows may be accompanied by trumpet-blasts and drum strikes, staggers accompanied by violin arpeggios. The whole is very much a production, even if the stakes and risks are very real – and those who can appeal to the crowd will find their efforts and rewards improved.

The possible kinds of events, and their subtypes in some cases, are described below.

BLOOD SPORTS

Blood Sports are the combat and martial arts battles of the Grand Games. These are the highlight of the day, and are as inventive, varied and novel as the Stadium can afford. Before the Blood Sports begin, a whole fanciful production is done to make a show of the Stadium Lord checking all the weapons to be used in the next event. It ends with the naming of the bouts. It should be noted that Blood Sports can involve several different efforts. From solo matches to outright campus grudge matches.

BATTLE ARTS

In this format, entrants are given two sticks, one stick for offense, one for defense, and told to essentially beat the crap out of each other.

BEAST HUNTS

The entertainments often began with beast hunts. Meganimals and Beasts, abominations, aberrations, constructs, and horrors are all among the favorite spectacles, the brave Vanguards fighting them and taking them down.

CHALLENGES

These are often featured matches, frequently between famous Vanguards, but always one on one. Challenge match terms are agreed to beforehand by the challengers and can (and are pressured to) include death.

DAFTDEFT

A free-for-all hand to hand fight that mixes boxing, kicking, and wrestling. There are only three rules: don't bite (nobody likes a biter), don't go for genitals, and don't gouge out your opponent's eyes. Everything else is fair game. Except in rare cases where a judge might intervene, the fights lasted until one person surrenders or dies.

MAGE CRAFT

Mage craft against mage craft. Note that this can include Swordmage Duels. It always features two, though each bout may be a part of a larger series. Only elemental and Force magics are allowed, and there is a ritual protective shield raised over them to safeguard.

SPECIALTY VANGUARD EVENTS

Most Vanguard Events pair off either teams belong to a Campus, or Solos, in an assortment of possible formats. The Vanguards may hold informal warm-up matches, using blunted or dummy weapons – some Vanguard, however, may use blunted weapons throughout.

Armored Glove Boxing	Blindfolded	Blunt & Spiked	Heavy Armored	Jousting/Mounted
Knife Fighting	Lasso & Spear	Light Armored	Medium Armored	Net & Trident
Spear/Polearms	Unarmored	Comedic Bouts		

ENTERTAINMENTS

Entertainments are set in between the other events and feature an assortment of things meant to get the crowd excited or to entertain and have them judge the efforts of competitors.

EXECUTIONS

Executions are rare, and so they tend to get a particular degree of prominence. They are exactly as it says: an execution. Often the condemned will be armed and allowed to defend themselves, in order to provide a show, but the end result is always predetermined – even if they win, they will merely be returned in 14 days' time to face it again, and they will not be given medical care.

Vanguards have been involved in these as executioners, though most of the crowd, and the Vanguards themselves, prefer the "dignity" of an even contest.

ORATION & DEBATE

Oration is a skill and typically two persons will be given a time to speak – sometimes four, with a concomitant reduction in time, as they take turns, and they are adjudged by both a panel of Scholars and by the audience applause. Usually done mid-day when people are hungry.

PERFORMANCE

Performances by solo artists, troupes, and more, of almost any sort, so long as it can set up, be taken down, and done within the passage of a single Chime.

SEASCAPES

For this, they fill the arena with water, add a bunch of boats and recreate famous naval battles. These are often extremely bloody, often featuring prisoners sentenced to die if there are enough, or those desperate for a chance to get into a Campus or even make their way solo and become a Vanguard (even Apprentices), are set to fight one another with very high mortality rates, unlike many other competitions.

LANDSCAPES

Reenactment of famous battles done on dry land, just like above.

PHYSICAL PROWESS

These are contests held in three groupings: Men, Women, and Enby. The goal is to be the best in their group, and then the final rounds of each are done among the three winners. It is often startling to many how often a woman wins.

ACROBATICS

Gymnastics & Acrobatics on a specially designed course, with requirements for certain kinds of movements.

FITNESS

A competition that requires swimming running, and exercise while bearing a 75 pound pack.

OBSTACLE COURSE

An Obstacle Course that must be completed by the entrants in the time allotted – and these are very dangerous and sometimes deadly courses in the Imperial Games.

RACING

Running. Sometimes hurdles are added, sometimes the Arena is set to alter, and sometimes the contestants are armed.

TOSSING

Weightlifting and Throwing (lift it and throw it). The infamous Toss of Brillan Mastagar, a dwarf who hurled a 12 foot pole an astonishing 30 feet is still talked about eighty years later. A subvariant is hammer tossing.

SKILLED COMPETITIONS

These competitions involve demonstrating skill and are all entrants welcome.

ARCHERY

Archery.

AXE THROWING

Throwing Axes at a target

CHARIOTEERING

Chariot Racing.

HURLING

Hurling weights for distance and accuracy.

KNIFE THROWING

Throwing Knives and darts at a target.

TEAM EVENTS

There are five Events that are specifically only for teams. The same Campuses often sponsor these teams, and that quite grueling.

BATTLEBALL

Battleball involves a hard, round ball about eight inches in diameter that must be delivered into a “Safe zone” from the middle of the field, which spans the length of the arena. The teams are made up of 9 persons on each team, and the only rule is that no one can be hurt so bad they cannot continue or the team forfeits.

It is a shocking brutal game.

BLOODSHOT

This is the game of those who are prepared to die. It is played pretty much like Burnshot, save that hips, elbows, and heads can be used as well (just no hands), and the ball is usually a semisoft, sawdust filled ball wrapped in twine and covered with leather. However, the game is played with all players having to carry two knives.

BURNSHOT

The objective here is to get the metal, six inch diameter ball through a hole on the opposing team's side that measures 2 feet square and sits seven feet off the ground. Behind the whole is a chute that returns the ball to the field. Two or four teams play this on a field that is 100 feet long and 100 feet wide, and often there are two bouts going at once. Teams are made up of five people, and they have to get the ball through that space only with their feet. The ball is filled with burning coals, and the game lasts exactly one Chime.

ROPEWAR

Essentially one big game of tug-of-war, played over a huge fire or mud pit. As you may have guessed, the losers either showed their cowardice by letting go, or became intimately acquainted with a roaring fire pit. The gambling on this one is huge, and it is said the penalty for allowing gaming to influence one's actions is death. Each side is allowed up to 25 players on each end of the heavy, thick rope. Both sides must be equal in both number and weight, and there are five weight categories. In the Imperial Games, the pit is said to be filled with acid. Not true. But the little fish in it may make it seem that way.

WATERSPORTS

A game where a team competes with another to strike a target and score a point in the other teams territory. In six foot deep water, and the ball cannot touch the water or the team in control loses a point. This is one of the few games longer than a chime – it is typical for it to be set for two chimes.

PRIZES

Victors always receive Prizes, split most often with any sponsor they may have. Some of the most common prizes are feasts, weapons, items of value, items of desire, and of course, wealth. In the Imperial Games, these prizes can consist of significant sums of money – one year the grand Prize was ten Crowns, though usually they will be something less.

Prize money and gambling are at the heart of all the games, for they are what support the efforts of a Vanguard, a Campus, and patrons. Gambling is done on everything, both formally and informally, organized, and friendly.

THE VANGUARDS

Spectators prefer to watch highly skilled, well-matched Vanguard with complementary fighting styles; these are also the costliest to train and to hire.

A general melee of several, lower-skilled Vanguards is far less costly, but also less popular. Even among the Vanguard, match winners might have to fight a new, well-rested opponent, either by prearrangement; or a "substitute" Vanguard who fought at the whim of the Stadium Lord as an unadvertised, unexpected "extra". This yields two combats for the cost of three Vanguards, rather than four; such contests are prolonged, and in some cases, bloodier.

At the opposite level of the profession, a Vanguard reluctant to confront his opponent might be whipped, or goaded with hot irons, until he engages through sheer desperation. Combats between experienced, well-trained Vanguards demonstrate a considerable degree of stagecraft. Among the cognoscenti, bravado and skill in combat are esteemed over mere hacking and bloodshed; some Vanguards make their careers and reputation from bloodless victories.

Trained Vanguards are expected to observe professional rules of combat. Most matches employ a senior referee and an assistant to caution or separate opponents at some crucial point in the match. Referees are usually retired Vanguards whose decisions, judgement and discretion are, for the most part, respected; they can stop

bouts entirely, or pause them to allow the combatants rest, refreshment and a rub-down. A Vanguard who refuses mercy is dispatched by their opponent. To die well, a Vanguard should never ask for mercy, nor cry out. A "good death" redeemed the Vanguard from the dishonorable weakness and passivity of defeat and provided a noble example to those who watched: A match is won by the Vanguard who overcomes his opponent or kills him outright.

Victors receive an award from the Stadium Lord. An outstanding fighter might receive a crown and money from an appreciative crowd but for anyone originally condemned the greatest reward was manumission, symbolized by the gift of a wooden training sword from the Stadium Lord. This is rare, but does happen, particularly if a given condemned somehow survives seven matches – it is considered an Ordeal and judgement of the Powers That Be.

A Vanguard can acknowledge defeat by raising a finger, in appeal to the referee to stop the combat and refer to the Stadium Lord, whose decision usually rests on the crowd's response. In the earliest Grand Games, death was considered a righteous penalty for defeat; later, those who fought well might be granted remission at the whim of the crowd or the Stadium Lord.

The contract between Stadium Lord and the Campuses may include compensation for unexpected deaths; this can be some fifty times higher than the lease price of the Vanguard.

The night before the Games, the Vanguards are given a banquet and opportunity to order their personal and private affairs; it is sometimes called a "last meal" to acknowledge the truth of a Vanguard: for some, these games will be deadly.

CAMPUSES

Vanguard Schools.

Campuses are headed by their *familia Vanguardia*, which after signing on have lawful power over life and death of every family member – that is, all the members of the Campus. Socially, new Vanguard are on the same level as pimps and butchers and as despised as price gougers. No such stigma was attached to a Campus owner of good family, high status, and independent means. Campuses will rent out Vanguards for private functions of various sorts, and there is a reason that Vanguards are often very handsome, very beautiful, or very appealing. In some cases, this kind of activity can make up for the entirety of a training program for them.

Volunteers require a magistrate's permission to join a Campus as an Apprentice. If this is granted, the Campus' physician assesses their suitability. Their contract stipulates how often they are to perform, their fighting style and earnings. A bankrupt or debtor accepted as an Apprentice can negotiate with his *Familia Vanguardia* for the partial or complete payment of his debt.

All prospective Vanguards, whether volunteer or condemned, are bound to service by a sacred oath. Apprentices train under teachers of fighting styles, probably retired Vanguards. They can ascend through a hierarchy in the same way as any other profession, with Grand Master Vanguards being a very rare thing indeed. Lethal weapons are prohibited in the schools – weighted, blunt wooden versions are used. Fighting styles are learned through constant rehearsal as choreographed "sequences. An elegant, economical style is preferred. Training includes preparation for a stoic, unflinching death. Vanguards are typically accommodated in cells, arranged in barrack formation around a central practice arena. Discipline can be extreme, even lethal. Successful training requires intense commitment.

Those condemned are branded or marked with a tattoo on the left side of the neck. Condemned are usually sent to a given Campus under a contract, and at least one (in Durango) is almost exclusively made up of condemned persons.

ARCHITECTURE

OFFICIAL BUILDINGS

There are surprisingly few official sorts of buildings, and there is no custom of erecting them in any special way beyond the need for size and efficiency – though that may also be due to the use of Dwarf labor.

Guild Halls are the most common of the more official buildings. These large structures often have several meeting rooms, a residence for the Guild Master and their family, storage, and warehousing facilities (as well as offsite stuff) and more. Guilds do not sell things. They arrange for the selling of them by members.

In Cities, the large Banks will often have a large place and some sort of furnace going, as they are typically attached to or near the Realm's Mint, be it closed or open.

By and large, most official buildings are built of brick or quarried stone, with the stronger the stone the more desired. Walls are uniformly built of vast and large bricks, layered thickly to be able to resist the impacts of and started a good twenty feet deep to resist sapping.

HOUSING

Housing on Wyrld for the most part is a standard affair, even though materials, design, and the like will vary.

The typical home has a small, immediate plot of land that is attached to it, and will have a fence or wall around it and the home. Outhouses will usually be just beyond or at the edges of this fence, and the area enclosed can vary considerably according to the size of the family and the pattern of its growth. There will usually be some form of firepit outside, often covered to protect from the elements but open on three sides. Stock will have a shelter of some sort close by, and there may be a small pen for assorted animals. There absolutely will be a garden that changes seasonally.

The home itself will usually be around one thousand square feet, usually two stories, though the second story may be no more than a sleeping loft reached by a ladder. The home itself will have a cooking fire, a way to vent that, sleeping, bathing, and common areas to accommodate the assorted activities they need to do. The vast majority of homes are close to self-sufficient in terms of food – heavily based around vegetables since the common ones grow in all seasons. Meat is typically eaten once or twice a week, more if the family is wealthy, or if they choose to do the traditional stews which can be left all day.

Weather in much of Wyrld means that winters are cold and spent indoors, and the need to have a way to defend oneself from bandits, raiders, and other dangers means the houses and fences will be sturdy enough to help do that.

Homes are often built-in community and involve celebrations and possibly even a rite in some locations if there is a shrine nearby. Most of those who do get blessed are done by Antelle, Galle, Lamia, or Melane, but some are blessed by Kybele, and of course the goal of many is to bless the Hearth through Gaea.

That blessing comes to a point of head when a child is 3 years of age, as if the home itself is consecrated, then the child cannot enter. A simple blessing, however, is usually all that is sought.

The realms all tend to have different styles of housing, with one common feature being a broad covered space called a porch on many of them – these function as extensions of the house, and there is a long history of using them when warm as the main areas of family life.

AKADIA

Akadian homes are nearly always square or round stone and wood structures. The typical residence has a main room on the bottom where a hearth sits vented outside, with stairs along one wall leading up to a sleeping area, and a sharply peaked roof.

Wealth is established by the height of the towers, and as wealth is tied to magical power, it also means that mages will have taller Towers. Common Mage towers are at least three or four stories tall, with the upper floors being laboratories, storerooms, or studies.

ANTILIA

Wood frames, low angled single direction roofs that shed towards the back of the house, with long porches out front, these homes are long and rectangular, with a hearth room in the center venting directly and rooms reached along the porch. The houses are sided with long, thin strips of wood set to overlap each other, often painted bright colors.

AZTLAN

Azlian homes are built mostly on stilts, raised typically eight to ten feet off the ground, reached by broad staircases and having wide broad porches all around that can be sectioned off using screens of fabric or rice paper. The Hearth is always center of the homes, which are often built out of wood. Gardens are typically grown beneath the house for the family use. They tend to have bulbous roofs, in which warm air is captured and vented out through fans.

DORADO

Doradan homes are square, sturdy structures built of a sub baked or kilned brick, with a single window and door. They are large structures, surrounded by low walls that mark out the garden and well area, and have flat roofs that include channels to let water run for collection or provide sleeping space through a laddered hatch.

DURANGO

Durangan houses are typically two or three stories, with two to four rooms per floor, built around a central staircase. Simple peaked roofs, with walls built of exposed timber and plaster bound stones. Hearths are located on the bottom floor and vented there. Durangan homes are mostly closely clustered, and in some cases a single home may have what they call “apartments” – each of the rooms on a floor is a home. Durango is laid out in a surprising grid system, very regular, but has a history of using the alleys between buildings as places of terror.

HYBORIA

Weaving cottons, wool, and plant fibers, Hyboria is a home of woven walls and triangular pointed shelters, often as high as thirty feet for the more permanent locations but using shorter poles to support the wrappings that form their homes. It is shocking how fast two people can raise a house or drop one – and Hyborian peoples like to be on the move.

ISLANDIA

Raised on thick, often cultivated and still living stilts, reached by moveable, folding steps or ladders, the raised homes of Islandia are round or pointed with the points facing into the wind, and the porch areas beneath them. Some have noticed that the houses resemble the pontoons that make up the hulls of most ships – designed to cut through storms, which can happen with little or no warning, and meant to resist and survive even flooding or massive tidal waves.

KAHOKIA

Kahokian homes are round or square or triangular, depending on the larger grouping, and always slightly sunken with long entry ways that have a rounded roof. They are mostly domed structures, supported by posts. Sod is used to cover the lodges, and often adds additional garden space for a family. Hearths are located outside the homes, which are small, compact, tight, and used for family only.

For many gatherings, they raise a fur or hide covered open sided shelter.

KERIS

Keris has the unique trait of building its homes within the sea, using carefully cultivated coral and collected shells and when they do reach land those buildings are all flowing and lack solid angles. They are very fluid in

their style, and homes are often interconnected among families that have strong ties, and there is always access to water.

LYONESE

Within Lyonese, the houses are generally rectangular, and divided up into three main sections, with outhouses part of the property indoors and having a space to clean out night soil from the alley side – and there is always an alley side. Night soil is usually collected in Lyonese by people who transform it into fertilizer for crops, and also the same folks are generally responsible for cleaning the streets of trash, debris, and horse or similar droppings. It is an oft cited concern that leashed bears make for messy streets. The houses separate by having an entertaining space up front, a kitchen in between, and then a family space in the rear, with guest and family bedrooms on the sides and upstairs. Lyonese homes often have a small shop built in that fronts the house, and in this case, the shop takes up a large area while a work area is off to the side (baker's ovens, blacksmith forges, and the like. Rural homes tend to have the same set up, and one peculiar thing about all Lyonese houses is that they have no windows on the outer walls, though shops may have an awning that can be raised or lowered. Situated around the kitchen is a large open space, usually about ten feet wide (the homes are always at least thirty feet wide and 90 feet long, and the rectangle is important to them) that is utterly open to the sky, and allows in light, that can be draped in bad weather.

QIVIRA

Qivira homes are typically raised above earth four to eight feet, approached by often ornate, wide banister, stairs to a broad patio typically around six to eight feet wide that stretches around the entirety of the house – even as it is added on to for the needs of the family. The patio is covered by a wide, curving sloped roof, the supporting posts sticking out and heavily decorated. Internally, the building is more or less a single vast open space but is divided by movable walls. Everything in the house is made of wood and bamboo, and it will feature a sometimes-complex arrangement of runners for the moveable panels that are divided and filled in with a thick paper also made from bamboo or, in poorer homes, with woven bamboo sheets. It rains often in Qivira, so the wood is often stained and treated to become more durable, and they developed a form of shellack that is used extensively to waterproof and protect it, and for the tiled roofs they use bitumen like most do.

Inside there will be a kitchen with a stone hearth, a larger family area, and then small rooms for family members, who often will sleep two to a room. Qiviran furnishings are of note – they are almost all of the same height, about twenty-eight inches off the floor -- and do not have backs. Square, stout legs support them, and this applies to couches, chairs, beds, tables and more. They use a thin woven bamboo cushion that is usually filled with small stone beads – smaller than a pinky nail, about the size of a fish egg and gathered from the shores – for what we from Sibola would call a rather uncomfortable rest, but they use woven blankets of incredible complexity and fantastic rugs to add cushioning. Even steel shod boots stop tapping the polished bamboo floors when they come to one of these rugs.

Survival of someone wearing steel shod boots into the house of a Qiviran is questionable since they do not wear shoes within the home, ever.

SIBOLA

Sibola's homes are two stories of stone construction, built around a central hearth, and often include access to an area for animals in the winter. They are round buildings with woven thatch for roofs, slightly sloped.

URBAN DWELLINGS

In Cities and Towns, the most frequently encountered kind of dwelling is a two- or three-story structure that incorporates some form of shop or workspace and a common area on the lower floor, and on the upper floor has sleeping and bathing areas reach via a set of stairs in the common area.

The particular building sort can vary, according to materials available, but in most cities, they are fashioned from brick or wood and stone with plaster or stucco (sometimes with cement). They are often decorated to stand out, and most have some sort of signage or other. These buildings are often built close tighter, with perhaps a

narrow walkway between them, but in some cases are built right up against each other, possibly even sharing a wall (common to Durango).

The only buildings taller than three stories in any City or Town are official function ones, such as a Guild or Temple, or the homes of the wealthiest. Average square feet are right around 1000, and the wealthiest might have a 3000 square foot home, but only Nobility can afford anything larger and that is usually the Manor Houses.

In cities, people are often taxed on the size of their home. Large families are not common in cities, so often the largest homes will also be the oldest, having grown from the original families who founded a city.

JUSTICE & LAW

Although each of the assorted settlements tend to have their own special and local laws, there are certain common crimes throughout Wyrld, even within the savage lands. The reason dates to the Age of Dread first, with the Decrees of Belial, and then to the Age of Myth, with the Code of Mansa, and most recently with Chicory showing up to remind people, usually in ways that get very bloody and painful and destructive.

In all cases, the Powers That Be set forth a set of basic laws that were taught to everyone, with the expectation that they would be handed down over the generations. These make up the fundamental basic laws, and many Ikons have noted that the stories do not track with what their patrons have said.

These basic laws have been in place for as long as there have been people on Wyrld, in any case. The full code lists one hundred crimes and describes a set of specific punishments for each (ranging from 1 day in jail to 50 years in jail). Over the intervening years, however, the punishments were altered even if the crimes themselves were not, and one of the driving reasons and underlying aspects of this is that no one wants to build prisons or jails – and so while there may be a relative few cells in a guard space, for the most part there are not very many jails, and Prisons are reserved for the worst offenders. Wyrld only has criminal law.

Some Nobility use mines and orchards or farms as jails, essentially indenturing people to them, but suffering under the restrictions for such when they do.

Over time, the full list seems to have lost some of the crimes, but those that remain are still universal, with local Realms having additional crimes that will vary according to the culture. However, these crimes are all still enforced across the world, and remain the principal basis of laws throughout the Bright Lands.

Abuse of Authority	Abduction	Acceptance of a Bribe	Accessory	Accessory Disabling
Arson	Assault	Attempt	Attempted Bribery	Battery
Blackmail	Blasphemy	Breach of Prison	Breach of the Peace	Bribery
Burglary	Cheating	Common Assault	Conduct Unbecoming	Conspiracy
Defamatory Libel	Dereliction of Duty	Desertion	Espionage	Extortion
Failure To Appear	Unlawful Flight	Forcible Detainer	Forcible Entry	Forgery
Influence by Magic	Harboring	Heresy	Impersonation	Incitement
Vandalism	Intransigence	Larceny	Malicious Mischief	Manslaughter
Mayhem	Mobbing	Murder	Murder of Five or More	Murder of Two to Four
Obstruction of Justice	Perjury of Oath	Piracy	Public Indecency	Rape
Riot	Robbery	Rout	Slavery	Temptation
Theft	Trespass	Unlawful Assembly	Use of Magic to Harm	Threat by Magic
Assault with Intent to Rape	Assault with Intent to Rob	Concealment of Treasure Trove	Contempt of Court (Contumacy)	Contempt of the Sovereign
Fabrication Of False Evidence	Failure to Obey a Lawful Order	Rebellion Against House	Rebellion Against Liege	Communal Irresponsibility

It should be obvious that in some locations not all the laws are fully enforced. This is due to the way that many realms engage in punishments and determine guilt or innocence, as well as local corruption and laxity among those within The Agency, though few would ever say so out loud and within earshot.

Some of the laws are a bit confusing these days. For example, what is Accessory Disabling? What is temptation? While the laws do apply to nobles, it is not typically the common folks that punish and try them; it is the secretive and Powers-backed Agency.

Chicory is especially concerned with the laws. It is said she has special concern for the Charter, and woe betides those who break them and come to her attention.

THE CHARTER LAWS

Shortly after the start of building Sibola of old, there were certain laws set forth that were proclaimed to be inviolate, and that form the basis of all law throughout the civilized world – that is, everywhere but the Dread Realms. These laws were present before the God’s War, and had been lost, but were restored – though the agency that restored them remains somewhat controversial, as all the Powers claim to have done so.

They are laid out in 32 Laws, each with a light explanation. These laws are:

1. Nobility are the Agents of the People. Those Laws they create will be based in and drawn from this Charter.
2. All people are born free and equal, endowed with reason and conscience, and should live with in a spirit of dignity and common good.
3. All people are entitled to all the rights and freedoms of this Charter, without distinction of any kind; and no distinction shall be made on the basis of the political status of the person or to whom they have as a Liege.
4. Everyone has the right to life, liberty, wellbeing, and security of person.
5. No one shall be held in slavery or servitude; slavery and the slave trade shall be prohibited in all their forms.
6. No one shall be subjected to torture or to cruel, inhuman or degrading treatment or punishment.
7. Everyone has the right to recognition everywhere as a person before the law, and nobility is not exempt from this.
8. All are equal before the law and are entitled to equal protection of the law. All are entitled to equal protection against any violation of this Charter and against any incitement to such violation.
9. Everyone has the right to fair tribunal for acts violating the fundamental rights granted by the Charter.
10. No one shall be subjected to arbitrary arrest, detention or exile.
11. Everyone is entitled to a fair and public hearing by an independent and impartial tribunal, in the determination of rights and obligations and of any criminal charge.
12. Everyone charged with a penal offence has the right to be prove innocence according to law in a public trial at which they have had all the guarantees necessary for their defense.
13. No one shall be held guilty of any penal offence on account of any act or omission which was not a crime, under any law, at the time when it was committed.
14. Nor shall a heavier penalty be imposed than the one that was applicable at the time the penal offence was committed.
15. No one shall be subjected to arbitrary interference or attacks on their self, family, home, correspondence, honor, or reputation.
16. Everyone has the right to freedom of movement and residence within the borders of each realm.
17. Everyone has the right to leave any realm, including their own, and to return to their realm.
18. All people of full age, being at least 16 years of age, have the right to marry free of any coercion or obligation or duty, and to found a family. They are entitled to equal rights as to marriage, during marriage and at its dissolution.
19. Marriage shall be entered into only with the free and full consent of the intending spouses.
20. The family is the natural and fundamental group unit of society and is entitled to protection by Nobility.
21. No one shall be arbitrarily deprived of their property.
22. Everyone has the right to freedom of thought, conscience and religion; this right includes freedom to change his religion or belief, and freedom, either alone or in community with others and in public or private, to manifest his religion or belief in teaching, practice, worship and observance.
23. Everyone has the right to freedom of opinion and expression; this right includes freedom to hold opinions without interference and to seek, receive and impart information and ideas regardless of frontiers.
24. Everyone has the right to freedom of peaceful assembly and association.
25. Everyone has the right to work, to free choice of employment, to just and favorable conditions of work.
26. Everyone has the right to equal pay for equal work.
27. Everyone who works has the right to an existence worthy of human dignity, and supplemented, if necessary, by other means of social protection.
28. Everyone has the right to form and to join trade unions for the protection of his interests.
29. Everyone has the right to rest and leisure, including reasonable limitation of working hours and periodic holidays with pay.
30. Everyone has the right to health and well-being of self and of family.

31. Motherhood and childhood are entitled to special care and assistance. All children, whether born in or out of wedlock, shall enjoy the same social protection.
32. Everyone has duties to the community subject only to such limitations as are determined by law solely for the purpose of securing due recognition and respect for the rights and freedoms of others and of meeting the just requirements of public order and the general welfare.

It should be noted that despite this, not all the laws of the many lands follow these entirely. However, most of the realms do at least make these the baseline effort, excepting Hyboria and Kahokia. It is rumored that the Exilians have even more of these for their own people.

POLICING

There are three kinds of organized policing that are designated as Police within the Empire, and all the realms still follow this because the funding for two of them appears to be derived from the God's themselves, and so no one worries much.

Of note is that none of the groups of police here make decisions on guilt or innocence, and do not engage with the doling of punishments. They leave that up to the nearest court, though they will testify (especially the Police). One exception to all of that is Reeves. Reeves have a special license to judge guilt, but if they do so they must provide proof supported by the word of many others, and they must also sit in judgment of other cases. Reeves are often used for exactly that by that Nobility.

The one exception to this is when the accused requests an Ordeal. Then they will haul the individual off to a place of Worship and let the Ordeal happen under their ever-watchful eye.

WATCHES

The first and most basic are the local settlement watches. **WATCHES** are organized and overseen by the local Nobility and can vary widely in structure and nature. They are tasked with enforcing the local rules and policies within settlements and have a roughly half day boundary beyond the settlement as part of their jurisdiction. The Knights of Eld, charged with law keeping in Dorado, are an example of this, albeit a unique one, being hereditary and especially dangerous.

Watches include patrols, beyond the walls and within the Boonies, and are separated from the Military in chain and function. They do not share the same barracks, for example, and Watches do not report to any military commander, having their own chain of command.

At the base level are **GUARDS** and **PATROLLERS**. Each unit of four is overseen by a fifth member called a **DEPUTY**. Every five units are overseen by a **SHERIFF**, and every five sheriffs report to a **BAILIFF**, who is generally linked to the courts and appointed by the local nobility.

ENFORCERS

The next is chartered through the Grand Council and the Convocation, known as the **IMPERIAL ENFORCERS**, and is charged with enforcing the Imperial laws throughout the Empire, outside of the settled areas. They are often given to the protection of villages of importance, and also often considered part of the Liege Debt from a greater noble to a lesser.

This is an immense area to cover, and there are not a lot of them, but they do their best, focusing on banditry and the like. They are also charged with keeping an eye on Powers that may be in their region. Enforcers are usually assigned to a Fort or a Hold and assigned to command of the local Noble closest to that location.

Enforcers report to a **DEPUTY**. Deputies oversee Patrols, which are eight-hour shifts of Enforcers under the command of the Deputy, and there will usually be nine Deputies in a given Fort or Hold, rotating out each Watchnight.

These units are headed by a **SHERIFF**, who has a designated area that they are charged with, and who is the Commander of a Guard Garrison – typically a small, tight wooden fort built in a defensible location.

Commandants must report to the convocation yearly, and so have an Undersheriff whose task is to step in for them when they are absent and serve as second.

A Fort or Hold is led by a **COMMANDANT**, who has a team of four Sheriffs and an **UNDERSHERIFF** who fills in when they have to attend the Convocation yearly. There are additional assorted logistics staff to support these activities, but not much.

All prisons and jails are assigned to Imperial Enforcers, regardless of where they may be, as officially and formally it is the Empire which is in charge of such.

THE AGENCY

The last and final group is the Agency. The simplicity of their title aside, they act as wards of and are charged with the previously mentioned Crimes and the Charter. They follow no jurisdiction, answer only to the Convocation, are some of the toughest people around; mostly Elfin, easily identified by the strange, all black clothing they wear.

Investigative work is often done by **REEVES**, who are generally outside the normal reporting framework, and act as both a check and balance to the rest, as well as providing essential knowledge to ensure they do their jobs properly. Reeves are independents, solo operators, often recruited from Envoy and Messenger guilds.

Most folks encounter a **CONSTABLE**. Considered akin to a one-person army, a constable must be able to handle a great many duties in the course of their work – investigating, gathering evidence, arresting, detaining, and so forth. They operate in groups of three and are accompanied by a large wagon with bars over the cabin to hold prisoners and other miscreants.

Constables report to a **BAILIFF**. Bailiffs, and their team of clerks, keep records based on the reports of Constables.

Bailiffs report to Marshals. **MARSHALS** are charged to a given region, and while their exact number is unknown even to the Convocation, it is believed there are twenty-five of them. A Marshall has earned their position through both reputation and seniority, and both are significant.

Marshalls in turn report to the Agency, which is run by **AGENTS**, who have some arcane process by which they gather in **THE DIRECTORATE** and make decisions collectively. No one knows who the Directorate is run by, or what the history of it is beyond that the Directorate is entirely subject to the Convocation, and only the convocation as a whole.

It is known there are factions within the Agency, but the nature and divisions remain a mystery.

COURTS

Most disagreements are of a more business or personal nature, and those are overseen by the same Courts that handle the more serious actions of criminals and ne'er-do-wells.

These Courts vary by region and settlement – some are overseen by the local Nobility, others are charged to designated people assigned by the Nobility, but in the end, Nobility is the final arbiter and is subject to their will. In general, the local head of a community is the final appeal, with most courts being presided over by a judge of some sort, and the specifics of each court vary from realm to realm.

All sentences must bear the mark of a “responsible” Noble, and this matters because the Police have nobility within their purview; as a look at the common crimes of the world will reveal, even nobles are not safe from them.

The Agency once deposed a Crown Prince of the Empire. He now spends his time trapped in a mine in the Golden range, and his sentence was life, with his Father, the Emperor, being forced to abstain. Among his crimes was an attempt on the life of his sister, the Princessa Himesama.

ORDEALS

Although most will not openly state so, all realms allow for the personal Defense of Ordeal. Part of the reason for this is the presence of the Powers That Be themselves, who do take an active interest and participate in the daily affairs of the people. The problem is that they do not always work together, and sometimes work at cross

purposes – a particular person undergoing trial may be fiercely loyal to a particular deity but have angered a different one.

During the ordeal, the opposing deity may act to harm the individual with intent, while the supportive one may simply not be paying full attention.

Nevertheless, there is usually someone who requests it. Often the young, who are beginning to lose the fear of the Powers That Be and the anger towards them. An interesting thing about Trials by Ordeal involving magic comes to mind. Some have figured on using magic to escape the effects of an ordeal. The spell is cast, and for all intents appears to work perfectly, except if it goes against a God's Will, nothing happens.

Ordeals are overseen by the Temple and replace a standard trial for that region unless the realm has a formal declaration of Trial by Ordeal. The outcome of a trial is absolute – it is as the God's desire, and only a damn fool argues with a God.

Ordeals can only be called for by the Accused, and while they can demand it beneath any Power they are consecrated by, it may be done under the power of the Accuser's Power.

While it is not perfect, for the most part the Powers That Be do, in fact, pay attention and intervene. The possible Ordeals are as follows:

Ordeal	Description
Arena	Accused faces the trials designed for the Grand Games
Burning Brand	Accused must submit to being branded
Burning Hand	Accused must place hand in a fire or grasp a hot stone
Champion	As above, but each side selects a Champion
Combat	Individual fights Accuser in a one-on-one battle. First blood, usually, death for high crimes
Cross	Accused and Accuser must stand with arms raised parallel to ground. First to drop
Earthen	Accused is buried except their face for a specified period of time
Floating Water	Accused is tossed into water – if they sink, they are innocent if they float, they are guilty
Freezing Water	Accused is submerged in frigid water for five minutes
Ingestion	Accused must ingest sacred items (such as holy water)
Molten Metal	Accused must endure having molten metal poured on their body
Oil Stone	Accused must retrieve a stone from the bottom of a cauldron full of boiling oil
Seated Pyre	Accused must sit within a pyre for five minutes
Solitude	Accused must endure without food or water, unclothed, in a chamber, for a set time
Sulphur Brew	Accused must drink a concoction of some sort (traditionally Sulphur)
Walking Fire	Accused must walk three paces (9 feet or so) across burning hot coals
Water Stone	Accused must retrieve a stone from the bottom of a cauldron full of boiling water
Weight Stones	Accused has stones equal to the weight of themselves/ their accuser placed on top of them for a variable amount of time

SENTENCES

For the most part, the Realms avoid the use of death as a punishment except in cases of the murder of five or more people. When death is called for, it is always seven days out, and the executed are left to stay for seven days.

FINES are common, in some form the guilty can pay, and fines are always in percentages, tracked by the Fodge based on taxes. For a large business, this can be significant. A criminal fine can be as low as 1% or as high as 40% for significantly harmful crimes.

CORPORAL PUNISHMENTS used are common, and considered to *start* with forfeiture of Estate, there is also whipping, stocks, pillory, branding, and amputation of a body part as sentences.

FLOGGING is a public whipping. Whipping stands are a common feature of Court squares, and usually carried out in the afternoons.

STOCKS are a public display where the sentenced are locked into an uncomfortable semi-seated position, legs spread and held fast by wooden braces, head and hands firmly seated in similar, and open to the view of all, allowed on water and a crust of bread twice a day.

PILLORY is the lashing of an individual to a post, typically in a cage, for all to see, for at least three days and not more than a fortnight. Those in a pillory are allowed only water, and only one cup each day.

BRANDING is fairly common, usually on the forehead, neck, or hands, but sometimes on the chest or back.

AMPUTATION, usually a foot or hand, very rarely elbow or knee, is considered a “third strike” option.

INDENTURING is a sentence, and some jurisdictions will impose stripping of name, status, wealth, and similar effects. An indenture is always for a set time in the Empire. The length of that time is always five years. No person may be indentured for longer than nine years, even one day. Indenture is recorded before the Trusty of the region itself, witnessed by at least two Imperial Enforcers, and often with some part of the person’s Clergy and possibly even an Agency representative. On the flip side, those charged with holding such Liens are responsible for the well-being of the enslaved. A meager ration, a place to sleep out of the elements, and clothing (including, explicitly, shoes) are required, and should a person die while under sentence, the holder of a lien is required to fulfill the time remaining on that person’s sentence. This does not mean that death of the indentured is uncommon. Merely that there is strong encouragement not to do so.

Lastly, for Sibola, Durango, Lyonese, Dorado, and Akadia, there is also **CONSCRIPTION**. It is considered a death sentence for many, and it is not used unless there is a good reason, for they do not want unskilled or untrained bodies to serve in the Crusades.

ENSLAVEMENT is not used anywhere within the Empire, the Sea Realms, or the Savage lands. It is used extensively in Lemuria, Duat, and Thule.

PRISONS & JAILS

Prisons exist, and are used, but they are dark pits of despair where people who have no value or purpose to society are sent to die for the most part. The most famous prison is Tarterus, located in a hollowed-out mountain in Durango. It is overseen by a very cruel Warden and is said to be able to house as many as five thousand.

There is usually one Prison in each Realm – even Antilia has one. Prisons are used only when there is no other option and are not pleasant places. Inmates must not only provide everything for themselves, but they must also provide often unreasonable burdens to the Wardens, who in turn must send that to the government. It requires extreme criminality or violence to be sent to a Prison, and Prison terms have only one length: until death.

Jails are always used as short-term detainment, and a standard jail cell has a cot, a desk, a chair, facilities, fresh water brought in daily, at least three meals, and is usually a two-room space about 10 by 10 in total. Cells are typically located below ground, with no outside visibility or access. Common jail terms are either in days or months, and rarely longer than a year and a day.

Confinement is considered a chore, a bother, an inconvenience, and most of the Jails can hold no more than a dozen prisoners, though in the cities there are some that can hold up to several hundred. Jails involve chains, weights, and work parties that are charged with such activities as settlement sanitation and other things, because no one will let people just sit around.

All of this might lead one to suspect that Wyrld’s people are lenient. They would be in error. Fines may be the most common form of punishment, but indenture is the preferred model for those crimes which may not deserve exile or death but are more serious than common crimes. There are no petty crimes on Wyrld, however – theft is treated harshly.

There are secret Prisons, of course. Filthy pits where people are placed, usually via a sliding tube that is the only access point besides a lift for food delivered once every three days.

TECHNOLOGY

The technological status of the Sibolan Empire and its opponent is of interest to many and is worth remarking on. The Powers That Be are generally displeased by some technology, and are often said to act regarding things, and have more or less prevented large-scale activities, while permitting some other elements.

Although some elements and remnants from the past have been preserved or rediscovered and new ways to make them function have been found – such as with the Doradan Pistols – the original implements do not function for some reason that scholars have not yet determined, but presume is due to the influence of magic, which resists any effort or system to use it in place of technology.

Common technology used involves extensive use of pulleys, winches, gearing, and some limited steam power, all in typically large size devices. The clock towers of Lyonese are an example of much of this. Temples often use assorted simple pneumatic systems to enable routine elements, such as the distribution of holy water for ablution and the opening of doors. Mills are often wind or water powered, using a complex system of gearing and heavy stone mill wheels.

Those who are incarnates, summons, or incorporates often will assert that things should work a certain way, based on the nature of their understanding of the worlds they are most familiar with, and so are often much put out by the strange way in which things they presume should work do not always work the same way here on Wyrld. As noted, one of the examples is the use of a powder or dried and shaped substance that was used by the Ancients to enable weapons of war similar to those of the Doradan Pistol to work. Even gaining the exact materials in the exact order does not produce the equivalent effect. Other examples seem to involve something they call thermodynamics and pressurization, or particle explosives. One Summon, who became a scholar, noted that people on Wyrld do not fall from great heights in the same way they did where he came from.

Still, there are aspects and elements of Wyrld that are used to startling effectiveness, and it is often argued that the main motivator for much of Wyrld's technology is the power of collective effort, and these limitations have not stopped new and greater inventions from being created.

It is remarkable to note that the carcasses of Meka and Dreadnoughts that have been examined seem to have been changing over time, as if the foundation of what it was that makes them function was changing to fit into the world as a whole. Strange materials that were known several hundred years ago are now replaced by lacquered materials that could be duplicated in the workshops of Qivira, or tiny devices of once unknown purpose have been changed into items whose purpose is much easier to determine, even as the particular kind of object itself has increased in size (with the dreadnoughts themselves becoming ever larger).

TRAVEL & TRANSPORT

To travel, you must have a Guild Pass, Knight's Mark, or Travel Token from a recognized authority, to enter a city or town.

Cities, and Towns are guarded. Villages, Hamlets, and Steadings will have a Refuge of some sort. Starting your own village (which grows to become a town and then a city) is even encouraged in most places. The typical survival rate for such is shockingly low.

These guards and refuges are essential: the world is not a safe place. Especially at night. The world left after the God's War has plenty of critters malign and benign who just aren't healthy to be around. The only safe place at night is a walled compound. There are monsters in the world that will prey on travelers. From Dreadnaughts to Powers That Be to beasts.

Traveling beyond your home is a dangerous thing, and even though the merchants talk tough and all, ever notice how rarely you see one come back through?

Typically, a city will support a few Towns, each of which supports a few Villages. Each City influences the culture of the Towns and Villages beholden to it – typically because that is where the people came from (limited space inside cities that are walled), but also because of the assorted ways in which laws and governments work around them.

Different Powers That Be tend to favor certain cities.

PASSES & MARKS

Travel between Cities, Towns, Villages, and Hamlets always requires a Pass or Mark of some sort.

These can vary from metal plaques stamped to ornate scrolls that must be signed, and so forth. Entry into a location requires a pass, and they are often expensive if simply bought. Guilds, Circles, and Poses are all able to offer Passes, while Nobles will offer Marks.

Messengers in uniform, even retired single messengers, are the sole exception to this: no one gets in without a pass, though a single pass can serve for a group traveling together.

Passes have a set period of time that they are valid, usually a watchnight. Passes will act across realms, but always require a reporting in at the assigning body – Posse or Guild, or Circle, that exists in that location on arrival. This does mean that if there is no Circle or Passe for that location, entry will not operate, and so this means that many villages, Hamlets, and Steadings are closed.

Marks have a period that is often Longer, but only operate within the range or beneath the cover of that Noble and their Liege. So, a Durango Noble pass is not of much use in Lyonese. Marks, however, will otherwise allow free travel within those lands. Most Merchantry (to include Peddlers and others) will carry multiple Marks and Passes, with the passes covering periods and times in the future, based on their expected speed of travel.

Docks and piers always have a Riverward or Seaward whose job it is to ensure that those on ships are appropriately covered, and Watches are known for random checks.

Most gates will collect information about those entering the town – name, purpose, duration – and will always direct adventurers to the nearest Public House (which often gives them a cut of the higher fees charged to adventurers from outside the region).

THE WATERS OF WYRLDE

Wyrld's ships are designed along similar methods, with all the larger vessels capable of long voyages in rough seas. While some of the more specialized craft may employ a wheel, the mainline ships of Wyrld are all sailing craft. While there are some, rare few, single hulled ships on Wyrld, the vast majority are multihull ships and vessels, and have been for well over a thousand years. It is said that the very first ships on Wyrld were the twin hulled ones.

CONSTRUCTION NORMS

Ships of Wyrld are built using only a few methods, in part because they are traditional and handed down generationally, also in part because it has been a challenge to make improvements.

On Wyrld, there are two broad divisions of watercraft: Rivercraft and Seacraft. All the Ships and Boats of Wyrld have a normal speed of around 25 knots, with some reaching as high as 60 knots. This makes them quick – they can sail from Deseray to Vendia in a day.

The difference between a Ship and Boat is generally considered to lie in hull shape, size, and complement. Ships are the larger of each and Boats are the smaller – a boat is said to be a craft for fewer than a dozen, with a shallow hull and less than 2 Chains in length (about 165 feet or so).

Ships are primarily built of wood, often sealed by a combination of pitch and other substances, and often having the ability to break out immense oars in limited fashion, typically on the second level within the outer hulls. Multiple different woods are used, depending on the shipyard, with Oak and Bamboo being two of them, although Teak has been making inroads. They use a lapstrake, or clinker, methodology, and the overlapping joints are further enhanced with assorted lacquers and resins both for strength and to assist with the durability.

Construction methods for most Wyrld ships are mostly fixed with minor changes and improvements that vary from shipyard to shipyard and shipwright to shipwright. The base hulls are always built using a braced, flatter hull for River craft or a braced, deep, narrow hull for Sea craft. This is the most notable design difference between the two, as the shallow draught enable easier navigation of the rivers.

Wyrld ships and boats tend to be narrow, usually about 2 units long for every one unit in width and are characterized by a flush-laid flat bottom at mid-hull which gradually shifts to overlapped strakes near the posts,

though the angle of the hulls is much sharper for Seacraft than Rivercraft, and height is a factor as well, since the hulls for Seacraft often act as living quarters and crew space, enabling the central Deck to be used for cargo. Of note is that only the rare single hull ships (mostly of a Cog style) and triple hulled ships have central masts that are stepped and braced. The rest have an unusual, angled mast that is based in the center of the outer hulls, and depending on the design may angle inward over the deck or outward away from it. This creates the ability to have three sets of sails (a square center and two triangular sides) that is said to give it a characteristic “flying” form.

Keels are surprisingly variable among the different shipyards, and one of the major concerns is the flexibility of the crafts, especially as it pertains to their usual or intended purpose – Rivercraft rarely move out beyond a mile or two from shore in the seas, and Seacraft have a tremendous challenge in being able to operate in the changing currents of the rivers. This is one of the reasons that riverboats have begun to take over so much of the river traffic, with their shallow draughts and powerful wheels that defy the need for sails. Keels typically lack a rabbet, with stem and sternposts straight and long, connected to the keel-plank through intermediate pieces, and in some cases (especially in Lyonian Shipyards) using a clockwork mechanism.

Masts are relatively thin, composite and modular (allowing them to be lengthened or shortened, and providing easy replacement while out of port), but are also designed to be flexible. They are fixed, and lined up, with some of the larger craft having staggered masts that cant at different angles. Rigging, as might be gathered, is a complex affair, but is also done with an eye to keeping the size of the crew small (they do live in the hulls), and relies on a multitude of different cordage, most commonly hemp or flax. Sails are almost always a call of the vessel’s owners – most sails are emblazoned with the colors and trade marks of their owners. Indeed, only the poor will use white sails, which are considered to be bad luck, though no one uses black sails as they are a signal of imminent disaster: piracy.

Much of this kind of construction allows Wyrld watercraft to have a very low displacement, shallow draught, and so they can be beached almost regardless of the size and are difficult to board from craft which are smaller than them because of the height. The peculiar sail arrangement enables them to effectively tack, and while the square and side triangle rigging is the norm, many will play with it in order to improve speed, stability, or maneuverability. This also means that the jetties and quays of most wharves are very wide, and very long, but also fairly high, to enable movement of the Containers readily (a typical jetty is as wide as six containers with teams). Most include several cranes as well, and the cranes mark the berths.

The single hulled ships and boats are built along the same lines, typically much smaller, with cabins in the aft behind the mast, and wheel and rudder above them. The biggest difference is that the single hulled vessels use their hulls for storage of goods, and so often have winches and winch struts on the mast as well as a hold or two below deck. They are typically single decked, and usually require a crew of no more than seven to operate, often as simple as just one person (as in the Kaghs).

A key feature of all Wyrld ships is that the central deck can be pretty much anything – a net, a massive spread of fabric, wood, woven reeds – as long as it provides a surface, it functions. They are usually left clear of anything but general operational equipment and supplies unless they are hauling cargo, and it is there that they store cargo. Crew are quartered, always, in the hulls, which are often entered through either fore or aft hatches that lead to the multiple decks within. These hulls will have portholes and even windows, off quarters, a usually include a galley and other features.

TRADESHIPS

Tradeships are broad, double decked, and built to carry the large, removable wheel containers that are used in most mercantile efforts. They have a foredeck and a raised aft deck, with crew quarters aft and leadership fore within the hulls. They are usually double masted, though the larger triple hulled ones out of Sibola and Aztlan -- typically a third again as big – have a third mast and midquarters. Loading these ships is considered a fine art, and they would rather travel light, as even a little overweight can cause capsizing if the load is not well balanced or comes loose.

They are divided into [BARGES](#), [GALLEONS](#), and [SCHOONERS](#).

A typical Barge can hold 4 containers, with a crew of 10 to 15, 1 Chain wide and 2 Chains long.

A Galleon 8 containers, a crew of 15 to 20, and are 2 Chains wide by 4 Chains long.

A Schooner can carry 12 containers, with a crew of 20 to 25, and are typically 3 Chains wide and 6 Chains long.

CORESHIPS

Coreships are single or double masted Boats that make up most private and support craft. They are divided into [YACHTS](#), [FISHERS](#), and [CUTTERS](#).

Cutters for passenger carrying can also hold 2 to 4 containers. They are typically about a Chain wide and 3 Chains long, crewed by 10 to 15, and focused on speed.

Most fishing vessels fall into this category, hence the name Fishers, and have an unusual design as they will typically see the central space of their deck used to install an extension that enables them to bring up water to hold and keep their catches alive. Most fishers operate through trawling and traps, using variable sailing patterns and immense nets let out from the center of the vessel and then drawn behind it. Fishers are often extremely tough ships and boats. Mostly around 11 yards wide and around 15 yards long, making them mostly square craft out on the water that gives them a high degree of stability and a tight radius for turning. Fishing boats are crewed by 7 to 12 people.

Yachts are the smallest of them, typically not more than 5 yards wide, and 15 yards in size. They can be crewed by 5 to 10 people.

RIVERBOATS

Transport by water is still the main method of most trade and travel among the Bright Lands. On the full-scale map of Wyrld, there are several rivers shown. These are navigable, and while some smaller ones are as well, it is on these magnificent rivers that you will find the Riverboats.

A Riverboat comes in two general sorts: Sail and Wheel. [SAILBOATS](#) are the smaller of the two, used often by small traders and families as homes and storefronts. They will almost always be twin hulled, very low to the water, with never more than two masts (fore and mid). Very simply built, they can be crewed by as few as one, though may have crews up to 10.

The [WHEELBOATS](#) are three hulled, the distinguishing feature for all of them is that they are wide, with shallow drafts, and each hull could possibly be pierced to support a massive water wheel driven by a magical engine. Typically, there will be one large wheel, situated in the rear of the central hull, with rudders on the out hulls, though for larger, three wheeled boats, they will have a central rudder set forwards of the wheel. They always have crews of at least a dozen.

Riverboats are slow. They average about 5 knots a day upstream, about 10 downstream. They are also less sturdy, but can operate in waters as shallow as ten feet. Typically, riverboats are about 3 fathoms wide resting on two to six shallow, almost round hulls, and 7 fathoms long. There are always poles available on them for poling, and anchor guides for teams should they need shore-based teams to pull them.

[THE OAR WHEEL](#). The Oar wheel is a large round wheel that has several slightly warped and tilted panels all around it that act as oars. Paddle wheels are what power the Riverboats up and down the rivers. There is no sail on Wheelboats. The Wheel is what impels them, and the secret of the making of it is lost in the depths of Qivira. Some say that within the Wheel is a man or a group of men who turn the wheel by running. Others say it is some form of magic. I have heard that the real truth is between the two – that Qiviran or Lyonian Mages created golems that move the great wheel and so power the large boats.

Riverboats are named so because they do not venture into the open sea – they are never out of sight of land, stay in freshwater courses, and during storms they will tie up wherever they are. Even the largest of Riverboats will avoid challenging the open sea, though many will play the waters of the Sea of Tears.

SKIFFS

The smallest and most basic of crafts – skiffs they are called as a group, but they are Kayak, Kanoo, Dingy, and Skiph. The largest of them are about two fathoms long.

A **KAGH** is a small watercraft. They are used heavily by families of Thalassen and other river dependent people, single hull with a single fixed mast. They are used as homes more than trading or combat craft, often highly decorated, used for fishing and other activities.

A true **SKIF** is a small private one room shack on a small single hulled vessel – often with an outrigger that can be raised and lowered, and always a single mast.

A **DINGY** is a single hulled, shallow draft, wide in the middle and pointed at the front, usually flat at the back with a rudder, and lacking a stabilizing bit. Most ships have one or two aboard, for when they need to get to a shore or the tides are wrong for docks, or even just to fish. They are generally able to seat up to 10 people, and moved by oars, usually four per dingy.

A **KANOO** is a small craft for up to four people, usually run by one, that has no rudder, only oars. They are shallow, long, narrow, and as simple as it can get. They are often used by raiding groups in piracy between ships, and they are light – sometimes little more than a covering over a frame.

A **KAYAK** is a single person, single hull boat driven by oar power. For some reason, they are always associated with recreation, and not used widely in the Empire, but it is said that they are sometimes fitted with outriggers by Islanders and used extensively there. I would think they would be handy for river travel, but I get boat sick, so who knows.

I was once asked where the lifeboats were on a ship by another incarnate. I replied, truthfully, that there are no lifeboats on Wyrld. If you can't get in one of the skiffs that are used for everything, then you won't have a lifeboat. I hope they have some on that Argos. And what a weird name – it seems familiar, but I just can't place why.

THE ARGO

It is said that the Argo, the massive five hulled monstrosity commissioned by the Adventurer's Guild, has seven masts. However, it is expected to crew a thousand and survive a journey few are expected to return from: it may take a decade more before they are ready, but they plan to circumnavigate the world. Descriptions of it give it a size of longer than a Rod, each hull being 4 Fathoms wide with a deck a full seven fathoms in size, rising a full chain above the water.

WARSHIPS

Warships are triple masted, large vessels, with most of them using a double or triple hull system to provide stable firing platforms. They often have two to four decks, and some of them are fitted for rowing. They have a crew complement of 20 to 60. Warships are divided into **BATTLESHIPS**, **DESTROYERS**, and **FRIGATES**.

Frigates are the smallest, about 4 Chains long and 2 Chains wide.

Destroyers are terrifying vessels, 3 Chains wide and 5 Chains long, their massive hulls claiming multiple decks.

The largest ships are the Battleships, massive square beasts Seven Chains to a side, essentially floating platforms that have multiple anchors and can lay out additional supports, giving them command over an area roughly a mile wide in any direction.

WEAPONRY

Warships do not have cannon on Wyrld. They use catapults on occasion, usually hurling some form of burning material, but most of it is done using ballistae. Able to fire lances, balls, bombs, and the like, they are the principal weapon of not only sailing craft, but Skyships and battlecraft as well.

Ballistae range in size from the scorpion-like large crossbow to massive weapons that can hurl a forty-pound stone at over two hundred miles an hour using metal springs. The practical and effective range of many of them is a mile.

THE SKYSHIPS

Akadia is the home of the Skyships, and the place where they were reborn. There, the House of Skye controls them, and strives to be as controlling as their competition on the ground. Going only from City to City where there is a Gantry – a tall, stone and wood building typically five stories high containing a lift, stairs, and limited amenities – the various Skyships that fly out from Akadia are a universe to themselves. The Skyships vary in size from small private craft, typically owned by the wealthy and nobility, to the vast monstrosities that are reportedly able to fend off the Dragons themselves, the size of what we would call football fields.

Skyships were used to devastating effect a thousand years ago, it has taken many centuries to recover the secrets that allowed them to return to the skies. Because that history is still well known, Skyships are not always trusted, and looked on with suspicion by most folks. It is rumored that there are pirates, but no one would confess to such, and the Gantries are well controlled, so even if there were, where would they dock?

They provide trade between Aztlan, Sibola, Durango, Lyonese, Qivira, and Dorado, but do not travel to Antilia.

Wizard candidates often share a common experience of having ridden in one of them. Sadly, they also often share the experience of those who failed the tests while traveling exiting them while in transit. The Wizards of Wyrld are often not the folks people think of them, and while the Training is not particularly abusive, the being discovered and brought there can be and is often traumatic.

DESCRIPTION

Skyships are often made of wood, particularly bamboo and light woods, creating a pair of hulls that are typically oval in shape, with smaller ones being about the size of a horse's back, and larger ones scaling up from there. The two hulls tend to be wide at the front, and slightly canted to meet closer towards the back. From above, the whole thing tends to have a semi-triangular shape and is described when seeing them pass below like watching a giant manta ray pass through the sky. Very large Skyships will have a third hull, broader, also adding the capability of firing weapons through ports on the side, but especially in front, where an opening resembling a mouth can be found.

To either side of the hulls stretch the large, pointed wings, often fabric and wood, reinforced, almost gossamer in the right light. Each side has a single wing, and between the struts that support it is the strange material that gives the Skyships their ability to fly. Trailing off the wings, following the shape is additional light and thin fabric, like a lace trim, as the courtly women will giggle. Often the wings will have small, rectangular sails mounted at an angle off the edge to capture the wind. Take out a wing and you limit the skyship.

Long folding struts support a set of ski like braces on either side should the skyship have to land, although most skyships for passengers tend to prefer the Gantries, so that they do not release the magical material that allows them to fly, so landing is strictly an emergency measure. These struts are tucked up under the wings, to the side of the hulls.

Between the Hulls stretches the Deck. The deck is usually wrapped below, to give a smooth shape, in canvas and fabric, providing crew space and compartments between the hulls. The aft contains a large rudder, made of a sail itself, and beneath are two large propellers driven by the wind through complex workings.

In the center of the Deck there is a tall mast, v shaped, between which are hung sails that stretch both between and out from the v shaped mast. Smaller versions of the skyships will have a mast that is sometimes no taller than two people, and personal ones will have no mast at all. Fore and aft of the Mast of large Merchanters are the cargo spaces for the containers, as well as spaces beneath each hull.

Skyships generally travel at about 45 miles per hour. They are not fast, even though some have gotten up to as much as 90 miles per hour for short bursts, but they do not face the same dangers and risks for the most part that Sea and Land travel has following it.

Skyships come in five sizes:

PRIVATE

The small and light creations used frequently by Arch Wizards and the wealthiest of nobility are Skyships that can seat a few, never more than five. Most are very personalized.

CRUISE

Cruisers are the purely passenger-based ones, that never carry more than a dozen passengers and perhaps a single Container. They often have armed guards who ride upon the deck whilst the passengers ride within the well-appointed cabins.

MERCHANT

Merchanters are the workhorses, hauling freight and goods around at a speed that is competitive with the Train, albeit at a higher cost. Used most often for luxury goods. A general limit of about four Containers.

WAR

Akadia is sworn to always come to the defense of Sibola, though they do not necessarily respond to the defense of the Empire. War Skyships are bristling with not only terrifying weapons, but also entire contingents of Battlemages.

LAND BASED VEHICLES

We've made much of the more incredible and costly ways of travel and shipping, but there are also the more common and regular forms as well.

Containers themselves are able to be set up to be drawn by a team, linked together to form **CONVOYS** that were likely the inspiration for the Train. Many merchants will transport their goods through this, but the size of the containers makes it somewhat challenging for long journeys across rough terrain.

They also don't do much for the average person, who may not be able to afford a personal riding horse. Most people have a pair of draft animals, used to pulling carts or plows, or perhaps oxen or related beasts of burden. What they have for those are a few different types of Wains.

A wain is a type of horse- or oxen-drawn, load-carrying vehicle, used primarily for agricultural purposes but sometimes for transporting people. Wains can have two or four or even six wheels.

THE TRAIN

One of the most unusual forms of land transport, and a major mercantile partner, is The Train.

Owned and operated by the Posse of Rails, the Doradan Train is the wonder of the world, and has changed all manner of things while also creating a host of unforeseen problems.

Starting in Dorado, doing a circuit that touches on several Towns and Cities, the Trains of Dorado are wholly owned by the Posse of Rails, one member of whom is the Duke of Dorado. The Posse employs Eld gunslingers to defend the Train, but there are also the **GREYMEN** who are known to pursue thieves and vagabonds to the end of the earth, and are often former adventurers themselves, often armed with magical and even legendary gear.

There are no tracks. The Train snakes through the world often by following roads, and hovers about 24 inches above the ground on average through some sort of effort that only the Posse of Rails knows, much like only the Skye know how to make the skyships and the Durangan Syndicates know how to make their moveable coaches.

There are two Trains running throughout the world, and each Train carries at least one **Dynamo** and as many as three dozen carriages. The Dynamo is the part that pulls the train along and is one of the largest things built on land – rivaled only by the **SANDSHIPS**. Most of those carriages are filled with trade goods, but at least one carriage always has passengers, typically the wealthiest.

Once a Train is moving, it only stops in the Waystations and Cities along its route – some of which have sprung up entirely around it being there. There is always a stop coming, always a schedule to keep. The Train is made of wood and stone imbued and ingrained with a hundred different spells – including anti-magic ones. The most

controversial locations are the two large Depots, complete with non-guild Inns, like villages unto themselves, a piece of Dorado far from home.

The Waystations of Wyrld are: Dorado, Dream Depot (located along the River of Dreams), Fortton, Chenmar, Qivira, Sedimar, Lyonese, Halnes, Mount Depot (located about 200 miles south of Shadowdale in the Blue Valley), Shadowdale, Durango, Daleovia, and just shy of Sibola. There is a spur being built, the first of them, that will head southwest to Aztlan and expected to be completed in about four more years.

Depots are fortified structures, usually self-sufficient, with Posse members stationed there for entire cycles of the train. Both are seen as challenging different kingdoms, but no one has taken action yet, as they are almost exclusively concerned by the Train – though each is said to have a garrison of up to 250.

Still, that much potential wealth, no matter how fast it is moving, tends to attract those who want a piece of it for themselves. Even more so since one of the reasons for it being so favored is that it is described as safer than a caravan, and able to carry much more.

Each **Dynamo** on a Train, the lead carriage, has a Paladin who follows the Order of Eld, a Master Wizard or similar, and 10 men-at-arms called **Greymen** for the long grey coats they wear. They are outfitted with ballistae and the front is equipped with an adamant wedge.

A single Carriage interior is typically twelve feet wide by thirty-six feet long and twelve feet high. The walls of a given carriage are usually around four inches thick. They can carry a lot of cargo.

Being able to move much faster than a single person on a mount, the Train is often a way to travel across large chunks of the planet, but it is not the only way. Of all the forms of Travel, there is none faster: the train can travel up to 75 miles an hour, 600 miles a day, though it usually travels about half that (40 miles an hour) in order to avoid derailling during many of the curves and turns. The trains stop every 8 hours to allow the engine to cool, regardless of speed.

There are two trains, and they make a circuit so that when one is in Dorado, the other is in Sibola. It takes about 6 weeks to travel the full circuit one way, so everything is organized in 3 month sets for round trips. Compare this to the one third as fast ships, or the half as fast skyships.

SANDSHIPS

The Sand Sea of Dorado is an immense, mostly hostile place which is loved for the many rare minerals and other things of value found within it. However, it is a brutal place, hot and dry; water is rare and precious, and food is scarce. The sand is like a sharp-edged powder, finer than beach sand or sea sand, clingy and gritty. Travel in it is often compared to travel in the snow. Except snow doesn't have giant worms or glass like octopi roaming around in it.

Take a Cutter. Modify the two hulls to be akin to broad skis in a strange “v” shape that can flex flat, with thick struts supporting them the length of the ship. Add sails in a half circle around the whole, rectangular instead of triangle or squares, supported by thinner, flexible masts that can be folded up into a large column midship. Give them bright colors, contrasting with the terrain. Now let it travel as fast as 20 miles an hour over that sand.

That is a [SANDSHIP](#).

DRAWN VEHICLES

BULLOCK

A bullock is a large, four wheeled wain typically pulled by oxen.

It conventionally includes a sturdy wooden tongue between the wheels, a yoke connecting the pair of oxen, a wooden platform for passengers or cargo, and large steel rimmed wooden wheels. The storage area is a v shaped space with high sides.

WAGON

A wagon is a largish four or six wheeled vehicle, featuring a hauling area and heavy-duty wheels covered by a set of suspension ribs over which a canvas cover it tightly wrapped to protect cargo and such from weather. Deep

and tall sided, they are the primary way most farmers haul the fruits of their labors to market, and often will have an attached awning or a supportive cart.

BUCKBOARDS

A buckboard is a is a four-wheeled wagon meant to be drawn by a horse or other large animal. A utility vehicle, the buckboard has no springs between the body and the axles. The suspension is provided by the flexible floorboards of the body and a leaf spring under the seat. The buckboard has no sideboards on the body, leaving the floor quite mobile, or has ones that can be attached and are low and meant to flex. In rough terrain, the floor can flex and "buck", lending the vehicle its name.

CARRIAGE

A carriage is an open or fabric frame topped, four wheeled vehicle pulled by one or two animals (usually horses). Carriages can be a bit bumpy and can be tricky to maneuver in tight spaces but are the most used for transport of people.

COACH

A coach is a team drawn (four to six animals) covered vehicle with four wheels and sometimes a complex suspension. They have large, widely spaced wheels that operate with a limited degree of independent movement affected by the size of the compartment. Coaches have a driver mounted high, above the team, and often a trunk in which packages or gear can be stored. They will have a door on each side, and two to six windows. Coaches carry people, not cargo.

BUGGY

A Buggy is a one or two seat, single horse drawn, two wheeled vehicle with an open front and shade cover, often with a window in the back. Some Buggies have a small area for luggage or perhaps a single bay of Hay behind the buggy cover. Buggies are affordable and popular.

CLOCKWORK CARRIAGE

Durango has strange contraptions that are clockwork based. They are set on four wheels, rectangular with a squarer top. They have windows that can be lowered, and the top is permanent for protection from weather. They can seat four comfortably.

In the front is a hood that can be raised where a large, typically black, sealed box sits, with a hole in the center of it. A large key is inserted into this and turned to wind the clockworkings and enable the carriage to move without the use of something to pull or push it beyond the black box.

A single winding is good for up to 50 miles, and they can achieve speeds as fast as a galloping horse on cobbled streets.

CART

A cart is a two wheeled, pushed or pulled standing vehicle often hauled around by a single person that can be of many different designs depending on the needs of the cart owner. Many are used for preparing street food, or hawking wares at markets, or even by peddlers making their way through small Hamlets or Villages

KORF (EXILIAN)

Korfs are specific to the Exilian and their nomadic style of living. Part tent, part wagon, and part coach, a Corf will carry all the belongings of a family or individual and the tools and means by which they make their living. An Exilian made coach is often considered among the best, as they have learned over the decades living in these small, cramped, tight little wains how to maximize space, reduce jarring and bumping, and handle rough weather.

OTHER

There are three other common ways of traveling not mentioned: Brooms, Cauldrons, and Carpets.

COMMUNICATIONS

There is a way that information travels among the world. News, legends, stories, ideas – all of it is carried through the work of the Bard's Guild, often linked to the Messenger and Envoy guilds, and the agents that they collectively send out will bring word and news back, or pass it along, and inevitably it ends up in the Broadsheets that are published by the Guild and passed out for free to the people – even in Sibola, though much more secretly.

Literacy is low on Wyrld, by and large, and so there are entertainments – songs, dances, orations, poems, and even simple Readers who share the news and keep the thoughts of the Empire connected.

The typical amount of time that it takes news to travel from Dorado to Sibola is generally a week. For more common or routine deliveries, it can take up to three, so the average time for most information and news traveling from one location to another is around two weeks.

There are other somewhat common ways that some people are able to communicate, if they have the funds, over great distances. Of course, there is also just plain, old fashioned, every day, run of the mill magic, too.

MESSENGERS

Messengers carry letters both of grand import and lesser, but also, they carry the memorized words. These are folks who will take down the thoughts and feelings of people and convert them into written language and then travel to deliver the letter, and even read it to the recipient if they cannot.

Messengers can be found in any village, town, or City, and usually a Messenger guild will have five to ten staff at any given time.

LANGUAGE

The most widely spoken language in the Empire, stretching into the Savage lands and the Sea Realms and Anilia, is Common. Common is more formally known as [GUILD CANT](#). It is not a full language, but a means and way by which merchants who travel and ply the waters, the lands, and the sky can communicate and keep records and do their business. To that core set have been added additional words, and it has essentially grown into a basic, simple language that is able to be used in most places, as there is usually someone who speaks it. Most folks otherwise speak the language of their homeland.

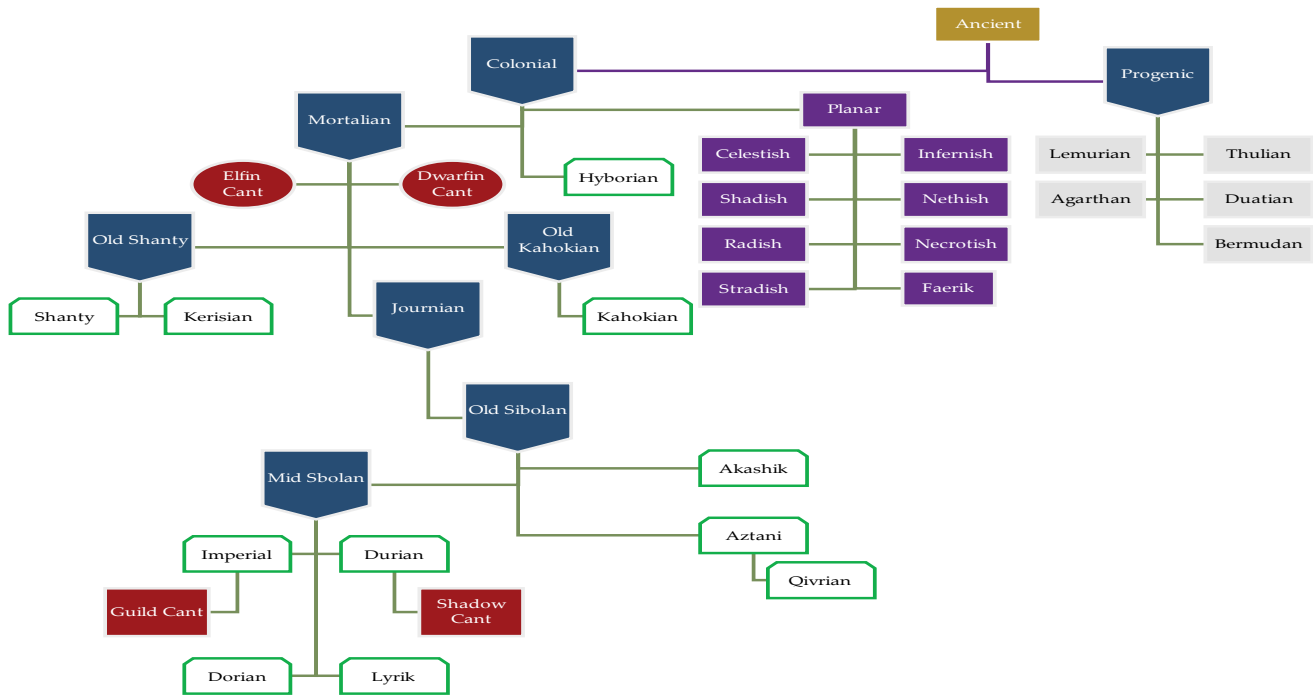
As a result, only about a fifth of the population in any given area is literate, and while that number increases in the Cities, it drops dramatically in villages or smaller settlements. It is then made worse by a lack of cross-national literacy. This does not apply to mathematics, however, which are widely taught in the Tanjins.

One of the reasons for this is the use of official languages and scripts, as each of the major Cities has its own official, required language and writing system, in no small part due to hostility towards Sibola and the history around it. Akadian scholars are often enraptured by their studies of the glyphs and runes and ideographic semantic symbology of Caligulan that even they do not get around to much literacy. Caligulan is an unreadable script to those without magic and magic itself has assorted scripts that it uses.

While the history of the spoken language is fascinating, it had significant impact on the development of the writing systems. Ancient uses only a small set of some twenty-six letters with strange additional figures that appear as well. It was not adopted later, and when Belial created the Progenic basis, he included and used a structured Alphabet that has remained the basis ever since. Though the Alphabet has remained mostly intact, the lettering systems have not.

As a result, learning a written language is just as involved and challenging as learning a spoken one. There are people who can read one language they may have never heard spoken, and people who can speak a host of languages and never able to read any of them.

THE LINGUISTIC HISTORY



All languages on Wyrld stem from one language that was spoken over all of Wyrld for several hundred years called **ANCIENT**, though we think they called it **Ingish**. It does not seem to have roots in common with other languages, and tradition holds that it is the language of the Powers. One thing seems to remain true: if you are not from Wyrld and you are reading this, odds are very good you speak Ancient.

During the early years of the Reign of Belial, a new language, constructed by Belial and Pallor, was put into place. Called **PROGENIC**, it was ultimately combined with Ancient and became the parent language called **COLONIAL**. Progenic-derived languages are still spoken, and Progenic is the forebear of Thulian, Lemurian, and other languages of the Foe.

Progenic is deeply important, however, because it used a structure that is very different from Ancient in how it assembles language and speech, using a system of prefixes, suffixes, roots, and additions that deeply influenced all languages spoken today except perhaps Dragon, but no one has survived asking them about their language.

Colonial is still used today as the parent language of the Planar roots, and is the mother language of the Hyborian peoples, though theirs has shifted over the centuries into Hyborian. Each of the assorted forms there has several additional branches as well for each of the dimensions. During the God's War, to reduce the enemy understanding of plans and messages, Colonial was shifted into a more coded form that used some of the same mechanisms as Progenic but followed more of the core basis of Colonial and created **MORTALIAN**. It has recently been shown to be the parent tongue of the Exilian peoples, which has strong similarity to Old Kahokian.

Mortalian spawned five languages: **ELFIN CANT**, a shorthand combining gestures and single syllable sounds that was used during combat operations during the God's War; **DWARFIN CANT**, a symbolic language of complex markings that helped them to convey ideas with people they would never meet about how to build or construct, or manage something, as well as a form of shorthand for taking notes at speed that were exact; **OLD SHANTY**, which is the parent tongue of both Islandian Shanty and Kerisian Shanty, which are only varied in the way that sounds are spoken within the water; **OLD KAHOKIAN**, which interacted with Hyborian over the years and became what we hear today from them; and finally **JOURNIAN**, which was the language that evolved out of Mortalian during the Bleak Journey and was ultimately the language that founded Sibola.

Many of the earliest records of Sibola show the slow shift and the occasional leap into what we now call **OLD SIBOLAN** over a few hundred years. Old Sibolan was a direct change from Journian, and many words that were previously slang became common terms, and some common terms vanished.

Old Sibolan led to **AKASHIK** and **AZTANI**, with Aztani leading into **QIVIRAN** later on as it reacted to Mid Sibolan. **MID SIBOLAN** was a direct result of an Imperial Decree that sought to regiment and formulize the language after the Akashik and Aztic Rebellions. It is from Mid-Sibolan that we reached **IMPERIAL** as it is spoken today, and also the sister languages of it – **DURIAN**, **DORIAN**, and **LYRIK**, also called Lyonian. The Syndics of Durango developed out the **SHADOW CANT** used by the underworld, and Imperial is the basis of the **GUILD CANT**, also often called Common, which serves as the essential lingua franca of the world – hence why it is called **COMMON**.

It is known that Dragons have their own language, and on occasion we hear vague, unconfirmed tales that there are other beings that speak languages unknown to us just as the language of dragons are. We keep hoping one will teach us, but thus far they seem more interested in the kill it first and talk later sort of exchange.

The Cants are special, private languages used within their respective professions. Note that Common is a stunted language, with a limited vocabulary, so the cants often add additional terms known only to those within the same language, making them often mostly unintelligible to others. The Cants also do not have a written form in the traditional sense. They do usually have a set of marks that are ideograms, stylized expressions of a concept, that are used in some cases – rumored to have been borrowed from the Exilian.

THE DISTINCTIONS

One of the more key things about all the languages on Wyrld is that they are heavily dependent on prefixes and suffixes but in distinct ways. For some, it is only nouns, for others it is only verbs, for yet others it is both. The suffixes and prefixes format changes from languages to language, and how they are applied does as well. Combined with historical metaphors and kennings and the like, the various languages are no longer able to be understood unless they speak common.

A secondary and equally troubling aspect is that there are several words that are not affixed and are conjugated according to a seemingly arcane set of rules that vary from language to language. These are notably such things as pronouns, but also simple prepositions such as “the”, “and”, “or”, and “but”.

The affixes are what can change a given root into a noun, a verb, an adverb or adjective, and even demonstrate the possessive – which can be complex since they impact the object being possessed, not the possessor. This is easily described and ultimately simply taught, and greatly speeds up education and learning of language compared to some historical sources but does fundamentally contribute to the near unintelligibility of all the languages since each language has its own set of basic or core root words, of which there is a comparatively short list for most purposes.

Complex terms that combine multiple concepts into a single word become very difficult in many languages, as that sort of compound word forming isn’t possible in most of them.

On the other hand, some of the languages are wonderfully musical and poetic, and poetry is a rarity in art form and function.

Common is a curious thing, using a much simpler linguistic base (there are only about eight hundred roots in Common) that is very much suited more to trade than anything else. At the Convocation, Sibolian is spoken, and it remains the *de facto* “universal language” for much of the Bright Lands.

STANDARD SPOKEN LANGUAGES

The list of Languages available in Wyrld is as follows:

Imperial	Durian	Dorian	Lyrik	Qiviran
Akashik	Aztani	Kahokian	Hyborian	Shanty
Kerisan	Exilian			

RARE SPOKEN LANGUAGES

Some languages are very uncommon to hear someone know, and nearly all of them have some strange tale to be told of how they were learned.

FOE LANGUAGES include:

Bermudan	Lemurian	Agarthan	Thulian	Duatian
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PLANAR LANGUAGES include the following:

Angelic	Valkyrian	Malakish	Fae	Tanjiblish
Hellish	Abysal	Hagish	Elemental Cants	Wraith
Ghoulish	Ghastish	Wightish	Shikini	Radish
Shaded Tongue	Nightmare	Wispic		

It is known that Dragons have their own language, and on occasion we hear vague, unconfirmed tales that there are other beings that speak languages unknown to us just as the language of dragons are. We keep hoping one will teach us, but thus far they seem more interested in the kill it first and talk later sort of exchange.

LITERACY

The vast majority of people in Wyrld are educated in the home, usually by one or both parents, and learn much of their knowledge from rote and immersion. Those from steadings, hamlets, and villages are unlikely to have had a chance to attend a Tanjin and are most likely to be illiterate. Those in Towns and Cities are more likely to have a chance, and about one fifth to one third of those there will be literate in at least one language – not always the one they may speak.

Each of the major languages has its own particular way of writing their language, often due to a formal law and or edict for how businesses is to be conducted. Here, we use a particular set of flexible rules that provide a rough guide to the language, with the conventions for using certain letters and then the representations for those letters provided.

WRITTEN LANGUAGES

Imperial	Duric	Doric	Lyrik	Qiviric
Akashik	Aztic	Kahic	Hyboric	Shantic
Lemic	Agaric	Thulic	Exilic	Bermic

SCHOLARLY WRITTEN LANGUAGES

Scholarly Languages are those that have a greater difficulty being learned and are used mostly by those who study old manuscripts and records. They are dead Languages, not spoken by anyone.

Kantikul	Mortalian	Progenic	Old Kahokian
Old Sibolan	Old Shanty	Colonial	Old Planar
Journian	Ancient	Mid Sibolan	

IMPRECATIONS

If there are things that the people of Wyrld enjoy almost universally, it is smoked meats, good bread, and coming up with extraordinarily creative imprecations regarding the Powers That Be.

Even the Clerics get into it, though they tend to create them for Powers That Be *other* than the one they serve.

Soil, sand, smoke, and stone!	Antelle's Ass!	Qetza' s Balls!	Pishposh!
All of Tarnation!	Gallae's great gazongas!	Sikayaya!	Goblinguts!
Egads!	Chicory Hickory Liquory Lapse!	Ah, turdbossoms!	Ya Mafa!

The Powers That Be are not beloved on Wyrld. This is forever an understatement, and it is the role of Clerics to restore the faith in them, to prove that they can be turned to, can be valued, can be worshipped.

It is much more difficult than it sounds.

REGULAR COURTESIES

Among the norms that one will find worldwide are Please and Thank you, a greeting that is often specific to the area, and the celebration of festivals around the same time.

Greetings and Honorifics vary by realm, and you can find them in the description of the realm. Not using a greeting or honorific, or using the wrong one, is a major mistake, and can create a sense of being rude and discourteous. Most homelands have traditional parting sayings. These common courtesies include a variety of aspects, covered under the realms listing.

COMMUNICATION DEVICES

SCRYORBS: Spheres, or orbs, crafted from large crystals and ingrained with differing abilities, they enable people to see each other and communicate across great distances. They are always made in matched sets, that are always only linked to each other. It is said the Rulers of all the Realms have one gifted to them by the Powers That Be, that they were waiting for them at Zefir when they arrived.

SCRYING MIRRORS: Known because some junior Clerics let slip the secret, most of the major Clergy are able to stay in touch through the use of scrying mirrors. Some say that these mirrors may be able to do more than merely allow communication – either way, the Temples neither confirm nor deny this, they ignore it, pretending such things don't exist.

I can say that I have seen one, and they look pretty but I am not sure I could hold my arm like that.

COINAGE

There are six core coin types for Wyrld. The standard for them was set years ago, although there is currently a difference in the ways that they are described and the particular nature of the coins themselves in details and engraving.

Wyrld's coins do not have figureheads on them. Instead, they are all meant to be carried on coin strings, and so all of them have a hole punched in the center. That hole is always shaped, and the shape of it tells where the coin was minted. The content and make of the coins were standardized several years ago during the first Zefir meeting, and old timers say that every single coin in the realms changed shape overnight to match the agreed-on standard. Around the hole is usually the name of the reigning noble, the date, and on the obverse some wise saying or other chosen by that country's leader as an expression of their reign.

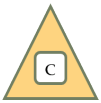
The coin holes show where they are minted – e.g., hexagonal holes at Lyonese, circle holes at Sibola, square holes at Aztlan, and triangle holes at Qivira. The hole shapes were selected based on the coins themselves. There are tens of thousands of coins in circulation among every realm – even the Dread Realms are said to use them, which makes sense given how many they have stolen over the years.

STANDARD EXCHANGE RATES

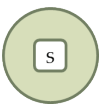
Imperial Coins	Bit bp/b	Pence cp/p	Shilling sp/s	Farthing ep/f	Quid gp/q	Crown pp/c	Sovereign Coins
Bit (bp)	1	1/8	1/80	1/400	1/800	1/8000	Bit
Pence (cp)	8	1	1/10	1/50	1/100	1/1000	Guilder
Shilling (sp)	80	10	1	1/5	1/10	1/100	Buck
Farthing (ep)	400	50	5	1	1/2	1/20	Florin
Quid (gp)	800	100	10	10	1	1/10	Eagle
Crown (pp)	8000	1000	100	50	10	1	Sovereign
Ingots	Not made	Ingot	Ingot	Ducat	Doubloon	Guinea	Ingots



BITS are squarish, rounded corner coins of a highly mixed metal, used for common trade. They are the smallest denomination and serve as a measure of inflation and accounting. A Bit should get a person a chunk of bread or cheese, a small mug of beer, or a bowl of porridge.



PENCE are triangular, from a larger coin that is hexagonal and then broken up. The larger coins are still occasionally found, and a sixpence is considered a lucky coin. Pence are the main unit of practical exchange, used often in general daily trade. Pence have a copper color to them.



SHILLINGS are circular, or round. Many transactions are reckoned in Shillings when it comes to trade and commerce. Shillings have a silver color to them and are the sort most often traded. Prices herein are normally given in Shillings, as they are the default currency for the realms, and what most things are reckoned in.



FARTHINGS are square, with very slightly rounded edges, also from a larger coin called a Full Farthing. Farthings have a mottled blend of silvery and gold color to them. They tend to be used more often by the Merchantry, due to their higher value and odd positioning within the schema.



QUIDS are hexagonal, and a gold coloring to them. They are the most sought-after coin, and rarely seen by any below Guilders. The value of a Quid is such that one could likely feed a family for months or lift an impoverished out of poverty.



CROWNS are octagonal and have a shiny, reflective surface derived from what some think is chrome. Crowns are the most valuable and rarest coin used commonly in the realm – one is more likely to encounter a Guinea ingot than a Crown, and then only in large level trade. However, it is known that adventurers often come across them. A Crown could feed an entire family for a year or more.

Dorado and Durango do the mining for and production of the gold, silver, platinum, copper, tin, nickel, aluminum, and zinc that go into the alloys to make the coins. No coin is more than 55% the base metal it is

often referred to as being, as all coins are an alloy that includes at least some each zinc, aluminum, and tin, with some nickel tossed in there usually.

There are eight Bits to a Pence. “*Two bits, four bits, eight bits, a Pence!*” The Pence is the base, with a value of 1. A Shilling is worth 10 pence. A Farthing is worth five shillings, a Quid is worth ten shillings, and a Crown is worth ten quid. Few carry around a lot of coin, but this is due less to weight and more to the comparative poverty of most folks.

The coins are typically carried on a knotted cord with a central "loop" and six to twelve cords that hang from it called a *purs*. Most folks only have two, maybe three secondary cords (called *bils*) from the central loop (called a *wilit*) and never need additional ones. Successful merchants in this somewhat mercantile economic structure will be the ones who have the most *bils* on their *wilit*.

The coins are hefty – 35 of them equals a pound. Experienced cutpurses can tell the weight of a string by how it swings and can usually add them up on sight. Rafael says to say that a coin weighs around the same as 2 quarters. Whatever that is.

In terms that meet the general sensibility, look at a Pence. It will buy you a half loaf of bread, a pint of milk, a wedge of cheese, a meager beer, and a pile of straw to lay your head in at night. With change.

A day's wages for the typical Serf (an impoverished worker) usually work out to about 2 pence a day (16 Bits).

This exchange rate is based on the norms established for the meetings in [ZEFIR](#) and holds as the main rules there and more generally in the wild. It is also used by the Guilds, so has tremendous influence, and is the *de facto* standard.

[IMPERIAL COINS](#) are used mostly in Akadia, Durango, Dorado, Lyonese, and Sibola.

[SOVEREIGN COINS](#) are used in Antilia, Aztlan, and Qivira.

[INGOTS](#) are a special coin, in the shape of a bar with a hole on one side. [DUCATS](#) are bars of electrum, [DOUBLOONS](#) are bars of gold, and [GUINEAS](#) are platinum bars. These bars are about five pounds each, the equivalent of 175 coins. They are used in large exchanges and noble contracts.

OTHER CURRENCY FORMS

Currency has a few different forms, with coins from before the God's War being of the highest possible value.

The value of an [ANCIENT COIN](#) is equal to 3 Crowns each. These bright orange coins are fluorescent, and they are made from a platinum and titanium ceramic composite that is extremely hard (some say adamantite, though no one has figured out how to make it work yet) but are also extraordinarily rare. Only about 100 have ever been found, and they have immense value above their strict monetary value as collector pieces among the wealthiest. They are all stamped with a strange design on the face of a round orb in fifths against a shadow of Wyrld, and on the obverse is a series of markings around the edge: MMMCCLXXXV. They measure about two links in diameter. According to a reliable source, there were 5000 of them in total minted. It is often suggested that modern coins were based on these.

[BLOOD COINS](#) are incredibly old coins minted from a strange red stone-like metal, in the shapes of a circle, a triangle, and a square, all with a hole of the same shape in the middle, a little more than an inch in diameter, and used primarily in Qivira, Lyonese, and Aztlan. Their value comes from their age, as no one can find any more of the stone, and they are exceedingly rare. They are called Chips (cp, pyramids), Shards (sp, ovoids), and Stones (gp, cubes).

YUZURAS

One powerful faction is the [YUZURA GUILD](#). All Cities have several, most Towns have one or more of them present, but they are an exceedingly rare sight in villages except in their local realm. Yuzuras usually charge a high commission for handling money (the Bank fees for every transaction, their own fees, profit) that comes out to roughly 10% of whatever the coinage type in trade is.

Most funds transfers and such are with Yuzuras, who do not typically advertise themselves. They are more likely to come across as and to operate out of pawn shops, where they keep meticulous records.

A Yuzura traveling is usually *en route* to or from whichever of the large banks they have business with on behalf of their customers.

BANKS

The Yuzura Guild Houses operate as Banks. Each Yuzura Guild House operates as a Bank, and most Adventurer's guild's have a liaison that spends their days there. These Banks operate as depositories, and often are directly involved with the local Trusty and the assorted Fodges. Banks themselves cannot sell anything, as they are still Guilds, but they can offer accounting and ledgers, issue Letters of Credit, and provide Loans to those in need. They operate together in a Consortium of Banks, but this is most often a formality. Moving a deposit is difficult, takes a lot of time, and generally banks avoid the use of magic, making it all very laborious and tedious.

Banks charge a fee of 2% for every single transaction, and it is important to realize that is in addition to the Yuzura you are dealing with having a fee of 3% of every transaction.

Loans are made by Banks, and they use the reputation of the individual and a sense of the ability to pay, as well as a team of three Yuzuras who must all be willing to personally guarantee the transaction. The interest rate on these loans can vary up to 10% and the terms of payment are fixed according to a date, with significant penalties that are considered to be criminal. Compound interest is illegal. It is said that shortly after the last Skyfall some were charging interest rates that compounded at 28% or more, and the Emperor ended that practice not only by law, but by declaring all loans repaid – with those who would argue being put to death. Yuzuras call that Black Friday, though no one knows what the word “Friday” means.

LETTERS OF CREDIT are essentially bearer bonds – a bank will issue one for a fee, and it will be accepted at other banks for the face value. These letters of credit are statements of how much money is physically present – not promissory bills. A typical letter of credit will have a half dozen seals on it and be a wood frame with coated wax inside which is the document itself. This is done to prevent tampering. The banks themselves will present the document to the issuing bank and collect the sum through intermediaries.

Some of the Nobility operate their own banks. The Realm of Aztlan operates one and has placed significant oversight on the Yuzura Guild.

TRADE

Trade on Wyrld is the lifeblood of the Cities, the essential service of the towns, and the necessity of the nations. Over the decades the influence and power of the Merchants Guild has waxed and waned, but it has always been one of the most powerful of all the guilds and has long been a thorn in the side of all the rulers. It is almost as if the merchants make a game of not paying their taxes. In general, the practical, though not intentional, economic system of the Empire is an Agrarian Corporative-Mercantilist-Proprietist system.

Trade requires several elements to function. Among them is a way to communicate, a place to stay, a way to loosen resistance, money or goods, fair prices, and exchanges, and staying clear of the troublemakers.

Anyone who sells something, be it for coin or in kind, is subject to a tax on what they have earned, and that tax is paid monthly. The tax is collected by Guilds, or, for those who are not part of a guild, to the Fodge of the local Noble.

In order to sell, you must have a Mark of Trade.

MARKS OF TRADE

Anyone who has reached a degree of proficiency in their tradecraft can apply for a Mark of trade. This is typically a symbol or seal, a way of identifying the products and works of the individual as theirs, and can found on strips of cloth, paper seals, wax seals, and engraved or stamped into materials.

These marks are assigned by the Guild, recorded in a grand ledger, and then the Guilds themselves report those marks for inclusion in the Imperial Register, which covers the seven cities.

Goods without a mark are either considered barter goods (frowned on heavily except in steadings and hamlets) or are brought under seal by a merchant and usually have a tag with the seal specifying where they came from – these are usually paper, sometimes leather, and affixed to the object in question should someone from a guild do an audit.

This is how the goods from places like Kahokia and Hyboria, Antilia and the Sea Realms are often brought in, though both Antilia and the Sea Realms have their own Marks of Trade – those are simply not entered into the Grand Ledges within the Empire.

A Mark of Trade costs 10 shillings, and this is in addition to Guild Tithe. For this reason, it is usually only those who are professionals that have a Mark of Trade.

In the Adventurers Guild, when people band together as a group, they can purchase a Mark of Trade for their group or band of people. This is a requirement for them to be able to exchange goods within the Guild itself with Guild Merchants, for example, or to sell their finds and earnings.

Marks of Trade are also used by the Banks to track and identify accounts with special properties (such as a large deposit in a special vault).

MERCHANTS, TRADERS, PEDDLERS

In most Steadings, Hamlets, and Villages, tradesfolk engage in the daily business of retailing their wares, but all of them will give time and space to the people who do the hardest work in the industry of trade: Peddlers and Traders. They won't trust them, mind you, but they will give them their due.

MERCHANTS are generally local folks who focus on the bulk purchase and trade of goods at scale. They do not generally travel, instead they organize, plan, and manage. The travelers are the Traders and the Peddlers, always licensed and bonded by the Guild and anyone they happen to serve (even if it is sometimes themselves).

TRADERS are the middlemen between Merchants, scattered across the world. Most Merchants are Masters or Grand Masters within the Merchant's Guild, whereas Traders are often Novice, Yeomen, or Adepts. Through the connections they establish within the guilds, they monitor goods, prices and similar items and operate using their networks of Traders to acquire and transport the goods. It is very rare that you will find a Merchant on the road – those who are these are usually Traders.

PEDDLERS, however, are small retailers who combine both roles, but focus on the smaller locations, the hamlets and steadings, villages and smaller towns, that may not know about or have access to a merchant in their

settlement, and who still crave delicacies and rare goods and fineries. Peddlers, then, are traveling salesmen, often those who are breaking out to start on their own or who just care about the smaller places they visit. Peddlers are often unable to sell in large towns and are pretty much blocked from it in big cities, although the nature of the business allows them ways to get around that.

CONTAINERS

Most shipping is done using an 8-foot-wide, 8-foot-tall, 18-foot-long wooden box that can be opened along any side. The Wyrld measures are based on the interior, which has to be slightly more than 2 yards wide, and slightly more than 5 yards deep (Wyrld Standards). A container is capable of supporting up to 1 Ton (2152.9 lb. US), and is designed to hold ten Crates, which is a standard size shipping unit roughly one Yard in all dimensions (Wyrld yard: 39 inches). Crates are stacked five deep and two high and are the defacto unit of trade for bulk goods, although a crate will often contain smaller units.

Containers are fitted with removable wheels that store in slots along the outer walls. These wheels are usually made of metal reinforced wood, with free axles built into the base. There are six wheels for each, around four feet in diameter, strongly built. The containers all have struts that are raised or lowered using a ratchet system built into the walls, allowing them to be set in place by a team of four to six people quickly, and allowing the wheels to be used on either ends or sides, depending on which direction they want to move the container.

There are designs for this box that vary according to what is going into one (including designs for a double stateroom for passenger craft such as cutters), but the dimensions do not change. Containers are built with ballast to help them float should they be lost at sea, but this is not always a certainty. Each major merchant has a seal they use to secure their own goods, and the Guilds are very particular about ensuring cargo is moved readily and easily and traceable.

The story goes that containers have been used for as long as there have been people – and vehicles are designed around them, including Water, Air, and Land vehicles.

Ramps are used in all ports for moving them around, often little more than large platforms that rest on two wheels on a free axle. Skyships typically carry them in slings and moorings beneath the ship, Sailing craft and riverboats on the broad decks, and the Train is little more than a conveyance for them supported and hauled along by the Enjin.

The use of and ownership of Containers is limited to Guild members, especially and primarily of the Merchant’s guild. Merchants and Traders make extensive use of them and prefer that the rabble not get their hands on them.

TRADE ROUTES

Trade is the blood of the Empire as a whole and is part of what keeps it flowing and acts to equalize much of the distinction between the many Realms.

The major methods of Trade are, in order of importance, Water, Land, Train, and Sky.

Trade moves most commonly by water, either up rivers or around the Seas.

The [SEA TRADE ROUTES](#) used are generally divided into the following:

Northern	Eastern	Southern	Western	Sea Realm	Secret	Savage
Sibola	Dorado	Qivira	Durango	Keris	Antilia	Hyboria
Akadia	Akadia	Aztlan	Lyonese	Islandia	Islandia	Kahokia

Akadia gets two routes because a lot of folks will tend to do a round robin, and Akadia is the primary home of the skyships, as Dorado is the home of the Train.

Islandia often acts as a clearing house for resources and materials from Duat and Thule, often captured from Duatian or Thulian ships, and Antilia, in defiance of the Empire, produces some distinct things of interest and value as well as collecting such rarities from the Dread lands through immigrants. Officially, Trade is forbidden with Antilia directly, though that only applies to the Empire – and the Sea Realms are not part of it, nor does Aztlan see itself as subject to such rules.

The **[SAVAGE ROUTE](#)** leads up into the Savage lands of Hyboria and Kahokia, but an additional, rarely used route moves by sea, adding Bermuda to that mix, and enabling a degree of trade that Bermuda would love to see increased.

The **[SEVEN SEAS ROUTE](#)** takes a ship along the full length of the inland seas and is mostly focused on the primary Ports that are major cities and a few Towns.

The **[RIVER ROUTES](#)** are many in number, generally named after the realm in which they are located.

[LAND TRADE ROUTES](#) and the Train are similarly situated, with a single pointed distinction: the Train does not travel to Akadia. It runs from Dorado to Sibola and follows many of the same coastal roadways as land-based merchants.

Land trade routes are of critical importance, easily equal to that of Sea Trade, as they often connect those Villages, Hamlets, and other smaller settlements that may not be located near a navigable waterway. There is one overland trade route that follows the coast from Dorado to Akadia, and that is the only known overland trade route, as there is no passage from Sibola due to the Grimstone mountains coming right to the edge of the sea. It is noted that such is intentional, and the land route was discovered accidentally long after Akadia's founding.

[THE GRAND ROUND](#) is the route from Akadia to Sibola, passing through all the major realms and linking the major Towns and cities along the Imperial Road. It is a fairly arduous and long trek, taking nearly two years to travel the full length, and a more average and typical year for the major stops.

The Skyships are the only Sky route, and they were a solution to a problem, but the cost associated with them is considered exorbitant even for many generally thought of Luxury goods, a problem the Mages of Akadia do not seem to worry about. Thus, much of the trade along it is trade headed to Akadia, and not so much trade headed out – it is said that it is cheaper to fly out of Akadia than to ship something out of Akadia.

The **[SKY ROUTES](#)** are much more pointed and direct, each one having a target City or town, and all of them starting in Akadia. Unlike Water or Land routes, they fly directly over the Seven Seas, crossing areas that are rumored to be extremely dangerous or untrustworthy and are only partially known, as no ship will readily travel more than 50 miles away from land, and most stay within a about 30 miles of it.

TRADE GOODS

[RAW GOODS.](#) Raw goods are those things, including agricultural products, minerals, and metals, that are often still in a raw, unsettled format. They require refinement, often, or have to be placed into some form that is usable.

[FINISHED GOODS.](#) Finished goods are things ready for market as they are, such as flour, livestock, or prepared goods.

[LUXURY GOODS.](#) There are some things that are not mined, not found, not reclaimed, not grown. They are the product of artistry and skill, of craft and cunning; they are the manufactured things, and their value and worth as goods is always worth knowing and considering.

There are a lot of goods that are traded throughout Wyrld, and it would be a challenge to effectively list them all, but a significant number of important and common ones can be assembled and described.

TEXTILES

Fabric is expensive, bulky, and always in high demand, especially those that have been dyed. Most people have a single set of work clothes, a more formal set of clothing they take care of for celebrations, and if they are lucky a spare. Fashion is important in the Cities among the wealthier people, who may have as many as five possible outfits, but the typical person will have one set of clothing that includes sturdy material, such as denim. Linen is the man fabric of Sibola and Aztlan, but it can vary among the others. Dorado is fond of denim, apparently. That clothing will be decorated – laces, bows, trims, and other fine work are very popular and in great demand. They are also pricey.

A standard bolt is 1 yard tall and 25 yards long. Some mills in Lyonese will make bolts that are 3 yards wide and 125 yards long.

SILK is made from a few different kinds of threads – from strange worms to spiders to creatures from the Fairywilde, large, small, and in between. It is especially popular among nobility and those with the money for it, as it is always in short supply. The most sought-after silk is that of large spiders who weave complex braided webs. The spiders are about 12 to 16 inches across, with a body about the size of a man's fist. They are prized because their silk is not sticky, takes dye well, and they produce a great deal of it. The problem is they feed on small rodents and other small animals.

Another form of silk that is prized is that of Giant Silkworms, who are carnivorous and fungi eating creatures, about three feet long each, and they spin a constant stream of silk from shortly after hatching until they emerge from the eventual cocoons as predatory Bloodmoths (a hazard in the wilds and jungles).

WOOL is more common in the northern Empire, shipped out and traded widely.

COTTON is more likely to be found in the western Empire and is popular – both in bulk and raw form but more so if woven into any kind of textile.

LINEN is popular among the eastern Empire, and tends to be found often in the south, where it competes with **JUTE** and **HEMP** fabrics. **BAMBOO** is carefully treated and shredded for a kind of threadlike strip and woven into a special fabric used broadly.

LEATHER is rarely used among the wealthy but is quite common among the poorer peoples; this conflict is notable as well because the wealthy have a fondness for **FUR**, but not such furs as squirrel, rabbit, or bear, preferring the minks, beavers, and other more luxurious furs, especially in the north.

PAPER is made in small batches, and typically will be set up on a sheet that is one yard square, then cut down to the size needed. It is made from bamboo, rice, and wood pulp, mostly sawdust.

COMMON FABRICS

Fabrics include **BROCADE**, a woven style using contrasting colors of thread to create patterns; **TAFFETA**, a treated woven silk; **SATIN**, a weave in which the threads of the warp are caught and looped by the weft at certain intervals; **VELVET**, a tightly woven material with a short dense pile, giving it a soft feel; **WOOLSEY**, a tough weave with a linen warp and a woolen weft; **FUSTY**, a linen weft and cotton warp; **KAMBER**, a cotton weave with threads of silk or linen, cross woven on a special loom; **MUSLIN**, a basic cotton fabric; **SINDLIN**, a linen version of muslin; **SERJLIN**, a wool form of muslin; **CANVAS**, a thick fabric made from hemp; **HESSLIN**, made from jute fibers and used often in waxed fabrics for waterproofing; **WOOLESS**, a wool and jute wefted twill weave fabric treated for a waterproof uses that is warp faced; **DENIM**, a sturdy cotton warp-faced twill weave textile in which the weft passes under two or more warp threads. Qivira has **DESLIN**, a bamboo weft and hemp warped twill weave that is very tight and is often treated with lacquer to create a strong, dense material used in place of or alongside leather.

CLOTHING

There are few trades more widely practiced than those involved with clothing. Every garment is hand-spun, hand-woven, and hand-stitched, so the vast majority tend to only have a few articles of clothing. Clothing is nearly as costly as weapons – only the prices of metals keep it high, and used weapons are rarely cheaper than a single garment. By the time a person puts on even a simple apron a dozen people have been involved in making it, from collecting the fiber to spinning it out, dyeing it, Weaving it, turning the cloth into a garment, embellishing the garment, and selling the garment.

As a direct result of the cost and involvement, clothing is considered a major part of a person's wealth, and the sale and trade of used clothing that is in good condition is common enough and broad enough that some will

sell the shirt off their backs for a bit a coin for food, or the boots on their feet for a place to sleep – and get a decent amount for such.

Although style and fashion vary from Realm to Realm, as a whole, the Empire tends toward a bit of commonality under which a strong sense of the need for durability remains, on top of which has been layered the desire for decoration and embellishment. Embroidery is a dedicated guild, as is spinning, weaving, tailoring, and other related tasks. Most clothing is generalized, then when and if it can be afforded it is fit and trimmed out, and the Lace makers are always busy as the ribbon makers, especially in Aztlan, where they are quite loved.

Clothing is slow to make, but many will fashion simple pieces that are suitable within a range of kinds of clothing, according to the style and fashion of the time and place. These pieces can then be altered or fit, but clothing takes a week at minimum to fashion, and usually can be a few weeks as people often have more than one task at hand.

Clothing can be broken down into a few general categories, within which there are certain common pieces, the particular cut of which will vary from place to place.

UNDERGARMENTS

CHEMISE: a lightweight, thigh length garment worn beneath the clothing.

CAMISOLE: a lightweight garment of waist or hip length, worn beneath outwear.

BLOOMERS, a waist to mid-thigh length, lightweight garment worn beneath clothing. It is, essentially, underwear. While it is generally loose fitting in the south, bloomers are tightfitting in the north.

PETTICOATS, layered underskirts that rest on the hips.

CORSETS, a midline support garment, often meant to shape and support, but also often worn outside garments if armored. A Corset and Stays is a combination garment meant to provide support.

STAYS, a group of garments that often include a wire, meant to provide support. The Exilian call them “brahz”.

BINDER, a long piece of fabric wrapped around the chest for support.

GIRDLES, a wide belt worn around the waist, beneath outer clothing. Girdles are generally shaped and tied for men, while Corsets are generally tied and shaped for women, but only in Sibola and Aztlan are any form of sumptuary laws around them enforced.

FOOTWEAR

BOOTLETS, a boot that rises to just above the ankle, or mid shin, and is pulled over the foot, not laced. They may have a heel, or may not, and that heel can be as high as four inches. Some will have a platform to the sole, while others will be more wedge shaped.

BOOTS, A knee high boot that is pulled over the foot, not laced, and has a heel, typically about an inch or two.

LEGGERS, a laced boot, mid-calf to knee in height, with or without heel, but always having a thick sole. They are considered working shoes and avoided by the wealthy.

SLIPPERS, a light soled shoe that covers the foot, perhaps the ankle. They do not lace, only slip on.

Sandals, thick soled, open shoes that strap around the foot and are the primary footwear. Some will protect toes, most will not. They must be strapped and buckled or laced and tied.

CLOGS, solid, basic shoes that come up to an ankle. Some will be made from strips of shaped wood bound by leather; others will be woven. Clogs are the most common kind of shoe, and in very wet areas, they will have a set of risers beneath them, usually to stay out of mud or puddles.

SHOES, up to the ankle, solid sided and often fashioned from layered fabric, then laced and buckled around the foot. They often have a thick, padded sole.

HEADWEAR

BERET, any of several slightly different hats that rest on the top of the head and mostly appear to fit in so that folks have a head covering. In some places, this is the most common kind of headgear, and almost required (Lyonese).

RANGE HAT, a very special kind of hat that Tinghabel calls a “cowboy hat” that is worn most often in Dorado. It has a wide brim, a doubled crown, and is useful for keeping both sun and rain out of the eyes and off the face.

CAP, a tight-fitting hat that has a single broad rim in the front to keep sun and rain out of the face.

DRESS HAT, usually pinned to an updo, is meant to be worn with a fancy dress, such as a gown. They can be quite dramatic and startling, and if you ask me are a waste of money, though Tinghabel loves them. I am pretty certain it is because she sits in them while spying.

FORMAL HAT, the equivalent of a Dress hat, but less flashy. Often with a narrow brim, and either domed or flat at the top, they are worn mostly in Sibola.

TOPS

BLOUSE, a pullover top that is never longer than the hips. Worn by everyone who isn't wearing a tunic.

SHIRT, a laced or fastened top. Fancy ones will have buttons of horn or ivory.

VEST, a sleeveless top, fastened, sometimes worn over a tunic or camisole.

TUNIC, the standard wear of pretty much everyone on Wyrld, even among the Savage lands or the Lemurians, the Tunic is the go to default garment. A normal tunic will not have sleeves and hang to about mid-thigh. Fancy tunics will have sleeves of assorted length. Tunics are meant to be belted, and are pulled over the head, not fastened. Tunics come in three basic lengths: Calf, Thigh, and Hip. The lighter fabrics are used for Undertunics, and heavier for Overtunics, both of which are usually sleeveless or short sleeved.

SWEATER, pullover tops, almost always knitted or crocheted, made from wool and tufted cotton to ensure that they stay warm, often trimmed with fur. Winter clothing.

WAISTCOAT, an overgarment, sleeveless, laced or fastened in the back, from shoulder to waist, and normally highly ornamented.

DOUBLET, a laced or fastened cold weather garment worn over a chemise, usually, made similarly to a sweater otherwise. Fancy ones may be made from expensive fabrics. Doublets have fitted long sleeves that are narrow at the wrist and wide at the shoulders, sometimes even set to puff out. Winter doublets are also often padded.

JERKIN, A leather or hide doublet, without the fancy stuff.

BOTTOMS

SHORTS, are short Breeches, usually mid-thigh, sometimes a bit shorter for the daring.

BREECHES, using a loop fastener, breeches are typically just past knee length and tie beneath them, loose fitting, and fairly common among tradesfolk.

TROUSERS, long breeches, reaching to the ankle, that are tied along the hips and belted at the waist.

PANTS, a fitted pair of trousers, usually tight fitting at the waist area and wide at the ankle area. Pants are often made of durable material and worn by working folk. They tie at the waist through a draw rope.

TIGHTS, knitted leg coverings similar to trousers, sometimes woven of a light material such as silk instead.

CULOTTES, which are a kind of very loose fitting, skirt-like pair of shorts, often designed to resemble kilts.

SKIRTS, which all come in Fitted, Sheath, and Wide forms, and can vary in length from mid-thigh to ankle. The two most common forms are used in part to suggest married status – knee length or shorter for unmarried, and

below the knee for married. Fitted skirts are popular among the nobility and the wealthy, especially for women, who need not move quickly.

KILTS, a slitted kilt may be worn by anyone, and is a particularly popular form for warriors, usually falling to the knee and composed of leather or similarly tough strips layered over one another.

COATS

DUSTERS, an ankle length coat, heavy fabric, durable, split from hem to waist for riding.

SEA COATS, an open front coat that fastens beneath two wide lapels, often worn by sailors and marines originally but adopted by women after it became very popular in Aztlan. Often dyed very bright colors, they have an attached broad belt. Made from velvet for the wealthy but felt is common among the merchant classes. Back in another life, we called them Peacoats.

WAR COATS, mid-calf length, heavy material, treated against rain, these coats are the standard issue to soldiers. Padded slightly and lined, they are meant to protect against the cold and elements and became popular following the Goblin Wars.

ENVOY COATS, popularized by Envoys these are lightweight, calf length, hooded coats with multiple pockets that are only accessible from inside the coat. Broad sleeves longer than the arms and long sashes attached at the back separate them as well from the War and Sea coats. A braided cord can be tightened around the hood to hold it in place. Often white, with gold accents, they are very loose and flowing.

SURCOATS, which are knee length garments, short sleeved, with open sides, belted or sashed and emblazoned (usually with braiding and embroidery) with some seal, such as a House or Liege.

WRAPS

CLOAK, almost a basic essential found and owned by everyone, cloaks are often heavy, warm, and padded, and always have a wide hood to them. Cloaks are long, and never split, and often have treatment for warmth and waterproofing.

CAPE, from mid back to thighs in length, capes are used to cover the shoulders, often attaching via a broach or similar device at the shoulders. Capes may or may not have a hood.

SHAWL, a short piece of fabric, often knitted or crocheted, to cover the shoulders.

SARONG, a wide, long piece of fabric, particularly found in the Sea Realms, used to wrap the body and affixed using a broach of some sort at one or both shoulders.

ROBE, an open front, full length (often trailing along the ground) garment, typically worn by specialists as a uniform of sorts, and frequently featuring multiple pockets within the folds of the voluminous garment. Robes do not have hoods, and often are worn with cloaks – sometimes underneath them.

CAFTAN, longer than a Sarong, with a hole for the head, this broad piece of fabric is pulled over the head and then wrapped around the body, covering down to the knees and shins. Some catans have been known to have a hood attached. Caftans are worn mostly in Lyonese.

DRESSES

SHEATH, a Sheath dress is form fitted to the person, usually with extra fabric inside to enable later adjustments.

SHIFT, a shift dress is the most common form of dress, a single piece, pulled over the top, without shaping.

WRAP, A wrap dress is cut so it is open in the front, with wide, long sleeves. It is wrapped around the body and tied, often worn by the youthful with more than a little bit of exposure.

LACED, this is a dress that is laced, often up the front, sides, and back, though it can be in any combination, and frequently features some sort of closure as well as ties.

KIRTLES, an underdress, usually joined by an Apron or coveralls. Kirtles have wide straps that go over the shoulder, and often lace along the sides.

JACKETS

SHRUG, a short jacket that comes to the waist or slightly above it, and ties across the chest. May have sleeves of any length.

RIDING, a short jacket, usually just above the hips, that has a wide hood attached and is long sleeved, with wide sleeves that enable rain to drip away. Often waxed or otherwise treated to be rainproof.

WORKWEAR

APRON, A work garment that has a loop to go around the back of the neck, and ties in the back, covering the entire front of a person while they work, protecting their clothes.

COVERALL, a single piece combining trousers and vest, tying at the back of the neck or supported by straps over the shoulders. Used broadly in work that is very messy, made from thick, durable material.

PONCHO, a large piece of fabric with a hole in the center for the head, it drapes down to the waist or so. Made of lightweight material, it is worn mostly in hot and or humid climates, sometimes with nothing beneath it. A Serape is a working version of the same, made of a thicker, more durable fabric.

GOWNS

A gown is a formal garment that is cut in a feminine style, to enhance the shape and appearance of a woman. Gowns consist of five layers, starting with an underdress, then a midi-dress, then an overdress, then a jacket, and finally a wrap. They will often involve the wearing of girdles, corsets, petticoats, and stays. Gowns are exceptionally expensive, richly decorated, and made from light to heavy fabrics that are often more costly than some people's entire homes.

A typical Gown is worn to a highly formal event or for a similar occasion, and all gowns are fitted, often very precisely. A typical gown will take two to four months to fashion and are sewn in a manner that allows them to be adjusted over time and years. A wealthy woman may often only own a single gown in her lifetime, and will spend time adding to or removing decoration, embroidery, and accessories around it in order to give it a fresh appearance, some even going so far as to die a gown multiple times and have it resewn after.

Gowns are priced in Sovereigns and Crowns, never less.

SUITS

A suit is a formal garment cut in a masculine style, to enhance the shape and appearance of a man. It will include either breeches or trousers, a shirt, an overtunic, a vest, and a coat. Girdles are pretty much a requirement, as is a broad sash or belt. Shoulders are often accentuated, and the coat is considered the most important part of the whole, usually knee length with wide sleeves (though narrow sleeves are popular in Sibola).

A normal Suit will take six to eight weeks to make, is always fitted, and will be richly embroidered at each piece. Sleeves will often have lace ends, and hems will be dressed with metallic thread. Most men will have one Suit if they are moderately wealthy, and will rarely change it, preferring instead to add a new one.

Suits are priced in Sovereigns and Crowns but are rarely as expensive as Gowns or Swens are.

SWENS

A Swen is a formal garment cut in a style that is neither masculine nor feminine, to enhance the shape and appearance of a nonbinary person. Like suits and gowns, a swen is richly decorated and always pricey, as well as being fitted. Undergarments are required, and because of the variety of bodies, there is never a simple design. Swens are sometimes bought for folks who are not nonbinary, and one unusual aspect is that they are sometimes cheaper than gowns or suits, although they are also always priced in crowns and sovereigns.

ADVENTURER CLOTHING

Adventurers tend to prefer useful clothing that protects them and doesn't limit them, while allowing them movement. Most adventure clothing is custom made and designed. Some examples of it are:



CRITTER PARTS

There is one kind of item that many folks will speak about, but few will have the ability to acquire, and this is a major source of revenue for many. This is the gruesome and often disturbing trade in the parts and pieces of abominations, monstrosities, horrors, and other assorted creatures.

For example, Dragon's blood is often worth several Crowns – one year Akadia's entire tribute was derived from it. Troll bone is used to fashion hinges and flexible but strong tools. Beholder jelly is a potent tool for fashioning managements. The list is extensive and is talked about to a degree in Sheroo's Bestiary.

COMMON RESOURCES

One of the more interesting qualities to Wyrld is that there are a variety of very common staples and core resources that are located and shared via trade and extraction throughout the Bright Lands, and that are often the target of Dread Land efforts to obtain.

STAPLES

There are several staple crops that make up the bulk of the available foodstuffs on Wyrld. These crops do not always grow well across all regions, due to assorted mechanics, but are grown enough that they have an impact and are valuable trade goods.

Those mentioned are because of their value, importance, or impact. Agriculture within the Bright Lands has a complex structure to it that requires crop rotations, soil amending using composting, cultivation of particular crops both together and in a certain sequence. Nearly every farmer will have at least some strong idea of all of the plants mentioned here, and most will grow several of them over time, with a rotation on their fields that is different from the rotation in their neighbor fields. These rotations are tracked over long periods both by the farmers and by the local authority over them, and in some cases in Sibola can be traced back to before the formal founding of the city itself.

Almond	Apple	Apricot	Bamboo	Banana
Barley	Bean	Beetroot	Blueberry	Cabbage
Cacao	Carrot	Cassava	Celery	Cherry
Chick-Pea	Chicory	Citrus	Coconut	Coffee
Cucumber	Eggplant	Fava Bean	Fig	French Bean
Grape	Grapefruit	Groundout	Hops	Lentil
Lettuce	Lima Bean	Macadamia Nut	Maize	Mango
Melon	Millet	Mustard	Oats	Oil Palm

Okra	Olive	Onion	Orange	Papaya
Pea	Peach	Pear	Pepper/Chile	Pineapple
Pistachio	Plum	Potato	Potato	Radish
Rice	Rye	Sorghum	Soybean	Spinach
Squash	Sugar Cane	Sunflower	Sweet Potato	Tea
Teff	Tomato	Walnut	Wheat	Yam

CEREALS

Perhaps the single most important form of these trade staples are cereals. They form a significant chunk of all agricultural effort within the Bright Lands, and represent the most basic blocks of keeping people fed.

There are five principal grain crops, each of which has a long and often storied history in and of itself. Each of these crops, in turn, has between three and a dozen different strains, varieties, and lines that all trace back to the core five that are noted in historic documents saved from the Ancient Land.

TRITIA

The first of these is Tritia, which is used for a broad range of foodstuffs, but most notably bread. Hardy, comparatively easy to grow, Tritia has the position of pride as the major grain. It is used for bread, noodles, porridge, and more.

BAYKERN

The second one is Baykern. The oldest available records suggest that it is two things, but our actual knowledge of it shows it is just one. It produces larger kernels than Tritia's finer style but has both a sweetness and a richness that triticale often lacks – however it does not make great bread. It is used in several different ways, including soups, roasted (it pops with an earthy scent), boiled, and ground for assorted flatbreads. It is also used as additional stock feed, in addition to the falfal and hay. Of note is that a single War Ration always includes Baykern. The grains are round, large, and grow in tight clumps within a sheath that must be peeled back.

RYCE

The next one is Ryce. Large grains, almost seedlike, that are used in much the same way as Tritia is, but with a sweetness and a lightness. It also does not form a strong dough, but flours from it blend well with the other two mentioned previously. Ryce is usually a light brown in color, and is often eaten just as it is, steamed.

MILGHA

The fourth staple is Milgha, which grows like a grass to a height of around five feet, with each stalk topped by a massive forearm length cluster of small, hexagonal seeds that birds absolutely love but that is also extremely valuable and tasty. Milgha has some fifteen different varieties, bred over the years for different locations, and Qiviran Milgha is considered the richest, sweetest of all (often simply roasted lightly and then snacked on with a bit of salt).

SOYA

The fifth staple is called Soya and forms small pea-like pods within which are five to seven small beans per pod. These are used in a variety of ways, even fermented, and used as an additive (soya juice) or treated to make a fine paste that is often mixed with dried fish to make a portable soup stock. Antelle says that she misses “the real thing” and claims that Soya is a hybrid plant between something called korn and a plant much like what we have, called soibein.

TUBERS

There are many plants that are grown for their tubers, corms, or roots. They are, like cereals, consumed during nearly every meal, and fill many different purposes.

TATERS

Taters are the most common of them, with a stunning 60 different kinds that have different growing needs and ultimately work together for a year-round yield while also functioning to help balance and stabilize the soils.

KASIV

Kasiv is the second most common, and the one most often used for feedstock. Kasiv is often said to be bland and is one of the most common of the forms also founding the wild. It is a shallow, semispherical tuber, usually a gold with purple stripes, and grows a cluster of tall, broad leaves (usually a handspan in size) that reach about two and half feet to three feet high. A single tuber can be well over a foot in diameter at the widest part, with a rind or skin that is usually durable but not thick. They are peeled and then treated. Antelle calls them Turnavas.

YAM

The third major Tuber is the Yam. Many varieties, all of them are very sweet, and frequently are simply roasted on their own and then eaten. They grow in clumps beneath a small plant that has striking purple flowers when it prepares to go dormant for the season. The last major tuber grown is called Taroe. It is similar to Yams, but not as sweet.

KATHEN

It is said that in the Dread Lands, there is a root called Kathen that is a major focus and serves as the principal crop for Agarthans and is used to feed slaves. In Akadia, they call it Bloodroot, because it requires blood to germinate properly, and it must be freshly spilled, and usually more than a person can spare.

BERRIES

The next major agricultural crop is sometimes called the largest, most important one. Berries are grown to serve an incredible array of purposes. Antelle says that all the Berries were intentional, that the Powers That Be chose and created them.

Wyrld Berries can range from the fingertip sized ones to ones as large as two fists held together. Berries generally have a thin outer rind, a core, with seeds in each berry, ranging from 3 to 5 seeds per.

The plants themselves come in a huge variety of shapes and growth patterns, but the berries are always found growing in clusters of 15 to 50 small fruits. They grow year-round, adapting to all climates, and are found pretty much everywhere on the planet.

Paria tells a tale of how Berries were once many different kinds of plants and made to work more efficiently for the peoples of the world. Some used to grow on trees, with huge single pits, all green throughout, and people would take the flesh of the berry and spread it on toast.

Antelle says that it was intended that a balanced meal, meaning a meal that would truly help keep someone healthy and taste good, would be comprised of a cereal, a tuber or vejei, a few berries, and sometimes meat from the herds.

OTHER CROPS

Other key crops are well known, but more restricted in where they can be grown. Stonefruit, Appas, Vadoes, Berries of different sorts, Seedfruit, Leaffruit of course are all there.

Coffee is grown mostly in the mountain areas, and tea can be found in many different locations, with different strains of the plant producing different flavors that are then changed again by soil conditions.

Cereals are, of course, used heavily in the brewing of beer in homes, but there are Graphez which grow on enormous vines and form large clusters of berries that are often used in making wine and other beverages.

According to Antelle, the Powers That Be selected the edible plants that the world would possess, then seeded the whole planet with all the possibilities, having made sure the plants would work not only for the planet, but with each other, and be good and healthy for people.

There are no edible plants that have any kind of risk associated with eating them.

The most common “group” of plants are Berries, like Tomatoes, followed by Stalks and then Vejees, which are flowers that are eaten.

LIVESTOCK

It is hard to address staple foods within the Bright Lands without including the three kinds of livestock usually found in great numbers. Legend says they came with the Powers That Be, and it is more than one who occasionally mutters about changes. Chicory is famous for her complaints about the livestock.

COMMON STAPLE MEATS INCLUDE:

Beef	Dormice	Mutton	Capybara	Elk
Pork	Chicken	Fish	Rabbit	Deer
Goat	Shellfish			

CHEESES: Cow, Goat, Sheep, Aruk, Weg.

The three forms of livestock all have a multiplicity of importance. Although there are such wild animals as boars, deer, horses and more, it is these three that are tamed – Antelle says domesticated – and that exist to serve people.

ARUKS

Aruks are large ruminants that survive on feedstock or graze the grasslands of the world. They provide milk, leather, meat, haul carts, pull plows, wool, and more. Standing about four feet high at the top of their shoulders, with broad heads capped by round tipped horns that grow down, they are huge animals that weigh several hundred pounds each. Shearing season is early autumn, and a typical Aruk will provide around 100 pounds of stiff wool that is prized for the lanolin that is in each fiber.

Milking Aruks are far more common, and the black and white patterns that are both part of their hides and match exactly the colors of their wool are often used to suggest something that is related to them. Most small families will have an Aruk as one of the most important provisions, especially when children are present, as the milk is easily tolerated and makes outstanding cheese and butter.

Aruks in mating season have a temper, however.

FESAN

Fesan are a kind of large bird, usually weighing as much as 40 pounds when full grown. They can fly, but usually not higher than a couple stories, never fast, and not for long. The record for distance for a Fesan is something along the lines of 120 yards. Fesan are brown, gray, and black in plumage, with hints of white. They have extremely strong upper leg muscles that they use to drive themselves into flight and stand two to three feet tall at the top of their head (taller for hens, shorter for cockerels).

Fesan have three layers of feathers that are shockingly easy to lose, and they grow rapidly and constantly so that they have to be groomed frequently. They do very poorly when caged, dying fast. They lay 3 to 7 eggs every three days, with any given group of ten hens laying eggs on different days. Eggs are about four inches tall, and one egg is enough for most people. The eggs have a yolk, a white, and a cren (like a secondary yolk for feeding an embryo), Cockerels are males and known to respond to the rising sun with a cry every day as a way to mark their territory, and they are territorial, each cockerel having 10 to 20 hens in a harem. The eggs are typically speckled, multicolored in browns, blues, whites, and yellows,

Fesan are seed and feedstock eaters, usually cereals, but can eat grains that people cannot and adore falfal seeds as well as millen (a feedstock grain).

WEGS

Wegs are a large, omnivorous, hoofed animal with a thick, bristly fur and extremely well-developed sense of smell. A fully grown adult Weg can weigh as much as 1500 pounds, stand three and a half feet tall, with strong teeth and powerful jaws set in a short snout, stretching out as long as five feet. They have long, curly tails that

indicate their overall mood. Bacon is made from them, and their rendered fat is used in cooking alongside oilberry oil. Their meat is much lighter in color compared to the dark red of Aruk but is still deeper colored and far fattier than that of Fesen. Wegs will eat anything. Including people – but tend to want to eat at very specific times and they eat a large amount. They are often used to dispose of garden scraps, food scraps, and more. All of these livestock are friendly to humans and comprise the majority of livestock. There are some small places that keep goats, fowl, and other animals, but they tend to be more specialized, and these are what is seen most commonly.

MINERALS

Wyrld has many metals and minerals that are of value.

MOST COMMON METALS

Aluminum	Antimony	Arsenic	Copper	Gold
Iron	Lead	Nickel	Silver	Tin
Titanium	Zinc	Chrome	Cadmium	Vanadium

There are five alloys that each combine five of the above in equal parts.

OTHER KEY MINERALS

Limestone	Ash	Coal	Chalk	Bitumen
Gypsum	Oyster Shells	Clay	Magnesium	Phosphorous

At some point in its past, Wyrld has an immense amount of mollusk and related sea life, several thousand times the size of that place from which current ones came, and it is common to find their remnants pretty much anywhere. Imps are known to favor them and can be bought off by offering them.

Artisans from the Mason's Guild in Lyonese are said to be engaged in some strange new effort around the use of certain clays, limestone, lye, volcanic ash, chalk, and coal that involves burning rocks.

BITUMEN

Used for waterproofing (scabbards, armor plates, clothing, fabric, etc.), shipbuilding, building and construction adhesive, embalming, mosquito repellent, lining cisterns, varnish, ink, paint, patent leather, and more.

BLUEGLEAM

Sought by the Syndicates in Dorado, Bluegleam is of high value.

Like its similar cousin, this only appeared after the God's War, and is a highly prized, very rare material found in the general wilds. Crystalline and flexible, it grows to about two feet long in small clumps, a fully formed crystal being for inches in diameter. Note that it reacts poorly with diamond and is very durable.

ELECTRUM

Of the two gold mines outside of Qivira, the Arcadian mines include electrum as a naturally occurring alloy of gold and silver within the dedicated mines being one of the more common ores available on Wyrld.

GREENSCHINE

A strange crystalline substance that has faint glowing properties (about 3 feet in a dim light around it), greenschine is used to alloy metals, improve health, provide for magical rites, and generally improve things. It is found in the wild and has great value. Crystals grow up to two feet long, with a diameter of about four inches. It is rumored to be a part of the birth of magic in Wyrld. It reacts poorly with diamond. The Skywards are always interested in finds of greenschine, but, like the Posse of Eld, never really explain why.

STARSTONE

Another crystalline material, Starstone is sought after by many smiths and wrights because it is used in the making of both Vitredur and Crystalium, which are extremely valuable and often used materials loved for their durability. Starstone has a strange dark color in its natural form, with tiny, bright specks of white, yellow, blue, red, and green throughout the dark mass – hence the name: it looks like stars within the night sky.

PRECIOUS STONES

There are not nearly as many kinds of precious stones on Wyrld as one might expect – not all stones are as valued here. The following table shows the particular stones (all of which can come in a variety of colors) that are given additional value and are sought after and sought for.

An exception, of course, is Pearls. Pearls are extremely valuable – even more so if they are Giant Pearls, for they can be used to fashion all manner of magical devices. Giant Pearls, however, come from Giant Oysters and their close kin, and their close kin can be, well, a bit hesitant about releasing their pearls. One might even say deadly. Of note is that while Giant Abalone shell is liked, it is not considered a precious stone – it is more a valuable mineral and while used in jewelry, has other value (such as serving places for Triton homes).

METALS

ALUMINUM

One of the more abundant resources, and the primary metal resources of Aztlan, aluminum is more widely used here, often alloyed with titanium or other hard metal (but very rarely iron). It surprises some of the Powers that titanium is worked with here, but when you have magic involved, the creation of malleability is much easier.

BRASS & BRONZE

Iron being a comparatively rare thing, the ability to create alternative alloys and materials is of immense importance. **BRASS** and **BRONZE** are often used and tend to be a standard structure. They are slightly lighter and stronger, some incarnates have said, in comparison to where they came from.

These are mined on Wyrld, coming mostly from Durango and its broad open face mines. Brass is mined and smelted pretty much as is, but sometimes separated into its components. Bronze is a unique and light metal here, mined as it is. Brass shines brightly, and is composed of copper, zinc, titanium, and tin. Bronze is copper, nickel, tin, phosphorous, and silicone.

COPPER

Copper is a valuable metal used for several things, all of them pricey. The most common way that people will see it is in the form of coinage or Bars. Bars are pure, coins are alloyed, usually with electrum. Qivira's mint mines much of this and the mines of Qivira are well known for their production of not just copper, but also gold and platinum.

GOLD

There are five mines, three of which are in Qivira, for gold. Considered the most noble of metals, it is a malleable, magically reactive metal available in coinage and bars.

IRON

Iron is rare on Wyrld, seemingly as a whole. As a result, it is often alloyed with assorted other metals and refined in surprisingly complex ways. It is believed that the alloys are critical for it to reduce the impact on magic. Wyrld has a shortage of iron of a quality decent enough to make anything. Nearly all the steel and silver in weapons and gear found today is patched and reused or derived from recycled materials. The mines continue to dig for it, so the supply is increasing, but the sources are rarer and more difficult to find. Often, people will dig in ruins and abandoned places for it – scrap iron has high value.

Fae and Fell creatures are commonly allergic to unalloyed iron, to the point that it causes them greater pain and poisons them. The specific kind is called Cold Iron, which is forged without being smelted, from raw ore, the impurities beaten out of it. Extremely expensive. Steel hurts more but isn't poisonous. Cold Iron does not keep an edge well, rusts easily, and needs frequent repairs. As a result, it is usually confined to manacles, daggers, and arrowheads.

The most well-known source of iron is found in the mines of Lyonese, which is also where the artisans are said to produce the finest weapons and best steel. However, they tend to export most of it through the Miner's guild, and so the supply of this steel is still rare and considered to be unique.

One odd thing is that the Smiths of Qivira make a very potent form of steel called "teal iron" and guard the secret of its make closely; as of last known count, only three people knew the secret of it. It is believed to be a highly advanced alloy, incorporating both Bluegleam and greenschine into it.

PLATINUM

Used exclusively for coins, platinum is considered the property of the Empire, and tribute must be delivered in this form. All the cities have mines for it, and these shipments inevitably make their way to Qivira for use in the Mint.

SILVER

The primary source for Silver is Dorado.

VITREDUR

This is a composite substance, a form of flexible ceramic that is able to take an extremely fine edge and require little upkeep or be used in plates that are set within different garments to add protection. It is a strange and useful material, used by those in Qivira to make many things, including strips used in armor. As a ceramic, it goes through a process of curing but once cooled and finished, polished, and edged, the thing it is most famous for is how it is used in making deadly weapons that can outlast anything else.

STEELGLASS

Antilian merchants have been finding a market for the peculiar material they are famous for creating. It is a transparent, clear material that looks like glass, and yet is as hard as steel and takes an edge like vitredur. It looks like glass, and rumor says that the wealthiest of Antilian leadership can be found sporting armor of it. This is striking, because one thing remains true about Steelglass – it is heavier than and less flexible than steel.

DAENGELD

A peculiar metal found growing in a crystalline pattern, it is brittle when discovered, easily turned into a powder, but when smelted becomes an extremely strong, magically potent metal. The dust is used in wand making and rituals, and the metal has occasionally been forged into startling forms and uses. It is unknown where it comes from, but it is something that the Posse of Eld is always on the lookout for, without ever saying why.

CRYSTALIUM

Another material made using the highly sought after combinations of [SKYSTONE](#) and certain metals, it is stronger than the steel that is hard to find, and difficult to fashion. It is a slightly transparent material, and warms rapidly to the body, so it liked for armor, and is sometimes called rainbow hued, because the surface reflects in many different colors, like a rainbow.

WHITESHINE

A more common stronger metal is called [WHITESHINE](#), crafted through a process that the folks in Lyonese keep as quiet and to themselves as the farmers of Aztlan, the Skywards in Akadia, the Posse of Rails in Dorado, and the Syndicate does about their carriages in Dorado. It is, by all accounts, very hard to make. It uses a blend of

Nickel and other metals. It gains its name from the white appearance of the metal, that can be polished to a luster.

An odd feature of it is that once it is alloyed, it never unalloys.

TEALIRON

A material very much like steel that does use iron among its parts, it is the special creation of Qiviran specialists. It is a teal-colored metal, somewhat less flexible than steel, but durable and light. Like Glassteel, it is still exceedingly rare in the larger markets.

MAGICAL MATERIALS

There are certain materials on Wyrld that are often used to support, improve, store, and influence magic and the effects of magic. As a result, it should be noted that the value of these materials is exceptionally high. A small ring with but a chip of Orikal might cost several thousand shillings. A Calcifer may be worth hundreds of crowns or sovereigns.

SKYSTONE

A pearlescent crystalline stone with metallic properties that glows with an internal light. Mined in Sibola, it is a widely sought after stone because it allows for light without heat and does not seem to scar like Radiant light (such as the Sun) can cause.

The veins also are home to a species of snake-like entity, that can and will defend the ore. The veins move. Typically, it is shaped into crystals, polished and honed, faceted to provide light. A tiny fragment of it, about the same size as a candle flame burning on a wick, casts around 3 times the light of a single candle (3 candlepower, or around 36 lumens).

It should be noted that skystone also comes from meteors, and is often intertwined with meteoric iron, to which it can bond in some circumstances, used to make a very fine, extremely durable, and extremely flexible, glowing form of steel called Katanis.

Skystones are traded broadly and are one of the major light sources among the wealthy. The light of a Skystone never goes out, you see. They can be inherited and passed down among families.

GAULAUN

This is a gray, sand-like mineral, the tiny grains of which constantly move as if impelled by some living force. It is thought to be found in Durango's Sand Sea. When a small amount of gaulaun is burned *and* directed by the correct spells (such as the hypothesized *Mechanical Engine*), it can provide significant motive force capable of powering magical machinery.

ORIKAL

An exceptionally heavy, hard, impervious, pinkish or reddish crystalline metal with the unusual property of being able to absorb and store all kinds of magic. Many mages wear Orikal jewelry. A one-inch cube of the material is said to weigh 1 pound.

The most prized metal on Wyrld, it is found primarily in Lyonese with a deposit known to be somewhere in Arcadia. It is very reactive magically, and much sought after, particularly by Mages who use weapons. It is a very rare metal, with the unusual property of being able to absorb and store all kinds of mana. Many folks wear jewelry made of Orikal and use it to contain bits and pieces of their power that they could use when needed. However, Orikal not only absorbs the magic—it hungers for it, as though the metal was hollow and eager, aching even, for power to fill it up and make it whole. You can feel the desire for more magic, for more power when using it.

It is said that the extremely rare and expensive metal has the capacity to absorb magic, to store it for use when needed, enabling it to become a kind of magical battery over time.

It is often said that this is deeper than it seems -- that Orikal not only absorbs the magic, it hungers for it, as though the metal was hollow and eager, aching even, for magical power to fill it up and make it whole; some claim that they can sense this, can feel it, as an active desire on the part of the metal.

Once it is properly smelted, it can be used to store raw magical power. One Grain (0.5 grams) of it typically can take in a bit of mana each day and be available afterwards.

If the prepared metal absorbs too much mana, it melts, losing all the stored Mana, and it is the application of too much magic that causes it to melt and be able to be shaped. Melted Orikal does not have heat – it remains temperature neutral, but it is said that contact with it can drain a caster in a moment of their mana.

Orikal bonds readily and easily with assorted woods such as Rowan, Oak, Willow, Hazel, Hawthorn, and Ash, and becomes almost impossible to separate from them (one must burn the wood). For this reason, it is often used in rods, wands, staves, and similar items. Note that it must be bonded to something else in order to be ingrained or imbued. Otherwise, it just absorbs the mana.

Orikal can bond to starwood, and doing so creates a dangerous tool that not only dispels magic, it draws the mana out of the person holding it. This is often used in cuffs or collars to restrain Mages. Nulls lose their resistance when in contact.

It is found in small clusters of crystals in many different places, and legend says that there is a flowing pool of it near one of the places where magic erupted into the world, and that this pool keeps the magic in check.

STARWOOD

A tree that strongly resembles bamboo and grows in much the same way and the same places that has a startling property: it dispels magic. It is often treated much like bamboo and used to create a kind of woven material that is light, strong, and flexible. It is used in the creation of certain kinds of armor.

It is illegal to bring starwood into or possess it within Akadia.

CALCIFERS

Calcifers are strange crystals that are unpredictable in where they are found or how many or how effective they are, but one thing is said about all of them: they are solid magic. Different calcifers may contain the stored capacity for different kinds of magic. Most of the crown jewels of the assorted Realms contain at least one calcifer among them, and the imperial Crown Jewels are known to include five different ones that enable their use no matter what the affinity of the Emperor may be.

Calcifers grow smaller when they are tapped or drawn from. They have a known limit, and this makes them very difficult to set into jewelry, so will often be set up so that they can be tapped without being lost (such as in a globe).

Calcifers, however, are, like magic, sentient. And they will often have their own plans, purposes, ideas, and needs that are often detrimental to those who use them.

Calcifers were used in the creation of all the great Legendary Weapons. A calcifer can be melted into and combined with other materials, but it requires mastery of one's craft to do it, as well as significant study into the nature of and qualities of this kind of work.

It is said that the use of a calcifer can enable a single person to perform any ritual.

COMMON PRICES

The following list of Merchant types and items is not complete but gives a general starting point for overall value of goods and services available.

Not every hamlet, village, or town will have everything on the following lists available – that will depend on the merchants and craftsmen who frequent the area or live in it.

Prices for goods are typically recorded on Wyrld in shillings and pence, sometimes in bits and bucks. Most people are shocked to ever see a quid or eagle, and while it is rare to see a farthing or florin, they are around.

The following gear and equipment prices reflect access available to characters through all means necessary short of theft. These prices are not reflective of the prices in the world itself, during game play – they are only prices for initial purchase. In game play, prices can vary from place to place, from cheaper to more expensive, according to quality and make, and is determined at the time you walk into the particular shop by the DM.

These prices are for Novice level equipment. For each stage above that (Yeoman, Adept, master, Grand master) add the price again (so a Grandmaster is 5 times the price shown).

Gear can break, wear out, be lost, be stolen, and all of it weighs something. Especially coins. Most people don't carry a lot of them around and Yuzuras charge a fee for changing one coin to another. There are also Banks you can store your funds in, but interest on Wyrld is always simple, never compounded.

Not every hamlet, village, or town will have everything on the following lists available – that will depend on the merchants and craftsmen who frequent the area or live in it.

LIFESTYLE EXPENSES

Lifestyle	Price/Day	Lifestyle	Price/Day
Wretched / Indentured	8 sp	Comfortable / Merchantry	245 sp
Squalid / Impoverished	15 sp	Wealthy / Gentry	450 sp
Poor / Peasantry	75 sp	Aristocratic / Patrons	2,250 sp
Modest / Tradesfolk	120 sp	Noble / Nobility	4,125 sp

HOUSING & MEALS, PER DAY

Lifestyle	Meals	Lodging	Lifestyle	Meals	Lodging
Wretched / Indentured	2 sp	3 sp	Comfortable / Merchantry	50 sp	65 sp
Squalid / Impoverished	3 sp	7 sp	Wealthy / Gentry	70 sp	125 sp
Poor / Peasantry	20 sp	30 sp	Aristocratic / Patrons	200 sp	250 sp
Modest / Tradesfolk	30 sp	50 sp	Noble / Nobility	350 sp	500 sp

TRAVEL SERVICES

Service	Fee	Notes	Service	Pay Per Mile	Notes
Road Toll	1 cp	To use road, every 30 miles	Airship passage	10 sp	Next City, Servant
Gate Fee, City	5 sp	To enter City	Airship passage	20 sp	Next City, Patron
Gate Fee, Town	3 sp	To enter Town	Train passage	10 sp	Main Car
Village Fee	1 sp	To enter Village	Train passage	30 sp	Shared Cabin
Hamlet Fee	3 cp	To enter Hamlet	Train passage	50 sp	Sleeping Cabin
Messenger	1 sp	Non-guild, per mile	Ship's passage	11 sp	Steerage
Messenger	3 sp	Guild, per mile	Ship's passage	13 sp	Shared Cabin
Courier	20 sp	Non-Guild, per mile	Ship's passage	15 sp	Single Cabin
Courier	20 sp	Guild, per mile	Stage Coach	2 sp*	Per Stop
			Coach cab	5 cp *	Per Stop

TYPICAL STAFFING

Staff Role	Cost Per Month	Notes	Staff Role	Cost Per Month	Notes
Laborer	1000 sp	Unskilled	Castellan	3000 sp	
Laborer	1500 sp	Skilled	Head Maid	2600 sp	
Hireling	1000 sp	Unskilled	Head Butler	2600 sp	
Hireling	1500 sp	Skilled	Maid	1800 sp	
Artisan	1200 sp	Non-Guild	Butler	1800 sp	
Artisan	1800 sp	Guild	Valet	2000 sp	
Tradesman	1500 sp	Non-Guild	Chambermaid	2000 sp	
Tradesman	2400 sp	Guild	Maidservant	1500 sp	
Guard	2100 sp	Non-Guild	Manservant	1500 sp	
Guard	2600 sp	Guild	House Staff	1100 sp	Untrained

TYPICAL SERVICES

Provision	Cost Per Use	Notes	Provision	Cost Per Use	Notes
Appraisal	250 sp	Non-Guild	Physic	75 sp	Non-Guild
Appraisal	350 sp	Guild	Physic	125 sp	Guild
Identification	250 sp	Non-Guild	Sage	300 sp	Non-Guild
Identification	350 sp	Guild	Sage	500 sp	Guild
Feed, per animal	7 sp	Per Day	Oracle	300 sp	
Stabling, per animal	3 sp	Per Day	Hauler, per load	3 sp	Per Day
Driver, per shift	4 sp	Per Day	Handler, per team	2 sp	Per Day

ASSORTED GEAR

Item	Cost	Weight	Notes	Item	Cost	Weight	Notes
Ladder	1 sp	25 lbs.	10 foot	Ram, portable	4 sp	35 lbs.	For Doors, not gates
Shovel	2 sp	5 lbs.		Grappling hook	2 sp	4 lbs.	
Pole	.5 sp	7 lbs.	10-foot	Collapsing Pole	25 sp	15 lbs.	10 foot

ADAPTIVE AIDS

Item	Cost	Weight	Notes
Delving Chair	80 sp	15 lbs.	narrow, light wheelchair for tight spaces, not folding
Combat Wheelchair	500 sp	20 lbs.	https://drive.google.com/drive/folders/1KVV9HvoQDPB6iWbVY6RVi13S3W3bGuy
Arm Weapon	100 sp	5 lbs.	Club, short sword, hand axe, or hand crossbow
Leg Weapon	100 sp	8 lbs.	Short sword or spear
Eyeglasses	75 sp	1/10 lb	
Spyglass	125 sp	2 lbs.	
Hourglass	50 sp	2 lbs.	

MONGERY / STALLS

These are all items typically found only among common stalls in a marketplace.

Item	Cost	Weight	Notes	Item	Cost	Weight	Notes
Mirror, steel	5 sp	0.5 lbs.		Half Mask	15 sp	0.25 lbs.	
Bedroll	1 sp	7 lbs.		Full Mask	20 sp	0.25 lbs.	
Blanket	5 sp	3 lbs.		Quarter Mask	10 sp	0.25 lbs.	
Tinderbox	.25 sp	.25 lbs.		Dice set	1 sp	.1 lbs.	
Pot, iron	4 sp	10 lbs.		Kress set	15 sp	0.5 lbs.	
Pan, Iron	2 sp	5 lbs.		Playing card set	5 sp	.15 lbs.	
Griddle, Iron	2 sp	3 lbs.		Domoe Set	1 sp	0.5 lbs.	

Item	Cost	Weight	Notes	Item	Cost	Weight	Notes
Towel	1 sp	1.5 lbs.		Grand Games	.1 sp	--	Base Entry
Torches	1 sp	3 lbs.	3 torches	Grand Games	10 sp	--	Common Entry
Festival Treat	.1 sp	.1 lbs.		Grand Games	100 sp	--	Box Entry
Holiday Treat	.1 sp	.1 lbs.		Grand Games	500 sp	--	Noble Entry
Winter Treat	.1 sp	.1 lbs.		Clothing Bells	5 sp	.5 lbs.	6 tiny bells
Autumn Treat	.1 sp	.1 lbs.		Hand Bell	2 sp	.5 lbs.	
Summer Treat	.1 sp	.1 lbs.		Bottle, glass	2 sp	2 lbs.	
Spring Treat	.1 sp	.1 lbs.		Vial, Empty	1 sp	.1 lbs.	
				Perfume (vial)	20 sp	.15 lbs.	5 uses

PEASANTRY

Item	Cost	Weight	Notes	Item	Cost	Weight	Notes
Fishing Tackle	5 sp	4 lbs.	assorted lures	Hunting Trap	5 sp	5 lbs.	
Fishing Rod	1 sp	3 lbs.		Hunting Snare	1 sp	3 lbs.	
Fishing Net	3 sp	5 lbs.		Farmer's Tools	2 sp	5 lbs.	per tool
				Shovel	2 sp	5 lbs.	
				Pitchfork	2 sp	5 lbs.	

BASINER / CASKER

Item	Cost	Weight	Notes	Item	Cost	Weight	Notes
Small Chest	5 sp	15 lbs.	4"w / 2"h / 2"d	Cask, Mercantile	2 sp	10 lbs.	Empty
Pack Chest	10 sp	5 lbs.	8"w / 4"h / 4"d	Pack	15 sp	1 lbs.	Empty, shipping
Cart Chest	15 sp	25 lbs.	24"w / 12"h / 12"d	Bushel	20 sp	3 lbs.	Empty, shipping
Wagon Chest	20 sp	50 lbs.	36"w / 24"h / 18"d	Vat	25 sp	5 lbs.	Empty, shipping
Room Chest	25 sp	75 lbs.	48"w / 24"h / 24"d	Barrel	30 sp	10 lbs.	Empty, shipping
Basket, Woven	1 sp	1 lbs.	Woven Bamboo	Butt	35 sp	20 lbs.	Empty, shipping
Basket	1 sp	2 lbs.	Woven Straw	Shead	40 sp	30 lbs.	Empty, shipping
Basket	1 sp	1 lbs.	Woven Reed	Drum	45 sp	40 lbs.	Empty, shipping
Trunk	35 sp	100 lbs.	5'w / 3'h / 3'd	Crate	50 sp	50 lbs.	Empty, shipping

BOOKERY / SCRIBERY

Item	Cost	Weight	Notes	Item	Cost	Weight	Notes
Book, Ledger	25 sp	2.5 lbs.	Blank Book	Abacus	2 sp	2 lbs.	
Magnifying Glass	100 sp	0.1 lbs.		Ink	10 sp	-	Single Phial
Spellbook, Travel	50 sp	1 lbs.	Prepared, Empty	Ink Pen	2 sp	-	
Spellbook (Grimoire)	50 sp	3 lbs.	Prepared, Empty	Paper	2 sp	-	Single Sheet
Spellbook (Nomicon)	50 sp	3 lbs.	Prepared, Empty	Parchment	1 sp	-	Single Sheet
Spellbook (Apocrypha)	50 sp	3 lbs.	Prepared, Empty	Book, Topic	20 sp	3 lbs.	Single Topic
Spellbook (Picatrix)	50 sp	3 lbs.	Prepared, Empty	Ink	15 sp	.3 lbs.	Single Stick

DOMESTICATED BEASTS

Animal	Cost	Weight	Notes	Animal	Cost	Weight	Notes
Chicken		10 lbs.		Pig		400 lbs.	
Sheep		250 lbs.		Aruk		2500 lbs.	
Cow		2500 lbs.		Fesan		25 lbs.	
Goat		275 lbs.		Weg		500 lbs.	
Ox		3000 lbs.		Goat, Milking		70 lbs.	

CHANDLER / COOPER

Item	Cost	Weight	Notes	Item	Cost	Weight	Notes
Candle	2 cp	.1 lbs.	4 hours	Backpack	2 sp	5 lbs.	
Chalk	1 cp	--	1 stick, white	Waterskin	2 sp	5.25 lbs.	.25 lb when empty
Sealing wax	5 cp	.1 lbs.	1 stick, 25 uses	Pouch	25 sp	1 lbs. lbs.	
Torch	1 cp	1 lbs.	1 torch	Bag	1 sp	.25 lbs.	
Soap	2 Bits	0.1 lbs.	1 bar	Sack	2 sp	.5 lbs.	
Case, scroll	1 sp	.3 lbs.		Purse	1 sp	.25 lbs.	
Case, map	2 sp	.3 lbs.					

FARRIER / SMITH

Item	Cost	Weight	Notes	Item	Cost	Weight	Notes
Chain	5 sp	10 lbs.	10'	Whetstone	.1 sp	1 lbs.	
Piton	1 sp	.25 lbs.		Tinderbox	.1 sp	1 lbs.	
Grappling Hook	2 sp	4 lbs.		Honing Tools	1 sp	1 lbs.	
Shovel	2 sp	5 lbs.		Warming Pan	sp	2 lbs.	
Spikes, Iron	1 sp	5 lbs.	10 spikes	Bell, hand	1 sp	.3 lbs.	
Bucket	.5 sp	2 lbs.		Mending Kit	.3 sp	.5 lbs.	
Pick, miner's	2 sp	10 lbs.		Travel Anvil	10 sp	25 lbs.	
Crowbar	2 sp	5 lbs.		Block and tackle	1 sp	5 lbs.	
Hammer, builders	1 sp	3 lbs.					
Hammer, sledge	2 sp	10 lbs.					

PHYSIC / HEALER / MIDWIFE

Item	Cost	Weight	Notes	Item	Cost	Weight	Notes
Healer's Draught, I	50 sp	.25 lbs.	Lesser, 1 Use, 2 hp	Flowbane	4 sp	0.1 lbs.	1 Use, Dram
Healer's Draught, II	100 sp	.25 lbs.	Common, 1 Use, 4 hp	Notnow	5 sp	0.1 lbs.	1 Use, Dram
Healer's Draught, III	150 sp	.25 lbs.	Greater, 1 Use, 6 hp	Padding	2 sp	.25 lbs.	7 Days
Antidote	23 sp	.25 lbs.	1 use, mineral cure	Flowease	1 sp	0.1 lbs.	1 Use, Dram
Antifungal	20 sp	.25 lbs.	1 use, fungal cure	Babenod	1 cp	0.1 lbs.	1 Use, Dram
Antitoxin	25 sp	.25 lbs.	1 use, poison cure	Kolikhush	1 cp	0.1 lbs.	1 Use, Dram
Antivenom	25 sp	.25 lbs.	1 use, venom cure	Stump Cap	sp	.25 lbs.	Copper or brass
Antibiotic	30 sp	.25 lbs.	1 use, parasite cure	Hand Hook	5 sp	3 lbs.	Wood
Antiviral	15 sp	.25 lbs.	1 use, sickness cure	False Hand	20sp	7 lbs.	Articulated Wood
Wound Treatment	50 sp	--	treatment, 1 hp	False Arm	35sp	10 lbs.	Articulated Wood
Healer's Kit	10 sp	1.5 lbs.	7 uses	False Foot	10 sp	7 lbs.	Articulated Wood
Poultice	33 sp	.25 lbs.	Single use, 1 hp	Peg Leg	5 sp	10 lbs.	Wood
Wrap	50 sp	.25 lbs.	Single use, 2 hp	False Leg	20sp	10 lbs.	Articulated Wood

CLOTHIER

EVENT CLOTHING: Price *3, Weight*2, **COLD WEATHER CLOTHING:** Price*4, Weight*2.

Item	Cost	Weight	Notes	Item	Cost	Weight	Notes
Chemise	5 sp	.5 lbs.		Blouse	10 sp	1 lbs.	
Camisole	7 sp	.5 lbs.		Shirt	10 sp	1 lbs.	
Bloomers	2 sp	.5 lbs.		Vest	15 sp	1 lbs.	
Petticoats	7 sp	3 lbs.		Tunic	5 sp	2 lbs.	
Corsets	20 sp	2 lbs.		Sweater	7 sp	2 lbs.	
Stays	10 sp	.5 lbs.		Waistcoat	25 sp	3 lbs.	
Binder	7 sp	.5 lbs.		Doublet	20 sp	2 lbs.	
Girdles	12 sp	2 lbs.		Jerkin	10 sp	1 lbs.	
Skirt, Sheath	10 sp	1 lbs.		Shorts	10 sp	1 lbs.	
Skirt, Wide	10 sp	2 lbs.		Breeches	10 sp	1 lbs.	

Item	Cost	Weight	Notes	Item	Cost	Weight	Notes
Kilts	12 sp	2 lbs.		Trousers	12 sp	2 lbs.	
Dusters	30 sp	4 lbs.		Pants	13 sp	2 lbs.	
Sea Coats	35 sp	4 lbs.		Tights	10 sp	1 lbs.	
War Coats	35 sp	5 lbs.		Culottes	12 sp	1 lbs.	
Envoy Coats	30 sp	3 lbs.		Skirt, Fitted	10 sp	2 lbs.	
Surcoats	25 sp	3 lbs.		Coverall	10 sp	2 lbs.	
Cloak	20 sp	3 lbs.		Poncho	15 sp	3 lbs.	
Cape	12 sp	2 lbs.		Caftan	15 sp	2 lbs.	
Shawl	10 sp	1 lbs.		Dress, Sheath	20 sp	3 lbs.	
Sarong	15 sp	2 lbs.		Dress, Shift	10 sp	3 lbs.	
Robe	15 sp	3 lbs.		Dress, Wrap	20 sp	3 lbs.	
Full Gown Set	2,000 sp	20 lbs.	Complete	Dress, Laced	25 sp	3 lbs.	
Full Swen Set	2,000 sp	18 lbs.	Complete	Shrug	10 sp	½ lbs.	
Full Suit Set	2,000 sp	15 lbs.	Complete	Kirtle	10 sp	2 lbs.	

COBBLERY / HATTER

Item	Cost	Weight	Notes	Item	Cost	Weight	Notes
Sandals	15 sp	1.5 lbs.		Bonnet	5 sp	.25 lbs.	
Slippers	8 sp	1 lbs.		Dress Hat	25 sp	.5 lbs.	
Clogs	10 sp	3 lbs.		Formal Hat	20 sp	.5 lbs.	
Shoes	20 sp	2 lbs.		Cap	7 sp	.25 lbs.	
Bootlets	25 sp	3 lbs.		Witchery	10 sp	2 lbs.	
Boots	35 sp	4 lbs.		Beret	8 sp	.25 lbs.	
Leggers	30 sp	3 lbs.		Range Hat	12 sp	.25 lbs.	

SAGERY

Item	Cost	Weight	Notes	Item	Cost	Weight	Notes
Fashioned Crystal	200 sp	1 lbs.		Sprig of Mistletoe	1 sp	-	
Fashioned Orb	400 sp	3 lbs.		Wooden Staff	5 sp	4 lbs.	
Fashioned Rod	100 sp	2 lbs.		Ash Wand	10 sp	.25 lbs.	
Fashioned Staff	250 sp	4 lbs.		Rowan Wand	10 sp	.33 lbs.	
Fashioned Wand	100 sp	1 lbs.		Pine Wand	10 sp	.20 lbs.	
Amulet, Clerical	100 sp	1 lbs.		Yew Wand	10 sp	1 lbs.	
Emblem, Clerical	100 sp	1 lbs.		Oak Wand	10 sp	.2 lbs.	
Reliquary, Clerical	300 sp	2 lbs.		Totem, Carved,	125 sp	.1 lbs.-	Shamanic

HERBALIST / SPICERY

Item	Cost	Weight	Notes	Item	Cost	Weight	Notes
Salt	1 sp	.25 lbs.	10 Uses	Fadeleaf	20 sp	.25 lbs.	3 uses
Peppercorns	1 sp	.25 lbs.	10 Uses	Tobacco, rolled	5 sp	.25 lbs.	3 uses
Ginger	1 sp	.25 lbs.	10 Uses	Mindnumb	10 sp	.25 lbs.	3 uses
Cloves	2 sp	.25 lbs.	10 Uses	Heartsalve	10 sp	.25 lbs.	3 uses
Cinnamon	10 sp	.25 lbs.	10 Uses				
Saffron	64 sp	.25 lbs.	10 Uses				

JEWELRY

Item	Cost	Weight	Notes	Item	Cost	Weight	Notes
Signet ring	5 sp	0.1 lbs.	Common Brass or Bronze	Troth Ring	25 sp	0.1 lbs.	Silver
Locket	5 sp	0.1 lbs.	Common Brass or Bronze	Pledge Ring	50 sp	0.1 lbs.	Electrum
Pendant	5 sp	0.1 lbs.	Common Brass or Bronze	Necklace, Light	5 sp	0.1 lbs.	Common Brass or Bronze
Earrings	5 sp	0.1 lbs.	Common Brass or Bronze	Necklace, Medi	6 sp	0.2 lbs.	Common Brass or Bronze

Item	Cost	Weight	Notes	Item	Cost	Weight	Notes
Circlet	7 sp	0.1 lbs.	Common Brass or Bronze	Necklace, Heavy	7 sp	0.3 lbs.	Common Brass or Bronze
Broach	5 sp	0.1 lbs.	Common Brass or Bronze	Hair Comb	3 sp	0.2 lbs.	Ivory or Wood
Bracelet	8 sp	0.1 lbs.	Common Brass or Bronze	Hair Brush	5 sp	0.3 lbs.	Ivory or Wood
				Hand Mirror	10 sp	.5 lbs.	wood and slivered copper

INSTRUMENTS

Item	Cost	Weight	Notes	Item	Cost	Weight	Notes	Item	Cost	Weight	Notes
Accordion	35 sp	8 lbs.		Clavichord	25 sp	10 lbs.		Harp	50 sp	12 lbs.	
Bagpipes	30 sp	2 lbs.		Drum	6 sp	3 lbs.		Horn	3 sp	2 lbs.	
Banjo	25 sp	5 lbs.		Dulcimer	25 sp	10 lbs.		Shawm	2 sp	1 lbs.	
Bellcoat	25 sp	2 lbs.		Flute	2 sp	1 lbs.		Sitar	35 sp	5 lbs.	
Bugle	25 sp	2 lbs.		Handpan	25 sp	3 lbs.		Tambour	25 sp	1 lbs.	
Buisine	25 sp	2 lbs.		Oboe	25 sp	2 lbs.		Triangle	25 sp	1 lbs.	
Castanet	25 sp	1 lbs.		Ocarina	25 sp	1 lbs.		Trumpet	25 sp	2 lbs.	
Cithar	25 sp	2 lbs.		Pan Flute	12 sp	2 lbs.		Vielle	25 sp	2 lbs.	
Lyre	30 sp	6 lbs.		Pipa	25 sp	2 lbs.		Viol	30 sp	2 lbs.	
Mandolin	25 sp	4 lbs.		Recorder	25 sp	1 lbs.		Zither	25 sp	3 lbs.	
Mouth Harp	25 sp	.5 lbs.		Clarinet	25 sp	2 lbs.		Lute	35 sp	5 lbs.	
Signal Whistle	.3 sp	.1 lbs.		Clave	25 sp	2 lbs.		Harmonica	25 sp	.5 lbs.	

LOCKERY & MEKANIST

Item	Cost	Weight	Notes	Item	Cost	Weight	Notes
Lock, chain	2 sp	1 lbs.	general	Lock, Simple	2 sp	1 lbs.	
Manacles	2 sp	6 lbs.		Lock, Common	4 sp	1 lbs.	
Leg irons	3 sp	10 lbs.		Lock, Hard	8 sp	1 lbs.	
Chimeglass	25 sp	.5 lbs.	24 minute hourglass	Lock, Very Hard	14 sp	1 lbs.	8" w / 4" h / 4" d
Bellglass	15 sp	.3 lbs.	4 hour hourglass	Lock, Improbable	18 sp	1 lbs.	
Ringlass	35 sp	.1 lbs.	2.4 minute hourglass				

LANTERNRY

Item	Cost	Weight	Notes	Item	Cost	Weight	Notes
Lamp, Dish	1 sp	.25 lbs.	Bowl with wick	Lantern, Bullseye	10 sp	2 lbs.	Oil, Shutter creates a beam
Lamp, Traditional	3 sp	1 lbs.	Spout, handle	Lantern, Hooded	20 sp	3 lbs.	Oil, Easily Darkend
Lamp Oil,	1 sp	1 lbs.	Low Grade 10 Uses	Lantern, Pole	25 sp	4 lbs.	candle lantern on 6-foot pole
Lamp Oil,	3 sp	1 lbs.	High Grade	Lantern, Pole	30 sp	5 lbs.	oil lantern on 6-foot pole
Candle Lantern	2 sp	1 lbs.	Candle	Candle Holder, tin	.5 sp	.2 lbs.	

POTTER / CARPENTER

Item	Cost	Weight	Notes	Item	Cost	Weight	Notes
Bowl, ceramic	3 sp	.5 lbs.		Bed	125 sp	125 lbs.	
Chamber Pot	1 sp	1 lbs.		Ladder (10 foot)	1 sp	25 lbs.	
Eating Sticks, Ceramic	1 sp	.1 lbs.		Wardrobe	220 sp	60 lbs.	
Flask	8 cp	1 lbs.		Rocking Chair	350 sp	20 lbs.	
Jug or pitcher	6 cp	4 lbs.		Chair	125 sp	10 lbs.	
Mug, Ceramic	2 sp	.3 lbs.		Desk	200 sp	60 lbs.	
Plate, Ceramic	1 sp	.3 lbs.		Stool, folding	15 sp	5 lbs.	
Plate, Stone	2 s	.5 lbs.		Stool	3 sp	3 lbs.	
Tankard	8 cp	1 lbs.		Bench	15 sp	25 lbs.	

CUTLER

Item	Cost	Weight	Notes	Item	Cost	Weight	Notes
Bowl, copper	4 sp	.3 lbs.		Cup, copper	1 sp	.2 lbs.	
Food sticks, copper	1 cp	.1 lbs.		Cup, tin	1 cp	.2 lbs.	
Fork, copper	1 cp	.1 lbs.		Mug, tin	2 cp	.2 lbs.	
Knife, eating	2 cp	.1 lbs.		Plate, tin	3 cp	.3 lbs.	
Mess kit	2 sp	1 lbs.		Skewers, copper	2 cp	.1 lbs.	
Plate, copper	3 sp	.3 lbs.		Mug, copper	2 sp	.2 lbs.	
Spoon, copper	1 cp	.1 lbs.		Bowl, tin	4 cp	.3 lbs.	

SADDLERY / LEATHERY

Item	Cost	Weight	Notes	Item	Cost	Weight	Notes
Bit And Bridle	5 sp	1 lbs.		Quiver, Arrow,	5 sp	1 lbs.	20 Capacity
Saddle Pad	3 sp	4 lbs.		Quiver, Javelin	5 sp	1.5 lbs.	6 capacity
Saddle, Doric	30 sp	25 lbs.	Doradan saddle	Cinch, 10', buckle	10 sp	5 lbs.	Leather strap
Saddle, Military	20 sp	30 lbs.	Jousting Saddle	Cinch, 6', buckle	7 sp	3 lbs.	Leather strap
Saddle, Pack	8 sp	15 lbs.		Strap, 6', tie	5 sp	2 lbs.	Leather strap
Saddle, Riding	10 sp	25 lbs.	Regular saddle	Quiver, Bolt	5 sp	1 lbs.	12 Capacity
Saddle, Side	60 sp	40 lbs.	Sibolan				
Saddlebags	8 sp	8 lbs.					

TENTERY

Item	Cost	Weight	Notes	Item	Cost	Weight	Notes
Pavilion	80 sp	100 lbs.	40' square	Tent, Partition, large	125 sp	70 lbs.	4 spaces
Tent, large	20 sp	20 lbs.	8 Person	Ground Pad, woven	7 sp	3 lbs.	Woven Reeds
Tent, medium	10 sp	10 lbs.	4 Person	Ground Pad, simple	2 sp	5 lbs.	Straw-Filled
Tent, Partition, medium	75 sp	50 lbs.	3 spaces	Tent, Partition, council	500 sp	120 lbs.	1 to 6 spaces
Tent, Partition, small	30 sp	30 lbs.	2 space	Tent, Partition, very large	200 sp	90 lbs.	5 spaces
Tent, small	5 sp	5 lbs.	2-Person	Canvas square	3 sp	5 lbs.	9' square
Tent, very large	40 sp	60 lbs.	12 Person	Ground Pad, stuffed	7 sp	7 lbs.	Cotton Or Wool

ROPERY

Item	Length	Weight	Cost	Notes	Item	Length	Weight	Cost	Notes
Rope, Hemp	50'	10 lbs.	1 sp		Rope Ladder	25'	12 lbs.	8 sp	
Rope, Flax	50'	12 lbs.	3 sp		Rope Ladder	50'	24 lbs.	13 sp	
Rope, Silk	50'	5 lbs.	10 sp		Rope Ladder	75'	36 lbs.	17 sp	

RATIONER

A **RATION** is a thick pastry shell wrapped around a mixed filling of some sort. Some are open along one end, and the most common ones are baked in a hearth or fire. It is a strong tradition among the Empire to use rations when traveling, once made of simple things that were scrounged and carefully rationed during the **Bleak Journey** and are constantly being changed and improved and exchanged; often sold as street food these days Meals are simply that: packaged meals, usually meat, fruit, and root vegetable in a bundle, perhaps with cheese or bread.

Item	Cost	Weight	#	Notes	Item	Cost	Weight	#	Notes
Loaf of Bread	0.1 sp	1	1	1 Loaf	Rations, Soft	1 sp	1.5	3	1 Day's Worth
Meal, Trail	.1 sp	.5	8	8 Meals	Rations, Crusty	1 sp	1.5	3	1 Day's Worth
Hard Tack	.1 sp	.5	8	8 Meals	Rations, Raid	2 sp	1.5	3	1 Day's Worth
Meal, Basic	.1 sp	.5	8	8 Meals					

The three most common types of rations are Soft, Crusty, and Raid.

SOFT RATIONS are unleavened and made using a mix of ground corn and flour of rice or buckwheat, possibly with potato. Soft rations are typically eaten in threes. They are steamed most often these days. Soft rations are usually wrapped in rice paper or leaves.

CRUSTY RATIONS are made with a dough of wheat and other flours that is leavened and often baked into handheld items with thick, hard crusts that can survive the day's efforts. Crusty rations are often said to be best in twos, but many can only eat one. Crusty rations are usually wrapped in thick paper.

RAID RATIONS are made of a mix of more whole grains, held together by a syrup and starches, along with bits of berry or fruit. They are about the size of a hand, and one can suffice for a meal. Raid rations are wrapped in cloth that has been dipped in beeswax.

FOOD AND DRINK

Item	Cost	Weight	Item	Cost	Weight	Item	Cost	Weight
Bread, loaf	2 Bits	1 lbs.	Ale, mug	1 cp	.5 lbs.	Uzo, flask	3 sp	1 lbs.
Cheese, hunk	4 Bits	.5 lbs.	Ale, pint	3 cp	1 lbs.	Rum, flask	4 sp	1 lbs.
Meat, chunk (1/4 pound)	6 Bits	.25 lbs.	Ale, flagon	1 sp	2 lbs.	Gin, flask	2 sp	1 lbs.
Breakfast, meal	5 cp	2 lbs.	Mead, mug	5 cp	.5 lbs.	Vodka, flask	2sp	1 lbs.
Brunch, meal	1 sp	1 lbs.	Mead, pint	8 cp	1 lbs.	Rye, flask	1 sp	1 lbs.
Lunch, meal	5 cp	2 lbs.	Mead, flagon	3 sp	2 lbs.	Tequila, flask	5 sp	1 lbs.
Dinner, meal	5 cp	3 lbs.	Beer, mug	3 cp	.5 lbs.	Whisky, flask	7 sp	1 lbs.
Supper, meal	5 cp	2 lbs.	Beer, pint	5 cp	1 lbs.	Virale, flask	6 sp	1 lbs.
Snack, meal	1 cp	.5 lbs.	Beer, flagon	2 sp	2 lbs.	Shoju, flask	6 sp	1 lbs.
Goat's Milk, Pint	1 Bit	.5 lbs.	Beer, jug	5 sp	4 lbs.	Makushmur, flask	5 sp	1 lbs.
Cow's Milk, Pint	3 Bits	.5 lbs.	Cider, mug	3 sp	.5 lbs.	Brandy, Fine, flask	9 sp	1 lbs.
Wine, common, flagon	7 sp	2 lbs.	Cider, pint	5 sp	1 lbs.	Brandy, Middlin, flask	7 sp	1 lbs.
Wine, watered, flagon	2 sp	3 lbs.	Cider, flagon	7 sp	2 lbs.	Brandy, Common, flask	5 sp	1 lbs.
Wine, fine, flagon	10 sp	2 lbs.	Cider, jug	10 sp	4 lbs.			

MOUNTS & PETS

Item	Cost	Speed	Capacity	Notes	Item	Cost	Speed	Capacity	Notes
Horse, Draft	50 sp	40	540		Seahorse, Giant	325 sp	60	200	Swimming only
Horse, Kahokian	200 sp	40	625		Dolphin, River	225 sp	60	--	Swimming only
Horse, Pack	75 sp	40	550		Dolphin, Sea	500 sp	60	--	Swimming only
Horse, Riding,	75 sp	60	480	Common	Oxen	10 sp	30	1,000	
Horse, Riding,	125 sp	65	475	Qiviran	Elephant	800 sp	40	1,320	
Horse, Riding	100 sp	60	500	Doradan	Camel, Pack	40 sp	40	550	
Mule, Pack	5 sp	40	500		Camel, Riding	50 sp	50	480	
Mule, Riding	8 sp	40	420		Dog, Guardian,	20 sp	40	--	Hyborian
Pony, Pack	65 sp	40	350		Dog, Hunting,	20 sp	40	--	Hyborian
Pony, Riding	30 sp	40	225		Dog, Mastiff	25 sp	40	195	
Warhorse	425 sp	30	550	Azlian	Cat, Hunting,	20 sp	40	--	Hyborian
Warhorse	400 sp	30	540	Sibolan	Falcon, Hunting	25 sp	60	1	Kahokian, flies
Donkey, Pack	4 sp	40	500		Goat, Riding	10 sp	40	100	
Donkey, Riding	8 sp	40	420		Goat, Hauling	7 sp	40	125	

TOOL SETS & KITS

Item	Cost	Weight	Item	Cost	Weight
Musician's Tools	12 sp	1 lb	Glassblower's Tools	30 Sp	5 lbs.
Alchemist's Supplies	50 Sp	8 lbs.	Healer's kit	5 sp	3 lbs.
Brewer's Supplies	20 Sp	9 lbs.	Herbalism kit	5 sp	3 lbs.
Burglar's Kit	35 sp	5 lbs.	Jeweler's Tools	25 Sp	2 lbs.
Calligrapher's Supplies	10 Sp	5 lbs.	Leatherworker's Tools	5 Sp	5 lbs.

Item	Cost	Weight	Item	Cost	Weight
Carpenter's Tools	8 Sp	6 lbs.	Mason's Tools	10 Sp	8 lbs.
Cartographer's Tools	15 Sp	6 lbs.	Navigator's Tools	25 Sp	2 lbs.
Climber's Kit	25 sp	12 lbs.	Painter's Supplies	10 Sp	5 lbs.
Cobbler's Tools	5 Sp	5 lbs.	Poisoner's Kit	50 Sp	2 lbs.
Cook's Utensils	1 Sp	8 lbs.	Potter's Tools	10 Sp	3 lbs.
Diplomat's Kit	35 sp	5 lbs.	Priest's Kit	35 sp	6 lbs.
Disguise Kit	25 Sp	3 lbs.	Scholar's Kit	35 sp	5 lbs.
Dungeoneer's Kit	35 sp	10 lbs.	Smith's Tools	20 Sp	8 lbs.
Entertainer's Kit	35 sp	10 lbs.	Thieves' Tools	25 Sp	1 lbs.
Explorer's Kit	35 sp	10 lbs.	Tinker's Tools	50 Sp	10 lbs.
Explosives Toolkit	160 Sp	15 lbs.	Weaver's Tools	1 Sp	5 lbs.
Firearms Toolkit	100 Sp	15 lbs.	Woodcarver's Tools	1 Sp	5 lbs.
Smith's Tools	50 sp	35 lbs.	Farrier's Tools	40 sp	30 lbs.

VEHICLES

Vehicles use Vehicle Stat Blocks. These describe certain capabilities of vehicles.

Vehicle	Cost (sp)	Team
Type	Piloting	Propulsion
Size	Officers	Speed
Weight	Crew	Fuel
Armor Class	Passengers	Handling
Hit Points	Cargo	Acceleration
Threshold	Space	Turn Radius
Heavy Mounts	Medium Mounts	Light Mounts

TYPE: This is the Vehicle's type:

- ❖ **DRAWN**, vehicles drawn by a single person or animal over ground.
- ❖ **WAGONS**, Vehicles which are drawn by teams of people or animals over ground.
- ❖ **GROUNDRAFT**, Vehicles which are powered by some form of Engine over ground.
- ❖ **SANDCRAFT**, vehicles which are used on the Sand Sea.
- ❖ **WATERCRAFT**, vehicles which are used on the surface of the seas and rivers.
- ❖ **DIVECRAFT**, Vehicles which are powered by some engine and operate mostly underwater.
- ❖ **SKYCRAFT**, Vehicles which are magically powered and operate mostly in the air.
- ❖ **DEMESNE**, which are small islands that float in the seas or in the skies.
- ❖ **MAGICAL**, which are vehicles empowered by spellcraft.

SIZE: Vehicles have a size rating.

WEIGHT: Vehicles have a weight rating.

ARMOR CLASS: Vehicles have an AC for the body of the Vehicle. This is sometimes called a Hull.

HIT POINTS: Vehicles have hit points.

DAMAGE THRESHOLD; All vehicles have a threshold of at least 10% of their total HP. Damage less than that threshold has no effect.

PILOT: Vehicles require a Pilot.

OFFICERS: Some vehicles have a number of officers, expressed in number of adult bodies.

CREW: Some Vehicles have a crew capacity, expressed in number of adult bodies.

PASSENGERS: Vehicles have a passenger capacity, expressed in number of adult bodies.

CARGO: Vehicles have a cargo capacity, expressed in pounds.

SPACE: Vehicles have a set amount of space, expressed in either cubic feet or number of Containers.

PROPULSION: the means by which the vehicle is able to move.

FUEL: Some vehicles have a fuel requirement.

SPEED: Vehicles have different types of movement (wheels, propeller, wings, sails, oars, skis, team, engine) with different speeds. This is the same speed rating as given to living creatures. Speed impacts the DC of Maneuvers.

HANDLING: Vehicles have a handling score. A Handling score is a DC for piloting the vehicle. Certain circumstances and Maneuvers add or subtract to the Handling score, and the character has to successfully roll their piloting score against the handling DC to achieve the action. Handling represents how easy the vehicle is to pilot, and the default DC is 10.

ACCELERATION: one tenth the maximum speed of the Vehicle. Each round that a vehicle accelerates, it adds this number to previous speed. Vehicles reach their maximum speed in 10 rounds.

TURN RADIUS: space to turn around. Trying to turn too tightly will capsize the vehicle.

WEAPON MOUNTS: Vehicles have between 0 and 20 weapon mounts. Vehicle weapons make ranged attacks as normal. There are three kinds of Weapon Mounts: Light, Medium, and Heavy. Vehicle weapons have their own weapon table.

RANGE: The range of the Vehicle in miles per day. Range is reduced by certain maneuvers. Range is determined using the travel Speed chart, based on the Speed of the vehicle.

DRAWN VEHICLES

These are vehicles that are drawn by a single person or single creature.

Small Cart			Cost (sp)	125 sp	Team	1
Type	Drawn	Piloting	--	Propulsion	Person	
Size	Big	Officers	--	Speed	20	
Weight	500	Crew	--	Fuel	--	
Armor Class	10	Passengers	--	Handling	20	
Hit Points	35	Cargo	400	Acceleration	--	
Threshold	3	Space	14	Turn Radius	10 ft.	

Hand Cart			Cost (sp)	100 sp	Team	1
Type	Drawn	Piloting	--	Propulsion	Person	
Size	Medium	Officers	--	Speed	20	
Weight	300	Crew	--	Fuel	--	
Armor Class	10	Passengers	--	Handling	20	
Hit Points	35	Cargo	200	Acceleration	--	
Threshold	2	Space	6	Turn Radius	10 ft.	

Large Cart			Cost (sp)	200 sp	Team	1
Type	Drawn	Piloting	--	Propulsion	Person	
Size	Large	Officers	--	Speed	15	
Weight	1000	Crew	--	Fuel	--	
Armor Class	10	Passengers	1	Handling	20	
Hit Points	75	Cargo	600	Acceleration	--	
Threshold	5	Space	28	Turn Radius	15 ft.	

Buggy			Cost (sp)	200 sp	Team	1
Type	Drawn	Piloting	Wagon	Propulsion	Mount	
Size	Big	Officers	--	Speed	30	
Weight	600	Crew	--	Fuel	--	
Armor Class	10	Passengers	2	Handling	15	
Hit Points	100	Cargo	600	Acceleration	mount	
Threshold	5	Space	4	Turn Radius	20 ft.	

Lyonian Light Chariot			Cost (sp)	250 sp	Team	1
Type	Drawn		Piloting	Riding	Propulsion	Mount
Size	Medium		Officers	--	Speed	35
Weight	500		Crew	2	Fuel	--
Armor Class	12		Passengers	--	Handling	15
Hit Points	100		Cargo	--	Acceleration	mount
Threshold	10		Space	--	Turn Radius	10 ft.

WAGONS

These are vehicles that are drawn by teams of Mounts.

Buckboard			Cost (sp)	125 sp	Team	2
Type	Wagon		Piloting	Wagon	Propulsion	Mount
Size	Huge		Officers	--	Speed	40
Weight	1500 lbs.		Crew	1	Fuel	--
Armor Class	10		Passengers	7	Handling	10
Hit Points	100		Cargo	1200	Acceleration	mount
Threshold	20		Space	28	Turn Radius	30 feet

Bullock			Cost (sp)	150 sp	Team	2 or 4
Type	Wagon		Piloting	Wagon	Propulsion	Mount
Size	Huge		Officers	--	Speed	35
Weight	1500 lbs.		Crew	1	Fuel	--
Armor Class	10		Passengers	7	Handling	10
Hit Points	100		Cargo	1200	Acceleration	mount
Threshold	20		Space	36	Turn Radius	30 feet

Carriage			Cost (sp)	300 sp	Team	2 or 4
Type	Wagon		Piloting	Wagon	Propulsion	Mount
Size	Huge		Officers	--	Speed	45
Weight	1700 lbs.		Crew	1	Fuel	--
Armor Class	10		Passengers	3	Handling	12
Hit Points	120		Cargo	1200	Acceleration	mount
Threshold	20		Space	12	Turn Radius	30 feet

Coach			Cost (sp)	800 sp	Team	4 or 6
Type	Wagon		Piloting	Wagon	Propulsion	Mount
Size	Gigantic		Officers	--	Speed	45
Weight	1900 lbs.		Crew	1	Fuel	--
Armor Class	10		Passengers	4	Handling	13
Hit Points	160		Cargo	600	Acceleration	mount
Threshold	20		Space	6	Turn Radius	30 feet
Heavy Mounts	--		Medium Mounts	--	Light Mounts	1

Great Coach			Cost (sp)	1,200 sp	Team	6 or 8
Type	Wagon	Piloting	Wagon	Propulsion	Mount	
Size	Gigantic	Officers	--	Speed	35	
Weight	2500 lbs.	Crew	1	Fuel	--	
Armor Class	10	Passengers	6	Handling	14	
Hit Points	200	Cargo	600	Acceleration	mount	
Threshold	20	Space	6	Turn Radius	30 feet	
Heavy Mounts	--	Medium Mounts	1	Light Mounts	2	

Open Wagon			Cost (sp)	200 sp	Team	2
Type	Wagon	Piloting	Wagon	Propulsion	Mount	
Size	Huge	Officers	--	Speed	40	
Weight	1500 lbs.	Crew	1	Fuel	--	
Armor Class	10	Passengers	5	Handling	10	
Hit Points	100	Cargo	1200	Acceleration	mount	
Threshold	15	Space	36	Turn Radius	30 feet	

Covered Wagon			Cost (sp)	250 sp	Team	2 or 4
Type	Wagon	Piloting	Wagon	Propulsion	Mount	
Size	Gigantic	Officers	--	Speed	35	
Weight	1500 lbs.	Crew	1	Fuel	--	
Armor Class	10	Passengers	5	Handling	12	
Hit Points	100	Cargo	1200	Acceleration	mount	
Threshold	15	Space	36	Turn Radius	30 feet	

Camping Wagon			Cost (sp)	300 sp	Team	4
Type	Wagon	Piloting	Wagon	Propulsion	Mount	
Size	Gigantic	Officers	--	Speed	40	
Weight	1800 lbs.	Crew	1	Fuel	--	
Armor Class	10	Passengers	3	Handling	15	
Hit Points	200	Cargo	300	Acceleration	mount	
Threshold	15	Space	18	Turn Radius	30 feet	

Lyonian Heavy Chariot			Cost (sp)	1,000 sp	Team	4 or 6
Type	Wagon	Piloting	Wagon	Propulsion	Mount	
Size	Gigantic	Officers	1	Speed	40	
Weight	750 lbs.	Crew	1	Fuel	--	
Armor Class	15	Passengers	--	Handling	16	
Hit Points	100	Cargo	--	Acceleration	mount	
Threshold	20	Space	--	Turn Radius	20 feet	
Heavy Mounts	--	Medium Mounts	--	Light Mounts	1	

Exilian Corf			Cost (sp)	1,500 sp	Team	5
Type	Wagon	Piloting	Wagon	Propulsion	Mount	
Size	Gigantic	Officers	--	Speed	40	
Weight	2500 lbs.	Crew	1	Fuel	--	
Armor Class	10	Passengers	5	Handling	15	
Hit Points	250	Cargo	500	Acceleration	mount	
Threshold	25	Space	12	Turn Radius	20 feet	
Heavy Mounts	--	Medium Mounts	2	Light Mounts	2	

GROUNDRAFT

Self Propelled Vehicles

Durangan Auto Carriage		Cost (sp)	15,000 sp	Range	240 miles
Type	Groundcraft	Piloting	Wagon	Propulsion	Enjin
Size	Huge	Officers	--	Speed	130
Weight	1500 lbs.	Crew	1	Fuel	Yes
Armor Class	10	Passengers	3	Handling	9
Hit Points	100	Cargo	125	Acceleration	30
Threshold	10	Space	3	Turn Radius	10 feet
Heavy Mounts	--	Medium Mounts	--	Light Mounts	4

SANDCRAFT

Vehicles which travel within the Sand Sea.

Sand Sled		Cost (sp)	25 sp	Team	4 to 8
Type	Sandcraft	Piloting	Wagon	Propulsion	Mount
Size	Large	Officers	--	Speed	45
Weight	300 lbs.	Crew	1	Fuel	--
Armor Class	8	Passengers	1	Handling	13
Hit Points	50	Cargo	300	Acceleration	mount
Threshold	6	Space	6	Turn Radius	20 feet
Heavy Mounts	--	Medium Mounts	--	Light Mounts	1

Sand Skimmer		Cost (sp)	4,300 sp	Team	--
Type	Sandcraft	Piloting	Sail	Propulsion	Sail
Size	Huge	Officers	1	Speed	50
Weight	2500 lbs.	Crew	3	Fuel	--
Armor Class	10	Passengers	4	Handling	13
Hit Points	250	Cargo	1200	Acceleration	30
Threshold	10	Space	36	Turn Radius	30 feet
Heavy Mounts	2	Medium Mounts	2	Light Mounts	4

DIVECRAFT

Vehicles designed for use underwater

Kerisian Submersible		Cost (sp)	157,000 sp	Team	--
Type	Divecraft	Piloting	Wagon	Propulsion	Turbine
Size	Massive	Officers	1	Speed	50
Weight	1700 lbs.	Crew	3	Fuel	Yes
Armor Class	10	Passengers	6	Handling	10
Hit Points	150	Cargo	300	Acceleration	25
Threshold	6	Space	3	Turn Radius	20 feet
Heavy Mounts	1	Medium Mounts	1	Light Mounts	2

WATERCRAFT

Watercraft for rivers and seas.

Canoe			Cost (sp)	50 sp	Team	1 or 2
Type	Watercraft	Piloting	River	Propulsion	Oar	
Size	Big	Officers	--	Speed	50	
Weight	25 lbs.	Crew	--	Fuel	--	
Armor Class	8	Passengers	1	Handling	9	
Hit Points	35	Cargo	100	Acceleration	15	
Threshold	2	Space	2	Turn Radius	10 feet	

Kayak			Cost (sp)	50 sp	Team	1
Type	Watercraft	Piloting	River	Propulsion	Oar	
Size	Medium	Officers	--	Speed	50	
Weight	25 lbs.	Crew	--	Fuel	--	
Armor Class	8	Passengers	--	Handling	8	
Hit Points	20	Cargo	--	Acceleration	15	
Threshold	2	Space	--	Turn Radius	10 feet	

Dinghy			Cost (sp)	125 sp	Team	1 to 3
Type	Watercraft	Piloting	River	Propulsion	Oar	
Size	Big	Officers	--	Speed	50	
Weight	100 lbs.	Crew	--	Fuel	--	
Armor Class	10	Passengers	4	Handling	11	
Hit Points	50	Cargo	100	Acceleration	15	
Threshold	5	Space	3	Turn Radius	10 feet	

Rowboat			Cost (sp)	250 sp	Team	1 to 5
Type	Watercraft	Piloting	River	Propulsion	Oar	
Size	Large	Officers	--	Speed	50	
Weight	250 lbs.	Crew	--	Fuel	--	
Armor Class	10	Passengers	6	Handling	11	
Hit Points	50	Cargo	250	Acceleration	15	
Threshold	7	Space	5	Turn Radius	15 feet	

Raft			Cost (cp)	300 sp	Team	1 to 6
Type	Watercraft	Piloting	River or Sail	Propulsion	Pole, Oar, Sail	
Size	Large	Officers	--	Speed	50	
Weight	300 lbs.	Crew	--	Fuel	--	
Armor Class	10	Passengers	1 to 7	Handling	16	
Hit Points	50	Cargo	600	Acceleration	15	
Threshold	3	Space	10	Turn Radius	15 feet	

Skif			Cost (sp)	150,000 sp	Team	--
Type	Watercraft	Piloting	Sail	Propulsion	Sail	
Size	Gigantic	Officers	--	Speed	175	
Weight	1500 lbs.	Crew	--	Fuel	--	
Armor Class	11	Passengers		Handling	14	
Hit Points	200	Cargo	1000	Acceleration	30	
Threshold	10	Space	12	Turn Radius	18 feet	
Heavy Mounts	--	Medium Mounts	--	Light Mounts	2	

Fishing Boat			Cost (sp)	165,000 sp	Team	--
Type	Watercraft	Piloting	Sail	Propulsion	Sail	
Size	Gigantic	Officers	1	Speed	200	
Weight	2500 lbs.	Crew	8	Fuel	--	
Armor Class	10	Passengers	--	Handling	14	
Hit Points	250	Cargo	1200	Acceleration	30	
Threshold	10	Space	24	Turn Radius	20 feet	
Heavy Mounts	--	Medium Mounts	--	Light Mounts	2	

Merchant Galleon			Cost (sp)	250,000 sp	Team	--
Type	Watercraft	Piloting	Sail	Propulsion	Sail	
Size	Massive	Officers	3	Speed	250	
Weight	5500 lbs.	Crew	12	Fuel	--	
Armor Class	12	Passengers		Handling	20	
Hit Points	400	Cargo	3500	Acceleration	30	
Threshold	20	Space	360	Turn Radius	20 feet	
Heavy Mounts	1	Medium Mounts	2	Light Mounts	4	

Yacht			Cost (sp)	250,000 sp	Team	--
Type	Watercraft	Piloting	Sail	Propulsion	Sail	
Size	Humongous	Officers	1	Speed	200	
Weight	6000 lbs.	Crew	5	Fuel	--	
Armor Class	11	Passengers	8	Handling	16	
Hit Points	300	Cargo	1200	Acceleration	30	
Threshold	20	Space	100	Turn Radius	30 feet	
Heavy Mounts	--	Medium Mounts	2	Light Mounts	4	

Barge			Cost (sp)	50,000 sp	Team	--
Type	Watercraft	Piloting	Sail or River	Propulsion	Pole or Sail	
Size	Massive	Officers	1	Speed	100	
Weight	5000 lbs.	Crew	2	Fuel	--	
Armor Class	10	Passengers	4	Handling	18	
Hit Points	400	Cargo	2400	Acceleration	30	
Threshold	20	Space	1000	Turn Radius	20 feet	
Heavy Mounts	--	Medium Mounts	1	Light Mounts	2	

SKYCRAFT

Vehicles which travel through the sky.

Sky Skimmer			Cost (sp)	35,000 sp	Team	--
Type	Skyship	Piloting	Sky	Propulsion	Turbine	
Size	Massive	Officers	--	Speed	55	
Weight	000000 lbs.	Crew	1	Fuel	--	
Armor Class	10	Passengers	2	Handling	10	
Hit Points	100	Cargo	60	Acceleration	25	
Threshold	5	Space	3	Turn Radius	60 feet	

Private Akashik Airship			Cost (sp)	85,000 sp	Team	
Type	Skyship	Piloting	Sky	Propulsion	Turbine	
Size	Humongous	Officers	1	Speed	110	
Weight	000000 lbs.	Crew	4	Fuel	--	
Armor Class	10	Passengers	4	Handling	10	
Hit Points	200	Cargo	600	Acceleration	50	
Threshold	5	Space	12	Turn Radius	90 feet	
Heavy Mounts	--	Medium Mounts	--	Light Mounts	2	

MOUNTED WEAPONS

Weapon	Type	Cost	Die	Damage	Range	Min Range	AC	HP	Notes
Ballista	Light		d24	piercing	120 / 480	12	11	40	
Mangonel	Light		d30	bludgeoning	100 / 400	60	11	70	
Harpoon	Light		d20	slashing	60 / 120	5	9	25	
Grappling Line	Light		--	grappling	60	15	10	30	On hit, grapples target.
Ballista	Medium		2d24	piercing	180 / 710	25	13	50	
Mangonel	Medium		2d30	bludgeoning	200 / 600	60	13	80	
Harpoon	Medium		2d20	slashing	120 / 240	5	11	30	
Ballista	Heavy		3d24	piercing	240 / 940	50	15	60	
Mangonel	Heavy		3d30	bludgeoning	300 / 800	60	15	90	
Harpoon	Heavy		3d20	slashing	180 / 360	5	13	35	

MOUNTED WEAPON AMMUNITION

Item	Cost	Weight	Quantity	Weapon	Notes
Bolt, Light	10 sp	10 lbs.	5	Ballista	
Bolt, Medium	10 sp	10 lbs.	5	Ballista	
Bolt, Heavy	10 sp	10 lbs.	5	Ballista	
Stone	10 sp	10 lbs.	3	Ballista	
Shot, Waxed	10 sp	10 lbs.	3	Ballista	Separates on firing, doing 2d6 to targets in a 30 foot cone
Shot, Fire	10 sp	10 lbs.	3	Ballista	Bursts on impact, spreading fire in 10' circle
Stone, Light	10 sp	10 lbs.	3	Mangonel	
Stone, Medium	10 sp	10 lbs.	3	Mangonel	
Stone, Heavy	10 sp	2 lbs.	3	Mangonel	
Stone, Scored	10 sp	10 lbs.	3	Mangonel	Separates on firing, doing 2d6 to targets in a 30 foot cone
Stone, Cored	10 sp	10 lbs.	3	Mangonel	Bursts on impact, spreading fire in 10' circle
Harpoon, Light	10 sp	10 lbs.	3		
Harpoon, Medium	10 sp	10 lbs.	3		
Harpoon, Heavy	10 sp	10 lbs.	3		

ARMOR & SHIELDS

Armor on Wyrld is categorized according to: Standard, Light, Medium, and Heavy. Each type has an impact on your overall abilities, and in some cases may drastically impact your ability to do things like cast spells. Armor can penalize mages on rolls when casting spells due to constriction of movement for the somatic aspects.

Armor Training is needed to be able to properly wear any armor. Proficiency penalties apply to all actions worn while wearing armor one is not proficient in. Armor also takes time to put on and take off.

Category	Don	Doff
Standard	1 Minutes	1 Minute
Light Armor	2 minutes	1 minute
Medium Armor	3 Minutes	2 Minutes
Heavy Armor	5 Minutes	3 Minutes
Shield	1 Action	1 Action

Don. This is the time it takes to put on armor. You benefit from the armor's AC only if you take the full time to don the suit of armor.

Doff. This is the time it takes to take off armor. If you have help, reduce this time by half.

Armor is still uncommon on Wyrld. Many Adventurers claim that they do not need it, that they are so capable that armor does them little good and yet there are those who will splurge for custom armor built for their character, providing a means to accentuate their overall appearance. IN truth, one of the key aspects around Armor is that iron is rare, expensive, and so rarely used for armor outside of an additive. Aluminum, tin, copper, and other metals are used in the making of alloys that are then used in armor – and it is hot, dangerous, poisonous work.

Those who have served in a garrison at some outlying Fort or Keep will often have a preference for armor, but many will find it constricting and limiting if they seek to use magic.

STANDARD ARMOR

Armor	Cost	Weight	Armor Class (AC)	Stealth
Light Buckskin Armor	15 sp	5 lbs.	10 + Dex Modifier	--
Padded Cloth Armor	10 sp	8 lbs.	10 + Dex Modifier	Disadvantage
Glazed Leather Armor	25 sp	10 lbs.	10 + Dex Modifier	--
Duric Pocket Armor	20 sp	18 lbs.	10 + Dex Modifier	--
Heavy Buckskin Armor	40 sp	5 lbs.	11 + Dex Modifier	--
Hide Armor	50 sp	12 lbs.	11 + Dex Modifier	--
Korinthian Leather	75 sp	10 lbs.	11 + Dex Modifier	--

LIGHT ARMOR

Armor	Cost	Weight	Armor Class (AC)	Stealth
Hyborian Beast Armor	60 sp	11 lbs.	12 + Dex Modifier	--
Kahokian Woven Armor	70 sp	12 lbs.	12+Dex Modifier	--
Qiviran Lacquered Armor	75 sp	15 lbs.	13 + Dex Modifier	Disadvantage
Studded Hide Armor	See Below	15 lbs.	13 + Dex Modifier	--
Studded Leather Armor	See Below	13lbs	12 + Dex Modifier	--

MEDIUM ARMOR

Medium Armor	Cost	Weight	Armor Class (AC)	Strength	Stealth	Speed
Aztic Scale Mail	200 sp	20 lbs.	14 + Dex (max 3)	STR 9	Disadvantage	--
Chain Tunic	150 sp	20 lbs.	14 + Dex (max 2)	STR 11	Disadvantage	--
Exilian Chain Vest	160 sp	10 lbs.	13 + Dex (max 2)	STR 10	--	--
Lyonian Light Plate	325 sp	35 lbs.	16 + Dex (max 2)	STR 12	Disadvantage	-5
Scale Mail	165 sp	20 lbs.	13 + Dex (max 3)	STR 10	--	--
Seascale Mail	230 sp	15 lbs.	13 + Dex (max 3)	STR 9	--	--
Piecemeal (Scale)	See Below	See Below	See Below	2 + Below	See Below	See Below
Piecemeal (Chain)	See Below	See Below	See Below	2 + Below	See Below	See Below

HEAVY ARMOR

Heavy Armor	Cost	Weight	Armor Class (AC)	Strength	Stealth	Speed
Bead Mail	450 sp	30 lbs.	16	STR 10	Disadvantage	-5
Chain Mail Suit	550 sp	45 lbs.	16	STR 11	Disadvantage	-5
Lyonian Half Plate	600 sp	45 lbs.	16	STR 10	Disadvantage	-5
Heavy Piecemeal	See Below	See Below	See Below	See Below	See Below	See Below

ARMOR PIECES (PIECEMEAL)

ARMOR PIECES are sections of Armor. A Cuirass covers the shoulders but does not include Pauldrons; a Bustier does not cover the shoulders. Armor pieces are a very common way to armor up, and Don or Doff time moves down only one level if a full set is not used. Armor pieces cannot be worn over other armor.

Piece	Cost	Weight	Type	Covers	Adds to AC	Strength	Stealth	Speed
Base Garment	20 sp	1 lbs.	Standard	Body, Required	1		--	--
Torso	15 sp	3 lbs.	Standard	Torso	3		--	--
Neck	5 sp	1 lbs.	Standard	Neck	1		--	--
Shoulders	10 sp	2 lbs.	Standard	Shoulders	1		--	--
Bracers	20 sp	1 lbs.	Standard	Forearms	1		--	--
Groin	8 sp	2 lbs.	Standard	Groin, Buttocks	1		--	-1
Greaves	7 sp	1 lbs.	Standard	Shins	1		--	--
Boots	25 sp	2 lbs.	Standard	Feet, to Knee	1		--	-1
Cuirass	115 sp	6 lbs.	Medium, Scale	Torso, Over Shoulders	5	+1	Disadvantage	-3
Bustier	112 sp	5 lbs.	Medium, Scale	Torso, Under Shoulders	5	+1	Disadvantage	-2
Bracers	57 sp	1 lbs.	Medium, Scale	Arms	1	+1	--	-1
Kilt	75 sp	3 lbs.	Medium, Scale	Hip to Knee	2	+1	--	-1
Greaves	57 sp	1 lbs.	Medium, Scale	Legs	1	+1	--	-2
Boots	58 sp	4 lbs.	Medium, Scale	Feet, to Knee	1	+1	--	-2
Cuirass	115 sp	6 lbs.	Medium, Chain	Torso, Over Shoulders	5	+1	Disadvantage	-3
Bustier	112 sp	5 lbs.	Medium, Chain	Torso, Under Shoulders	5	+1	Disadvantage	-2
Bracers	80 sp	1 lbs.	Medium, Chain	Arms	2	+1	--	-1
Kilt	75 sp	3 lbs.	Medium, Chain	Hip to Knee	2	+1	--	-1
Greaves	80 sp	1 lbs.	Medium, Chain	Legs	2	+1	--	-2
Boots	100 sp	4 lbs.	Medium, Chain	Feet, to Knee	2	+1	--	-2
Cuirass	165 sp	15 lbs.	Heavy, Brass	Torso, Over Shoulders	5	+3	Disadvantage	-3
Bustier	115 sp	11 lbs.	Heavy, Brass	Torso, Under Shoulders	5	+2	Disadvantage	-2
Bracers	35 sp	5 lbs.	Heavy, Brass	Arms	2	+1	--	-1
Kilt	75 sp	3 lbs.	Heavy, Brass	Hip to Knee	3	+2	--	--
Greaves	35 sp	7 lbs.	Heavy, Brass	Legs	2	+1	--	-1
Boots	50 sp	5 lbs.	Heavy, Brass	Feet, to Knee	3	+2	--	-1

SHIELDS

Armor	Cost	Weight	Armor Class (AC)	Strength	Stealth
Arm Shield	10 sp	3 lbs.	+1	--	--
Battle Shield	15 sp	6 lbs.	+2	Str 9	--
Buckler	15 sp	5 lbs.	+1	--	--
Formation Shield	20 sp	10 lbs.	+2	Str 10	Disadvantage
Sibolan Wall Shield	25 sp	23 lbs.	+3	Str 12	Disadvantage
Spell Shield	250 sp	3 lbs.	+1	Str 6	Disadvantage

A **SPELL SHIELD** is Made from rare clay, a special tool developed for use by mages used as a base for assorted defensive spells. It is a small, 1 foot diameter shield worn on the off arm.

SIBOLAN SHIELDS are full body shields that prove partial cover.

WEAPONS

Weapons are grouped according to Simple, Common, Adept, Expert, and Specialist. These groupings determine the degree of skill and training needed to use them effectively, and so what types of weapons are available. This does not mean that one cannot simply pick up a weapon and use it – this is about the facility and skill to use it well enough to defend and attack in a manner that allows it to cause damage. Access to trained people limits the exposure one can have to magical education, and so those who focus more on magic have less in weapons education, and those who focus more on weapons have less magical education.

Simple Weapons are the found or least training needed sorts, the “easiest to use”, and are found among many of the realms. Common weapons are the weapons that folks who have at least some cause to take up weaponry skills turn to and learn, such as soldiers and guardsmen. Adept and Expert weapons are for those who take the skills to higher levels, who push themselves forward. For the most part, weapons in these groups are rare, hard to find, and used only by those whose pursuit of martial capability is nearly single-minded.

WEAPONRY NOTES

FIREARMS

Wyrld Firearms are standardized, but extremely difficult to make. It is said that the Gods interfere. There are no burst fire weapons, though all are a form of revolver cartridge or breech loader.

Firearms were developed in Dorado, building on some ideas described in ancient records. They are made and sold chiefly there. Aside from the snuffer, the secrets to making firearms remain with the Kurgan, head of the Eld Posse. Knowledge of this for those other than Gunslingers carries a penalty of death.

Firearms in the hands of anyone other than a gunslinger are difficult to find ammunition for, and only Gunslinger’s have the access to the Firearms skills as they are kept deeply secret. Ongoing investigations continue to attempt to track down the people who make black market ammunition for them, and it is known there are some few weapons that are not in the hands of gunslingers.

Hand Cannon: This is a large bore, single shot weapon, breech loading. Loading takes two hands. It can be dual wielded, but reloading takes 1 action per cannon.

Doradan Rifle: This is a large bore, pop out revolver cartridge, two-handed, long-range firearm. Each 1 action reload is 6 rounds, each firing takes time to turn and set the cartridge. Possession by anyone other than a Gunslinger carries a death penalty, as it is presumed the individual stole the weapon.

Longtom: This is a single shot, large bore, long-range rifle, used for hunting. It is typically loaded with Shakes rounds. Reloading takes an action.

Snuffer: This is a smaller, lighter, single shot, breech loading, smaller bore version of the Hand Cannon, developed in secret and found primarily in Durango. Possession of a Snuffer is generally considered to be punishable by death. It can also be dual wielded. Reloading takes an action.

Doradan Pistol: This is the height of firearms; belonging to a very select group of Doradan Gunslingers and requiring grueling tests. This is a single action reload, six shot revolver cartridge, large bore firearm that can be fired one handed, with each shot requiring time to turn and reset the cartridge. Possession by anyone other than a Gunslinger carries a death penalty, as it is presumed the individual stole the weapon and is subject to being hunted by someone from the Posse of Eld and slain, without mercy or remorse.

Ammunition comes in two sorts: Rounds and Shakes.

Shakes are assembled through the firearms proficiency to break up, but they do not scatter widely.

Rounds are hard pellets, typically of stone, shaped by the firearms proficiency with a toolkit. It takes an hour to shape 10 rounds unless one has a feat. Metal is never used lest it draw the Spirits.

SIBOLAN GLAIVES

A glaive, on Wyrld, is a staff, weighted on one end with a large bulbous weight and bladed top on the other end with a variety of different configurations, notably sword tip, spear point and axe head. Glaives are as tall as the shoulder of the person who uses them. They are a two-handed weapon, and a common form of weaponry used on Wyrld – even more than swords. A Glaive is a custom fitted weapon, always 4 inches shorter than the person who wields it and balanced for their specific use. They are often highly decorated and very personalized weapons.

SIMPLE MELEE

Weapon	Cost	Weight	Die	Damage	Range	Type	Properties
Hatchet	3 sp	00 lbs.	d4	Slashing	STR	Axe	Farm Tool
Club	1 sp	00 lbs.	d4	Bludgeoning	--	Hammer	
Dirk	2 sp	.5 lbs.	d4	Piercing	--	Knife	Light
Hand Knife	2 sp	.5 lbs.	d4	Slashing	--	Knife	Light, Common Knife
Kadaga	10 sp	1 lbs.	d4	Piercing	--	Knife	Light
Sickle	2 sp	1 lbs.	d4	Slashing	--	Knife	Farm Tool
Brass Knuckles	5 sp	.25 lbs.	d4	Bludgeoning	--	Rod	Unarmed
Sap	1 sp	.5 lbs.	d4	Bludgeoning	--	Rod	
Sharp Stick	--	.5 lbs.	d4	Piercing	STR	Spear	
Pitchfork	3 sp	3 lbs.	d4	Piercing	--	Stave	2-Handed, Reach, Farm Tool
Thresher	2 sp	3 lbs.	d4	Bludgeoning		Stave	Farm Tool
Mashetay	7 sp	2 lbs.	d6	Slashing	--	Sword	
Rock	--	.25 lbs.	d4	Bludgeoning	DEX	Thrown	Light

SIMPLE RANGED

Weapon	Cost	Weight	Die	Damage	Range	Type	Properties
Field Bow	12 sp	5 lbs.	d4	Piercing	30/150	Bow	Loading, Ammunition
Hand Crossbow	35 sp	3 lbs.	d4	Piercing	25/100	Bow	Loading, Ammunition
Sling	3 sp	.25 lbs.	d4	Bludgeoning	30/100	Sling	Loading, Ammunition

COMMON MELEE

Weapon	Cost	Weight	Die	Damage	Range	Type	Properties
Hand Axe	10 sp	2 lbs.	d6	Slashing	STR	Axe	
Light Hammer	10 sp	4 lbs.	d6	Bludgeoning	--	Hammer	
Dagger	7 sp	1 lbs.	d4	Piercing	DEX	Knife	Light
Hyborian Knife	15 sp	1.5 lbs.	d6	Slashing	--	Knife	
Karn	7 sp	1 lbs.	d4	Slashing	--	Knife	Light
Karzh	7 sp	1.5 lbs.	d4	Slashing	--	Knife	Light
Fighting Stick	3 sp	1 lbs.	d6	Bludgeoning	--	Rod	
Javelin	2 sp	1 lbs.	d6	Piercing	30/90	Spear	
Short Spear	3 sp	2 lbs.	d6	Piercing	20/50	Spear	
Quarterstaff	2 sp	3 lbs.	d6	Bludgeoning		Stave	Versatile, 2 Handed
Balan	7 sp	3 lbs.	d6	Slashing	--	Sword	
Greatsword	50 sp	10 lbs.	d10	Slashing	--	Sword	Heavy, 2-Handed, Reach
Kampi	7 sp	3 lbs.	d6	Slashing	--	Sword	
Kukris	5 sp	3 lbs.	d6	Slashing	--	Sword	
Shortsword	20 sp	3 lbs.	d6	Slashing	--	Sword	
Smallsword	20 sp	3 lbs.	d6	Slashing	--	Sword	

COMMON RANGED

Weapon	Cost	Weight	Die	Damage	Range	Type	Properties
Throwing Axe	10 sp	1.5 lbs.	d6	Slashing	20/60	Axe	Thrown
Light Crossbow	50 sp	7 lbs.	d6	Piercing	50/200	Bow	Loading, Ammunition
Short Bow	35 sp	3 lbs.	d6	Piercing	80/320	Bow	Loading, Ammunition
Snuffer	250 sp	1 lbs.	d6	Piercing	5/15	Firearm	Loading, Ammunition
Sling, Soldier's	5 sp	.5 lbs.	d4	Bludgeoning	30/120	Sling	Loading, Ammunition
Throwing Dart	10 sp	2 lbs.	d4	Piercing	DEX	Thrown	Light, Thrown, 12
Throwing Needle	15 sp	1 lbs.	d4	Piercing	DEX	Thrown	Light, Thrown, 24
Throwing Spike	15 sp	1 lbs.	d6	Piercing	STR	Thrown	Thrown, 6

ADEPT MELEE

Weapon	Cost	Weight	Die	Damage	Range	Type	Properties
Broad Axe	25 sp	10 lbs.	d6	Slashing	--	Axe	2-Handed,
Doric Mace	20 sp	7 lbs.	d8	Bludgeoning	--	Hammer	
Great Club	1 sp	15 lbs.	d8	Bludgeoning	--	Hammer	Heavy, 2-Handed
Athame	15 sp	1 lbs.	d4	Slashing	--	Knife	Light
Korl	20 sp	1 lbs.	d4	Slashing	--	Knife	Light
Fighting Rod	12 sp	3 lbs.	d6	Bludgeoning	--	Rod	
Spear	6 sp	3 lbs.	d8	Piercing	20/60	Spear	2-Handed, Reach
Axe Glaive	85 sp	3 lbs.	d8	Slashing	--	Stave	2-Handed, Reach
Halberd	60 sp	17 lbs.	d10	Slashing	--	Stave	Heavy, 2-Handed, Reach
Hammer Glaive	75 sp	4 lbs.	d8	Bludgeoning	--	Stave	2-Handed, Reach
Pick	60 sp	12 lbs.	d8	Bludgeoning	--	Stave	2-Handed, Reach
Pike	60 sp	15 lbs.	d10	Piercing	--	Stave	Heavy, 2-Handed, Reach
Spear Glaive	65 sp	3 lbs.	d8	Piercing	--	Stave	2-Handed, Reach
War Flail	20 sp	7 lbs.	d8	Bludgeoning	--	Stave	
Backsword	35 sp	5 lbs.	d8	Slashing	--	Sword	
Broadsword	50 sp	7.5 lbs.	d8	Slashing	--	Sword	
Kopesh	35 sp	6 lbs.	d8	Slashing	--	Sword	
Longsword	35 sp	5 lbs.	d8	Slashing	--	Sword	
Scimitar	35 sp	5 lbs.	d8	Slashing	--	Sword	

ADEPT RANGED

Weapon	Cost	Weight	Die	Damage	Range	Type	Properties
Horse Bow	30 sp	3 lbs.	d6	Piercing	50/200	Bow	Loading, Ammunition
Medium Crossbow	35 sp	14 lbs.	d6	Piercing	75/300	Bow	Heavy, 2-Handed, Loading, Ammunition
Hand Cannon	300 sp	5 lbs.	d8	Piercing	20/60	Firearm	Loading, Ammunition
Longtom	380 sp	10 lbs.	d8	Piercing	60/180	Firearm	2-Handed, Loading, Ammunition
Scattertom	400 sp	8 lbs.	d8	Piercing	20/40	Firearm	2-Handed, Loading, Ammunition
Throwing Dagger	12 sp	1 lbs.	d4	Piercing	DEX	Knife	Light, Thrown, 4
Slingshot	10 sp	1.5 lbs.	d6	Bludgeoning	50/180	Sling	Loading, Ammunition
Harpoon	15 sp	15 lbs.	d10	Piercing	20/50	Stave	Heavy, 2-Handed, Thrown
Throwing Disk	18 sp	2 lbs.	d4	Slashing	DEX	Thrown	Light, Thrown, 6

EXPERT MELEE

Weapon	Cost	Weight	Die	Damage	Range	Type	Properties
Battle Axe	35 sp	12 lbs.	d8	Slashing	--	Axe	Heavy, 2-Handed,
Maul	20 sp	18 lbs.	d10	Bludgeoning	--	Hammer	Heavy, 2-Handed
War Mace	20 sp	10 lbs.	d10	Bludgeoning	--	Hammer	Heavy
Warhammer	15 sp	9 lbs.	d10	Bludgeoning	--	Hammer	2-Handed
Doric Knife	25 sp	2 lbs.	d6	Slashing	--	Knife	
Fighting Knife	20 sp	2 lbs.	d6	Slashing	--	Knife	

Weapon	Cost	Weight	Die	Damage	Range	Type	Properties
Sharambit	8 sp	1 lbs.	d4	Slashing	--	Knife	Light
Morning Star	20 sp	9 lbs.	d8	Piercing	--	Rod	2-Handed
War Spear	10 sp	5 lbs.	d10	Piercing	--	Spear	Heavy, 2-Handed, Reach
Battle Flail	16 sp	7 lbs.	d10	Bludgeoning		Stave	
Scythe	12 sp	9 lbs.	d10	Slashing	--	Stave	2-Handed, Reach
Bloodsword	25 sp	2 lbs.	d8	Slashing	--	Sword	
Cutlass	35 sp	4 lbs.	d8	Slashing	--	Sword	
Rapier	40 sp	2 lbs.	d8	Slashing	--	Sword	
Saber	35 sp	4 lbs.	d8	Slashing	--	Sword	

EXPERT RANGED

Weapon	Cost	Weight	Die	Damage	Range	Type	Properties
Heavy Crossbow	45 sp	24 lbs.	d8	Piercing	100/400	Bow	Heavy, 2-Handed, Loading, Ammunition
Longbow	25 sp	5 lbs.	d8	Piercing	150/600	Bow	Loading, Ammunition
Pistol, Doradan	425 sp	2 lbs.	d10	Piercing	30/90	Firearm	Loading, Ammunition
Rifle, Doradan	500 sp	5 lbs.	d10	Piercing	40/120	Firearm	2-Handed, Loading, Ammunition
Slingstaff	12 sp	3 lbs.	d8	Bludgeoning	70/240	Sling	2-Handed, Loading, Ammunition
Throwing Wedge	10 sp	0.3 lbs.	d6	Slashing	DEX	Thrown	Thrown, 3

SPECIALIST MELEE

Weapon Name	Cost	Weight	Die	Damage	Range	Class	Type	Properties
Fighting Fan	3 sp	1 lbs.	d4	slashing	--	Special	Rod	Light, Shield +1 AC
Lance	10 sp	6 lbs.	d10	piercing	--	Special	Spear	Reach, special
Trident	5 sp	4 lbs.	d6	piercing	20/60	Special	Spear	Reach, Thrown
Whip	3 sp	3 lbs.	d4	slashing	--	Special	Special	Reach, special

SPECIALIST RANGED

Weapon	Cost	Weight	Die	Damage	Range	Kind	Properties
Blowgun	5 sp	1 lbs.	1 hp	piercing	25/100	Special	Thrown Ammunition, loading
Bola	10 sp	3 lbs.	d4	bludgeoning	30/150	Special	Thrown Special, thrown, Entangle
Net	3 sp	3 lbs.		Entangling	5/15	Special	Thrown Special, thrown, grapple

AMMUNITION

Item	Amount	Cost	Weight	Notes
Arrows, Fire	12	15 sp	1 lbs.	self ignites on contact, dealing 1d6 fire damage
Arrows, Glass	12	20 sp	1 lbs.	used to deliver a liquid payload
Arrows, Hunting	12	1 sp	1 lbs.	-1 Die chain
Arrows, Mock	12	3 sp	1 lbs.	leaves mark. Used for tactical and duels
Arrows, War	12	2 sp	1 lbs.	+1 die chain
Arrows, Whistling	12	2 Sp	1 lbs.	War arrows trimmed to whistle
Ball bearings, ceramic	100	1 sp	2 lbs.	
Blowgun needles	25	1 sp	1 lbs.	
Caltrops	20	1 sp	2 lbs.	
Cartridge, Crossbow, Hand	--	12 sp	1 lbs.	Holds 6 Bolts
Cartridge, Crossbow, Heavy	--	13 sp	1 lbs.	Holds 6 Bolts
Cartridge, Crossbow, Light	--	8 sp	1 lbs.	Holds 6 Bolts
Cartridge, Crossbow, Medium	--	9 sp	1 lb	Holds 6 bolts
Crossbow bolts, Hand	6	5 sp	1 lbs.	
Crossbow bolts, Heavy	6	8 sp	3 lb	
Crossbow bolts, Light	6	3 sp	1½ lb	
Crossbow bolts, Medium	6	5 so	2 lb	

Item	Amount	Cost	Weight	Notes
Firearm Rounds	10	150 sp	1 lbs.	only available in Dorado
Firearm Shakes	10	200 sp	1 lbs.	+2 Piercing damage, only available in Dorado
Firearm Scat Rounds	10	175 sp	1 lbs.	everything in a 6 wide cone.
Sling bullets	30	8 cp	1 lbs.	
Snuffer Rounds	6	100 sp	½ lbs.	Single shots.
Throwing Lever	---		1 lbs.	Atlatl

EXPLOSIVES

Doradan engineers in the Triskelion Posse also developed Explosives, using the same principles that they used to create firearms. They have fashioned these into three forms, one of which has two additional variants.

Explosive	Skill	Cost	Weight	Range	Radius	Damage	Save Vs
Charge - Basic	Adept	300 sp	5 lbs.	10'	25'	4d6	Dexterity, DC 12
Charge - Sharp	Adept	500 sp	5 lbs.	10'	5'/10' Cone	6d6	Dexterity, DC 15
Grenade	Common	175 sp	.5 lbs.	60'	10'	3d6	Dexterity, DC 15
Grenade -- Fire	Advanced	200 sp	1 lbs.	60'	5'	2d6 + 1d6/trn	Dexterity, DC 15
Grenade -- Smoke	Advanced	200 sp	.5 lbs.	60'	30'	1d6	Constitution, DC 18
Ordnance Kit	--	15 sp	1 lbs.	0	3'	1d6	Dexterity, DC 10

Charges come in two types, Basic and Sharp.

A **Basic Charge** can be of any basic shape, is around twelve inches (1 foot) in diameter, and when detonated affects an area in a 25-foot radius, dealing 4d6 damage to any creature who fails a Dexterity throw.

A **Sharp Charge** is built to push most of the blast in a single direction, though it still has an effect. Sharp Charges are built for knocking holes in things. Due to their nature, charges can only be thrown about 10 feet.

Grenades are small objects of basic shape that are about 4 inches in diameter that can be thrown up to 60 feet away and generally does damage in a 10-foot radius.

A **Smoke Grenade** releases a thick, colored smoke that fills an area in a 30-foot radius.

A **Fire Grenade** spreads a thick, viscous gel over a five-foot radius that is ignited and will burn for up to ten minutes. Fire grenades will do an additional 1d6 in damage for each turn the person is covered in the burning gel. The gel can be washed off, smothered, or otherwise treated like typical fire.

In each case, a Dexterity save can be made to avoid it, but it is hard.

BULK GOODS

On the borderlands, many people conduct transactions through barter. Like gems and art objects, trade goods—bars of iron, bags of salt, livestock, and so on—retain their full value in the market and can be used as currency. But also, a good bundle of something can be extremely useful on the open road or to passing merchants who want to up their fortunes for a little less overhead. Trade goods have different exchange rates on Wyrld.

Item	Qty.	Wt.	NC	SV	EC	SC	SR	WC	FR	Notes
Name	(#)	(lb)								
Woolen Yarn	1	1								Skein
Linen Yarn	1	1								Skein
Cotton Yarn	1	1								Skein
Brocade	1	1								Square Yard
Taffeta	1	.2								Square Yard
Satin	1	.3								Square Yard
Velvet	1	.3								Square Yard
Woolsey	1	.3								Square Yard
Denim	1	.75								Square Yard
Deslin	1	.5								Square Yard
Silk	1	.2								Square Yard
Canvas	1	1								Square Yard
Quality Silk	1	.1								Square Yard
Wool Fabric	1	.4								Square Yard
Linen	1	.5								Square Yard
Jute	1	.8								Square Yard
Hemp	1	.8								Square Yard
Bamboo Fabric	1	.5								Square Yard
Fusty	1	.3								Square Yard
Kamber	1	.3								Square Yard
Muslin	1	.5								Square Yard
Sindlin	1	.5								Square Yard
Serjlin	1	.5								Square Yard
Hesslin	1	.5								Square Yard
Woolless	1	.5								Square Yard
Chiffon		.2								Square Yard
Terrycloth		.3								Square Yard
Cheesecloth		.1								Square Yard
Twill		.6								Square Yard
Drapery		1.25								Square Yard
Common Fur	1									Square Yard, tanned
Quality Fur	1									Square Yard, Tanned
Specialty Fur	1									Square Yard, Tanned
Common Leather	1									Square Yard
Quality Leather	1									Square Yard
Specialty Leather	1									Square Yard
Common Hide										Square Yard, Tanned
Quality Hide	1									Square Yard, Tanned
Rare Hide	1									Square Yard, Tanned
Chicken	1	10								
Sheep	1	250								
Cow	1	2500								
Goat	1	275								
Ox	1	3000								
Pig	1	400								
Aruk	1	2500								
Fesan	1	25								

Item	Qty.	Wt.	NC	SV	EC	SC	SR	WC	FR	Notes
Weg	1	500								
Pigment: Bleach	1	8								Jar
Pigment: Black	1	8								Jar
Pigment: Red	1	8								Jar
Pigment: Orange	1	8								Jar
Pigment: Yellow	1	8								Jar
Pigment: Green	1	8								Jar
Pigment: Blue	1	8								Jar
Pigment: Indigo	1	8								Jar
Pigment: Violet	1	8								Jar
Cotton	1	180								Bale
Wool	1	320								Bale
Hemp	1	225								Bale
Linen	1	200								Bale
Jute	1	250								Bale
Coffee Beans	1	50								Sack
Tea Leaves	1	30								Sack
Chocolate Beans	1	60								Sack
Platinum	1	5	17500	17500	17500	17500	17500	17500	17500	Ingot
Gold	1	5	1750	1750	1750	1750	1750	1750	1750	Ingot
Copper	1	5	17.5	17.5	17.5	17.5	17.5	17.5	17.5	Ingot
Tin	1	5	50	50	50	50	50	50	50	Ingot
Nickel	1	5	50	50	50	50	50	50	50	Ingot
Aluminum	1	5	50	50	50	50	50	50	50	Ingot
Tealiron	1	5	5000	5000	5000	5000	5000	5000	5000	Ingot
Iron	1	5	7500	7500	7500	7500	7500	7500	7500	Ingot
Silver	1	5	175	175	175	175	175	175	175	Ingot
Electrum	1	5	875	875	875	875	875	875	875	Ingot
Chrome	1	5	3000	3000	3000	3000	3000	3000	3000	Ingot
Ore, Platinum	1	180	525k							Crom
Ore, Gold	1	162	52k							Crom
Ore, Silver	1	88	5250							Crom
Ore, Electrum	1	135	26k							Crom
Ore, Copper	1	75	525							Crom
Ore, Nickel	1	74								Crom
Ore, Tin	1	61								Crom
Ore, Chrome	1	60								Crom
Ore, Zinc	1	60								Crom
Ore, Aluminum	1	23								Crom
Ore, Iron	1	66								Crom
Ore, Whiteshine	1	70								Crom
Ore, Crystalium	1	25								Crom
Ore, Bluegleam	1	20								Crom
Ore, Greenshine	1	20								Crom
Ore, Daengeld	1	100								Crom
Ore, Vitredur	1	25								Crom
Ore, Steelglass	1	75								Crom
Ore, Bitumen	1	12								Crom
Ore, Lead	1	95								Crom
Ore, Titanium	1	38								Crom
Ore, Tungsten	1	164								Crom
Ore, Magnesium	1	15								Crom
Glass, chunk	1	24	50							Crom
Glass, Sand	1	26	65							Crom
Apple	1									Cord, Lumber
Ash	1									Cord, Lumber
Balsa	1									Cord, Lumber

FACTIONS

The major kinds of Factions are Houses, Guilds, Circles, Posses, Syndicates, and Orders.

Guilds and Posses form the most generally well respected and well-known groups, devoted to their respective efforts, while Syndicates (concentrated and based around Durango) seek to corrupt and empower themselves and the Circles strive to stay relevant and in power (that is, outside of Aztlan).

It should be noted that nearly all of them derive their initial basis from Guilds, and so Guild is what they are often called (particularly in Guild Cant). All of them follow the apprenticeship model, as well, even the Syndicates.

All of these factions and assorted groups compete and struggle with each other, sometimes not entirely legally, and often using people they have hired for things that they need to wash their hands of. Renown has a direct impact on one's standing in any of these.

THE GUILDS

The second most common and obvious of all the factions on Wyrld (after Houses) are the Guilds, who operate as a kind of private enterprise entirely on their own, limited and structured only by the powers of Nobility and basic laws.

Guilds are everywhere that there is a sizeable enough group of people, and their influence stretches across the Empire. Guilds have little influence in Hyboria or Kahokia and are said to lack a presence within the Sea Realms.

Guilds are taxed independently of the members, as well, and so all of them charge dues to help cover those taxes, as well as to help cover expenses.

Guilds act as a governing body and a kind of union, essentially having control of direct trade throughout the realms, while the Nobility taxes and set policies and laws that govern it, enforcing most of their restrictions on the Guilds, who then in turn enforce the on members.

MEMBERSHIP

In order to obtain either a [MARK OF TRADE](#) or a [WRIT OF COMMERCE](#), both of which are necessary to be able to sell in a market, you must be a member of the Guild. The penalties for lacking such are stiff; legally, one faces confiscation of all of one's goods, and extralegally there are the sanctions that a Guild may put upon someone.

The one exception to this is locals: local sellers who are residents are usually free to set up a stall or shop with little impact, but often they will need to pay a market fee to do so, or they will be selling out of their homes.

The good news is anyone engaged in the activity the guild is over can join a guild, and many people are already part of one. The only thing they have to do is keep up with their dues.

SEASONAL DUES

Dues are paid seasonally and are based in several factors: the degree of mastery, the level of success or wealth of the member, the guild itself, and the assorted graft beholden to a particular area.

As an example, the Dues for the Adventurers Guild are 1 Crown every season. The dues for each of its subguilds vary and are an addition to the Adventurers Guild's dues.

STRUCTURE

All guilds follow a common structure that is said to date back to before the God's War. Nearly all guild activity takes place within a Guild Hall, often a large building that will include the ability to house and provide for members.

APPRENTICESHIPS

On Wyrld, children are Apprenticed out of their home at the age of 15. This is part of why they are called such at that age.

Apprenticeships are usually an arrangement, sometimes contractual, and is normally until the age of 20, but could be up to the age of 21. To be taken on as an Apprentice, a Keeping Fee must be paid, and an Escrow set aside. This can often leave people unable to leave a trade, however, if the fees are too great, and so they are usually formally set, typically around a Shilling a year for the fee and 10 shillings for the Escrow. The Escrow becomes a part of the Apprentice's starting wages when they move to Novice. After apprenticeship, one is a Novice. A Master has their own shop and wares and trains Apprentices, usually after proving themselves to the Guild to which they belong, with the aid of Professionals and Adepts.

Degrees of Mastery	
Apprentice	(-3) to 0
Novice	1 to 4
Yeoman	5 to 8
Adept	9 to 12
Master	13 to 16
Grand Master	17 to 20

Apprentice Novice Maven / Yeoman Adept Master Grand Master-

For nomadic cultures, a similar structure is in play, though it tends to start younger. This is due in part to having been the system that was established in the Age of Legend, and it has worked extremely well. Individual Tribes tend to have their own terms for this. Nomadic groups tend to also have fewer roles. An individual *can* and do apprentice to their own parents, but usually one seeks to apprentice out, even if it is within the same trade or profession, in order to improve the skills one picks up or expand possible family trade opportunities. All young adults who are Juvenal – or Apprentices -- or those who **appear to be** this age are generally called **'prentices**, as the guild system in place reinforces it, and the long-held traditions of preparation and defense that have been baked into the culture over the years make it a necessity. It is during this time that a young person is prepared to take their place in adult society. Marriages are arranged, one's future is bargained for, the trade or craft you will enter is laid out for you. Most impactful is the **GUILDWAGE**, a fee that will be used to pay some Master to take you on as an apprentice and teach you the things you will be doing the rest of your life.

A typical apprenticeship is five years, but it is not uncommon for Apprentices to find a way to buy out of their original and buy into a different one that fits their needs and goals and desires. Most Apprentices with earnest effort will complete theirs in three years, but struggle with the two years they are not considered an adult afterward. It is a hard time, full of competition, often filled with great cruelty or incredible kindness. There will be Dances and masquerades, and of course there are the flings and fresh loves – and for many, getting married in this period is a thing that is desired and happens – while others will only look forward to earning enough to begin forging their own path and becoming Grand masters. For apprenticeships that involve research and great knowledge, such as scholars, antiquarians, sages, physics, and similar, the time is usually five years.

Guilds – as well as Circles, Posses, and Syndicates – control most aspects of life, and the only ones who can escape it are shepherds and farmers and such. For many, who cannot take the normal process, there is the goal of Apprenticing to a Master or Grand Master of the Adventurer's guild. Save for Wizards, who will take them but be very grumpy about it because nearly all of them trained at Akadia and think that such should start while one is still a child, or a Youth at the worst, because there is simply too much to learn and so many bad habits to unlearn, many who set forth on the path will begin in such a manner – but some will come to it later. Coming to it later can grant additional skills that may be of value and use when one least expects it.

While not everyone is fortunate enough to be able to move to a guild, the vast majority of people of means do enjoy such, often leaving their small Steading, Hamlet, or Village to apprentice in a Town or City. In doing so, you can take a background that reflects your time as an apprentice – but **only** if you completed the five years of apprenticeship and became a novice within the Guild.

ADVANCEMENT

Advancement within a guild is determined by what is essentially a combination of practical effectiveness and overall popularity (or, as some would describe, overall desire not to have to take on the job). The Guild Lord is the head of the Guild, the executive that is essentially in charge of the guild itself, on top of whatever other concerns they may have.

Advancement as an individual is dependent on the skill and practice one can put forth, combined with experience and time. The typical path from Apprentice to Novice is as much as 3 years, and then generally it

takes about four years to move forward for every degree of mastery, although this can change through recognition and renown of one's workmanship and quality; the tales have been told of those who were recognized for outstanding contributions to the craft.

In Akadia, Aztlan, Dorado, and Qivira, the Guild Lord is appointed from a list provided to the rules of each land. In Sibola, Durango, and Lyonese the Guild Lord is selected by the Grand Master membership in a secret lottery. In either case, to be eligible for the position, one must be at least a Grandmaster, and one has to have served within the guild for at least one year.

Beneath the Guild Lord is usually a Council that meets seasonally, typically in the middle of the season. The Council is made up of all the Grand Masters in the Guild, and sometimes includes the Masters within the guild. The Guild will often have Masters and Grand Masters who have either lightened their personal workloads or retired, and moved into the administration of the Guild as a full time effort. This is made possible often because they have several adepts and yeomen or professionals working for them and are able to continue to pay their taxes.

The typical life of a Guilder is that they go into an Apprenticeship and remain there, gaining experience and honing their craft until they are at the very least a higher degree of yeoman before they step out on their own, but more commonly this happens after they reach adept mastery, and then only if there is a good reason for them to do so, and there is enough of a market to support them and their former masters.

There are, of course, stories of Yeoman who seek to destroy or undermine their prior masters, but that is one of the factors of import to a Guild: The Guild Lord has the power to revoke and issue marks of Trade and Writs of Commerce under the will of the ruling noble. They also often act as Arbiters unless forced to consult a magistrate or arbiter by an outside agency.

This means that often the rebelling guilder will find themselves removed from the guild, denied the ability to practice their craft, and all but ruined locally through the inevitable whisper network.

TYPES OF GUILD

There are several different types of guild, but it is also important to recognize that there are certain categories of creating that fall under certain segments of the guild and determine how they are named. The major ones are the Smiths, Swains, Wards, and Wrights.

A **WRIGHT** is someone who deals primarily in fashioning a raw product into a given shape or form – A Wheelwright bends the wood to make a wheel, for example. Carts, wagons, ships, locks, clocks, and more.

A **SMITH** is someone who uses a forge to fashion ore into a useful item – and they are divided according to the kind of ores they work with (with iron being the Blacksmith, Brightsmith's specializing in silver, Redsmiths in Copper, and so on).

A **SWAIN** is someone who fashions processed material, such as fabric, into a particular shape as a product. Boats need repairs and upgrades, lights need mending and fashioning, sails need creating and nets need making.

A **WARD** is someone who protects and looks after something. The Greycoats are an offshoot of the Reeves, who represent the guild of guardsmen.

Guilds are then generally divided between **COMMON** and **MASTER GUILDS**. Common guilds generally only have themselves as a guild. Master Guilds will often have several subguilds beneath them. A Subguild is a narrower focus guild that is run the same as any other guild but has banded together with other guilds that share a common interest area and so created a Master Guild that is a guild that sits above them all. Master guilds are not widely liked, because they mean a double set of dues each Season, one to the guild proper and one to the master guild.

In most cases, the "field of endeavor" or occupation is a "-ry"; so, an artist engages in artistry, a Chandler practices Chandlery, a Plumber does Plumbery, and so forth. The Smiths, Swains, Wrights, and Wards are similar in nature.

GUILD LIST

The most often encountered and used Guilds in a single list are:

(Miscreants)	Actors	Adventurer's	Alchemists	Ambassadors
Antiquarian	Apothecary	Arbiters	Armorer	Artisan's
Astrologer	Author	Bakers	Barbers	Bards
Barker	Beadwright	Bellsmith	Blacksmith	Boatman
Boatwright	Bookward	Borer	Bowright	Breeders
Brewers	Brickery	Broom	Buckler	Builder's
Butcher	Carriage	Cart	Carver	Castellans
Catchers	Chandlery	Chefs	Chimeswain	Claywright
Cleaners	Clerk	Clockswain	Clothier	Coalswain
Cobbler	Cooper	Counters	Couriers	Criers
Crofters	Crystalsmith	Cunnings	Cutler Smith	Dance
Deckhands	Diplomats	Dishwright	Distillers	Dollswain
Draftery	Draper	Druids	Drumery	Dyeswain
Embroider	Enamelwright	Envoys	Faithward	Farmers
Farrier	Feltwright	Ferryfolk	Fieldward	Fishers
Flowerward	Fodges	Framery	Furnisher	Furwright
Game	Gardenward	Gardeners	Glass Smith	Gloveswain
Goldsmith	Greyman	Grocery	Gunslingers	Hallward
Hatwright	Healer's	Hearthward	Hearthswains	Heralds
Herbalist	Hornwright	Horseward	Hostelry	Hunters
Inkswain	Innkeeper's	Innry	Jewelswain	Juggler
Knitswain	Laborer's	Lacewright	Lacquerwright	Lathery
Lauderers	Lawyer	Lightswain	Limner	Lockswain
Luthier	Mages	Manorwards	Mapwright	Mariner's
Mason	Merchantry	Merchants	Messenger's	Messengers
Midwife	Miller's	Miner	Minstrel	Mongery
Music	Mystics	Navigators	Netswain	Noble's
Oracle	Oration	Orewright	Painter	Paperwright
Pastrier	Peddlers	Perfumer	Physic	Pigmentwright
Pilots	Piperswain	Plasterery	Plumbery	Poet
Porters	Potsmith	Provisioner	Pubry	Purlswain
Purser	Rangers	Ratter	Redsmith	Reedwright
Reeves	Riverward	River Pilots	Road	Rug Makers
Saddleswain	Sage	Sailswain	Saloonry	Scribe
Scrimswain	Sculptor	Seaward	Seneschals	Shepherds
Yuzuras	Shipwright	Shopkeepers	Silversmith	Skyward
Smith's	Song	Spicery	Spinwright	Stage
Stewards	Stonewright	Stringwright	Surveyor	Swain's
Tanner	Tavernry	Teamster	Thatchery	Tinkers
Traders	Traveler	Treasurer	Trusty	Tumbler
Tuneswain	Upholsterer	Vanguards	Vintners	Wards'
Warriors	Watchward	Water Mill	Weaveswain	Wheel Mill
Wheelwright	Whitesmith	Wind Mill	Wizards	Wood (Carpenter)
Wood (forester)	Wordwards	Wright's		

This list is broken down as follows:

COMMON GUILDS

Arbiters	Astrologer	Bakers	Barbers	Breeders
Catchers	Chefs	Cleaners	Crofters	Farmers
Fishers	Gardeners	Hunters	Lauderers	Miner
Pastrier	Porters	Ratter	Shepherds	Yuzuras
Teamster	Tinkers			

MASTER GUILDS

Adventurers	Innkeepers	Messengers	Merchantry	Artisans
Builders	Smiths	Swains	Wrights	Wards
Healers	Millers	Laborers	Mariners	Nobles

ADVENTURERS SUBGUILDS

Bards	Mages	Faith	Envoys	Mystics
Vanguards	Warriors	Reeves	Rangers	Druids
Gunslingers	Wizards	Cunningers		(Miscreants)

COLONIES

Colony	Perspective	Focus
Onisaman	Way of the Open Hand	Defensive, non-lethal
Eridian	Way of the Shattered Heart	Offensive, weaponry
Thunderheart	Way of the Peaceful Hope	Self defense through effective offense
Diaspore	Way of the Brilliant Mind	Development of mind and body

COLLEGES (BARDS)

Dance	Music	Oration	Song	Stage
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ARTISANS SUBGUILDS

Clothier	Carver	Painter	Sculptor	Author
Actors	Perfumer	Barker	Minstrel	Poet
Tumbler	Juggler			

BUILDERS SUBGUILDS

Bricker	Drafter	Mason	Surveyor	Framer
Thatcher	Plumber	Hearthswains	Plasterer	Lather

Hearthswains specialize in making fireplaces and foundries.

Drafters are what we would call architects.

HEALERS SUBGUILDS

Physic	Herbalist	Apothecary	Midwife	Alchemists
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INNKEEPER'S SUB-GUILDS

Inn	Tavern	Hostel	Pub	Saloon
Brewers	Distillers	Vintners		

MARINERS SUBGUILDS

Pilots	Navigators	Ferryfolk	River Pilots	Deckhands
Boatman	Provisioner			

MESSENGER SUBGUILDS

Couriers	Traveler	Messengers	Wordwards	
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Wordwards are people, primarily women, who take the words of an individual along with the sentiments therein, and craft from that a letter that is then delivered to the person if they are within the realms.

MERCHANTRY SUBGUILDS

Mongers	Traders	Peddlers	Merchants	Shopkeepers
Chandler	Grocer	Spicer		

Mongers are the folks who operate a stall, booth, or cart in the community markets, often specializing in a single kind of thing, but covering a vast range of possible goods. They are akin to shopkeepers, but don't operate out of a fixed building location, and may even travel from city to town to village.

MILLERS SUBGUILDS

Wheel	Water	Wind		
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Mills are one of the major industries of Wyrld. Grain is delivered, ground into various flours, and returned, all for a fee. Recently, some mills have started using clockwork applications to create looms that fashion fabric. These are located in Lyonese, and are generally expected to be a failure.

NOBLES GUILD

Trusty	Fodges	Manorwards	Criers	Treasurer
Ambassadors	Diplomats	Stewards	Seneschals	Heralds

SCHOLARS GUILDS

Counters	Sage	Scribe	Limner	Book
Clerk	Lawyer	Antiquarian	Oracle	

SMITHS SUBGUILDS

Armorer	Bell	Black	Buckler	Crystal
Cutler	Farrier	Glass	Gold	Pot
Red	Silver	White		

Bucklers deal with bucklers, button, and fasteners of all sorts.

Crystalsmiths work with the assorted crystalline materials of Wyrld.

Whitesmiths work with cold metal and handle more delicate finishing and polishing work. They might make pie tins, cookie cutters, candlesticks, coffee pots, and similar stuff. Often found working with Enamellists.

Redsmiths work with copper, brass, and bronze.

Farriers are traveling or local blacksmiths who focus on horseshoes, nails, and similar basic needs.

SWAINS SUBGUILDS (PROCESSED)

Bead	Boat	Borer	Bow	Chime
Clock	Color	Cooper	Doll	Draper
Dye	Embroider	Furnisher	Glove	Ink
Jewel	Knitter	Light	Lock	Luthier
Net	Piper	Purl	Purser	Rugswain
Saddle	Sail	Scrim	Shoe	Tune
Upholsterer	Weave	Wood (Carpenter)	Drumery	

Coopers create Basins, Barrels, Tubs, Chests, Casks, and similar items.

Pursers make purses, sacks, backpacks.

Chimeswains make the small bells for harnesses and chimes and doors.

A Luthier makes stringed instruments.

A Piper makes reed instruments.

A Borer make pipes for plumbing.

A Drumswhain is a maker of drums.

WARDS SUBGUILDS

Castellans	Field	Flower	Game	Garden
Greyman	Hall	Hearth	Horse	River
Road	Sea	Sky	Watch	Wood (forester)

Castellans are household servants, usually for the nobility and the wealthy, roughly equivalent to house managers, maids, butlers, and the like.

WRIGHTS SUBGUILDS (RAW)

Broom	Butcher	Carriage	Cart	Coal
Disher	Drum	Enamellist	Felter	Furrier
Glass	Hat	Horn	Lace	Lacquer
Map	Ore	Paper	Pigment	Potter
Reed	Ship	Spinner	Stone	String
Tanner	Wheel			

Chandlers deal in Candles, Soaps, Bleach, and Detergents

DISTRIBUTION OF GUILDS

Every one of the Seven Cities has a Guild Hall for all of the guilds shown, and their counterparts can be found in the Sea Realms major cities (Islandia and Keris) as well. Antillia has no Guilds in the traditional sense, but does have Unions, which resemble guilds, and there are many more of them, for each job has a union, and there are no master Unions.

Towns typically have the Master Guild Halls but will lack the subguilds beneath them as stand-alone halls. Common Guilds are also likely in a town, each with a Hall of its own.

Villages, Hamlets, and Steadings are unlikely to have a Guild Hall, but larger Villages may have a combined Guild Hall that will serve the local region of hamlets and steadings and make arrangements for getting goods to markets.

NOTABLE GUILDS:

THE ADVENTURER'S GUILD

The Adventurer Guild Motto is "We fight just a little harder".

To the best of their ability, the massive, somewhat frightening Adventurer's Guild has a branch in every town, and there is one found either in or just outside of every city. Rare few villages have a Common House run by a Guild; though, lacking lodging, but enabling storage and usually cheaper food and drink than a guild run pub or inn. Dues are 1 Quid a month or 1 Crown a year and joining has a fee of 10 Shillings plus Dues upfront. Members of the Guild can stay for free in greater comfort at a Guild House, as well as find opportunities. AGs can be contracted for bounties, escort jobs, and more. They work closely with several other guilds, at excellent rates, including those who operate in the shadows. It also serves as the Mercenaries' guild, taking all manner of jobs for listing.

Adventurer is a job, in and of itself, and considered to be a calling. Adventurers are *weird*; that is, they have been touched by the Powers in some way that has made them suitable and interested in that field, and so are considered dangerous and risky and short lived.

Note that the Adventurer's guild is composed of several smaller guilds. Associated with them are the Merchanters, Antiquarian, Physic, Sage, Oracle, Delving, and (Miscreants). One offshoot of the Adventurer's

Guild of the adventurer's guild, without contact between contracting parties. Of note is that the Guild is inclusive of the Syndicates – all of them are members, reportedly.

One of the key aspects that is often forgotten about outside the Adventurer's guild is that many adventurers will group together for mutual aid and benefit in a formally recognized team, called a *Company* or *Corps*. These companies will typically establish some form of headquarters, called a Bastion, and from there they will make their names and lead their lives. In some cases, a Company will be granted a special dispensation by a local lord to establish a settlement, and thus become a Noble Corps, though they do have obligations as a result (and they are handled collectively). A company is a formal arrangement, and has rules for formation, for disbanding, for turnover of members, and some have become famous while others have become infamous.

THE CIRCLE OF LANTERNS

The Circle of Lanterns claims to oversee all sex work on Wyrld. They are known to compete somewhat with the Innkeeper and Tavernhost Guilds and will often operate in opposition. Their Saloons are very popular in Dorado.

THE CIRCLE OF CROSSINGS

Provides guards for traveling caravans and mercenaries not affiliated with a guild. They compete with the Vanguard guilds, as well as the Adventurers Guild. They do not get along well with the Hovewards.

THE CIRCLE OF DREAMS

The Circle promises all a very good time, albeit with perhaps an uncontrollable interest to return after.

THE CIRCLE OF SPELLS

Originally out of Lyonese, and merged with a couple others, it is considered one of the finest organized groups providing imbued and ingrained items to the public (for a price).

THE MESSENGER GUILD

One of the oldest three guilds (Dreams and Lanterns being the other two), the Messenger Guild has existed in some form or other since well before the God's War. Within their secretive Guild Halls, they have people who are capable of some startling things, and there have long been rumors and suggestions and third- or fourth-hand evidence that they are involved with one or more of the Illuminati groups.

The Messenger guild is exactly that, a guild whose business is the recording of, transport of, delivery of, and care of messages and packages from one place to another. There are several different roles within the messenger Guild, which is essentially the equivalent of what was once called a Post Office on one of our Bepores, or a Courier, or something called a runquail. Rafael's world was weird.

Messengers serve in many different roles throughout the Empire, as they are also records keepers on par with the Bards and Envoys. A Messenger will go anywhere, and nothing will stop them from delivery short of their death, which for those assigned the greatest priority roles, is nothing short of immensely difficult.

The One thing to keep in mind about them is that one of the groups they have within the guild is that of the Mystics, whose powers are peculiar and grant them additional abilities. Other professions are employed by the Messenger Guild, but Mystics are a unique group within them, and the source of the linkage to the Illuminati groups.

MISCREANTS

There is one guild where you can find fences, padfoots, con artists, and more, and it is called the Miscreant's Guild, and no one knows how extensive it is, how connected it is, or usually where it is located unless one is a member. The Miscreants Guild in Durango is known to change location every month. This Guild is usually written in parentheses and operates without oversight and beneath the law. It is known to exist, however, but the operations of the guild is always questionable, for it is hidden from any who are not members. They are known to consort with Envoys, Corsairs, and others to achieve specific goals and aims, and to have a very

strong opposition to Paladins and Reeves from ever finding them. Rumor has it there is some kind of Thieves Cant that members use.

ALCOHOL GUILDS

Alcohol is overseen by Brewers, Distillers and Vintners. Most alcohol is enjoyed warm, even slightly heated. Those who can afford it will speak of how it improves when cold, using assorted magics, but I think the magic strips something from the alcohol, myself.

BREWERS create Beer and Ale. These are a thick, low alcohol beverage that is usually the main beverage everyone drinks during the day, instead of water. Beer can be made by most homes in villages as a side effort, which is then sold in small batches to ale peddlers that collect it, and most places will serve a beer or ale made either on site or formed from a mix of local well-known ale and beer makers.

DISTILLERS create, transport, and market hard liquors. Of the dozen or so major liquor types, the ones produced most often by the most places are Whiskey, Vodka, Gin, and Rye. All distilled liquors have very tightly guarded secrets for how they are made, and usually have support for charges from the local nobility to exposing recipes or processes. The greatest secrecy concerns the workshops, but in general it is known that most of the beverages comes from some form of mash, often tweaked with some form of extra element. Imperial liquors are all very white, perhaps having only the faintest of shades of color.

In terms of highest popularity and desirability, Aztlan produces something called **UZO**, Akadia has several varieties of **GIN**, Dorado produces **TEQUILA**, Durango makes **RYE**, Lyonese makes a popular form of **WHISKEY**, Sibola is famous for a **VODKA**, and Qivira makes a sweet liquor called **VIRALE**, enjoyed in tiny glasses, as well as a clear liquor called **SHOJU**. Antilia produces some potent **CIDERS**, and Exilians produce a peculiar liquor called **MAKUSHMUR** that varies in flavor and potency constantly as it is rarely made from the same things, being distilled from whatever they happen find in their travels. The Sea Realms drink an immense amount of **RUM**, which is the primary alcohol there.

Doric whisky isn't very popular outside of Dorado, being bitter, dry, and very strong, but is considered the most affordable whiskey that is made, and they make a lot of it. Rum is so popular there are ancient children's songs about it, that Rum has been adopted by Mariners pretty much everywhere.

MEAD, made from Honey or syrup from a tree, is typically made in Temples and Shrines, and sold during festivals. Wyrld Mead is sweet, dry, and potent. Temples and Shrines are the unofficial Beekeeper's Guild but are generally called the Faith Guild and tend to be very strict about people trying to make their own Mead.

VINTNERS make, market, and promote Wine. **WINE** on Wyrld is mostly made from a kind of berry called a Grape. However, it is not the only sort of berry used, and there are five very broad categories of wine as a result: Red, White, Green, Pink, and Yellow or Olive. Within each broad type are several kinds of wine that highlight certain aspects of certain fruits. Green Wines are more akin to ciders or some forms of rum, but considered lighter, though why they do that is beyond me. Ting says it has to do with a combination of dryness and sweetness, whatever that means. I like my ales, thank you.

In any case, Wines are grown, pressed, aged, and then sold. Wines are sold by the Jug to the common folk, but by the Drum in bulk. Wine is heavy, and Vintners seem to have learned something several hundred years ago that allowed them to create something called Brandywine. It is basically a very strong form of wine, very much like a Liquor, and strong and highly scented. It is the most sought after of beverages and considered a drink of indolence and wealth. It is considered a major offense to sell Brandywine if you are not a member of the Vintner's Guild – many tales that Tink likes to tell show that selling Brandywine without being a Vintner can result in death or Prison.

Brewers are the oldest of the Alcohol related Guilds, followed by Vintners. The Distiller's Guild is relatively new (shortly after the last Skyfall), by comparison, and there is a great deal of bad blood between Distillers and Vintners for some reason.

INNHOST GUILD (INNKEEPERS)

INN

On Wyrld, the Innhost's Guild controls the Inns and Taverns through subguilds. They do this with what is regarded as a velvet glove drenched in blood around an adamantine fist with spiked steel knuckles built in. Given the constant encroachment of the Syndicates, the Royal vagaries, and the flat-out defiance of the Posse of Rails, it may well be that they must. There are, then, some Inns and Taverns that are not Guild linked. At least two Powers are known to set up Inns in the middle of nowhere from time to time, moving them around.

An INN is a building that has a walled area, stabling, pasture, offers food and drink, and has both a communal sleeping area and 4 to 24 private rooms that sleep two.

There is an Inn located typically 30 miles out along any road where there is not already a village, town, or city. There is a network of Inns within a given region defined by ethnicity, and they will all be similar within it and ultimately controlled by the Guilds.

Inns commonly have 2 to 12 Wardsmen, and Innkeepers are usually capable of at least some magic, even if most of it is meant to keep the place running and clean. They have stable hands, cooks, assorted help, and, yes, servers that are most likely women in patriarchal regions, men in matriarchal regions, and both in less rigid regions.

Inns are "signs of civilization in the wild" as well – many a small hamlet has been built up around an Inn located in the middle of nowhere. A good Inn is like a small private compound, able to take care of visitors and travelers from wandering Monks to adventuring parties to entire caravans or Noble entourages. As a result, they have many of the features that make the stays of their guests and the lives of their staff easier.

TAVERNS

TAVERNS are Guild-run establishments that will serve food, beer, and possibly wine. They are usually near a Public House or on a Shop Street, and the two may be owned by the same person or family, but they are always careful not to cross the guilds by combining the two. There is usually a carriage house nearby, or the site will have a stable, but is unlikely to have the ability to deal with a wagon. In many Cities, though not all (Sibola, Aztlan, and Durango come to mind) Taverns are often found near the Markets.

Taverns usually have a Host, a few cooks, some servers, and a few ancillary staff.

PUBLIC HOUSES (PUBS)

A **PUBLIC HOUSE** is a place of short term, temporary residence, usually near a gate. They usually can handle horses and wagons. They are often considered seedy places, but continually prove themselves of strong value, especially to Adventurers. The guild will often have arrangements with a better class of one for their members and are always happy to recommend one or two depending on the purse size of the party.

In a Village, Town, or City, Pubs usually have housekeeping, a pubkeeper, and a stable hand.

SALOON

A **SALOON** is an establishment that just sells strong, hard liquor, wine, and of course beer, ale, and mead.

Saloons are often rowdy places that are controlled by the Innkeeper's Guild and are often one of the earliest establishments in Camps. Saloons are pretty much everywhere except Cities and Towns though they will usually allow a scant few to operate near the Gates and the Watchhouses.

Saloons are frequently segregated spaces, either by gender (the most common, or by some other aspect (such as heritage). When they are such, Saloons will be located in a tight cluster of competing ones, often owned by the same person or group of people. Open Saloons are fairly rare, but do exist, mostly in remote Villages where there is a *defacto* segregation of those who are locals and everyone else.

Dorado has a great many saloons, and the largest number of open saloons. They are becoming almost synonymous with the realm – there is an outpost said to house a Patrol beside which has sprouted two dozen saloons that serve the merchants coming up from the Sand Sea to the City.

Some Saloons are operated by The House of Dreams. They do not serve drink and are frowned upon as their clients find themselves unable to avoid returning.

A Saloon will typically only have servers and a bartender, possibly a bouncer. The saloon often doubles as the residence of the saloon keeper. Most saloons will have a cluster of 4 to 24 chairs around a smattering of tables, a piano or stage to one side where they have entertainment, and a very long bar that is standing room only, usually with a rail running ankle height at the base of it. They are dimly lit.

KNIGHTLY ORDERS

Many who rightfully call themselves “knight” earn that title as part of one of the knightly orders.

These knighthoods are secular and nongovernmental organizations of warriors who follow a philosophy, or consider themselves a kind of extended family. Although there are organizations, such as the Knights of the Black Lotus, that use the trappings of knight hood without necessarily being warriors, most folk of Wyrld who hear the word “knight” think of a mounted warrior in armor beholden to a code.

Below are a few knightly organizations.

Knight: Black Lotus	Knight: Red Masque	Knight: Round	Knight: Silver Chalice
Knight: Unicorn	Knight: White Rose	Knight: Wild Heart	

The [KNIGHTS OF THE UNICORN](#) began as a fad of romantically minded sons and daughters of noble families in Sibola. On a lark, they took the unicorn as their mascot and went on various adventures for fun. The reality of the dangers they faced eventually sank in. Over time the small group grew and spread, gaining a following in places as far as Durango. The Knights of the Unicorn are chivalric adventurers who follow romantic ideals: life is to be relished and lived with laughter, quests should be taken on a dare, impossible dreams should be pursued for the sheer wonder of their completion, and everyone should be praised for their strengths and comforted in their weaknesses. The Knights are always men.

Long ago, the [KNIGHTS OF WHITE ROSE](#) were a famous adventuring band, and Dove Falconhand, one of the famous Seven Sisters, was one of them. The band took its name to honor the legendary Ancient City, just as the new Knights of White Rose do today. With the city in ruins, Dove Falconhand decided to reform the group with the primary goal of building alliances and friendship between the civilized Bloodlines of the world and goodly people to combat evil. Their members, each accepted by The White Rose herself, are above all valiant and honest. Today, they are both a Syndicate and a Clan in Durango. The Knights of the White Rose are always women.

The [KNIGHTS OF THE SILVER CHALICE](#) was formed by edict of the demigod Siamorf in Antilia a century ago. Siamorf's ethos is the nobility's right and responsibility to rule, and the demigod is incarnated as a different noble mortal in each generation. By the decree of the Siamorf at that time, the Knights of the Silver Chalice took it upon themselves to put a proper heir on the Council and reestablish order in the region. Since then, they have grown to be the most popular knight hood in Antilia, a region that has hosted many knight hoods in fealty to the Council. *A side note: Siamorf is thought to be Urisha, one of the Powers That Be.*

When it comes to the [KNIGHTS OF THE BLACK LOTUS](#), little is known about this group of mostly older, retired people with military backgrounds other than their love for a complex strategy game with arcane rules and strange piece, the rarest of which is the Black Lotus.

The [KNIGHTS OF THE RED MASQUE](#) are one of the more popular orders for when you need things done that the others would find distasteful, this order is famous for the blood red masks they always wear, carved in grimacing and horrible faces. These masks are worn any time they are out in public.

The order of the [KNIGHTS OF THE ROUND](#), created in honor of a find in an ancient ruin, always follows the Code of Chivalry, but they are also among the cheapest to hire. While they do have Paladins among their membership, they are not the main body.

The **KNIGHTS OF THE WILD HEART** serve the interests of Antelle and Paria, who often partner up on whatever the latest machinations of the Powers That Be are at that time. Founded 23 years ago in Qivira, it has a distinct Code that is kept secret and known only to members. The Wild Hearts are said to be entirely without gender.

CIRCLES

Chance	Lanterns	Dreams	Crossings	Spells
Songs	Sweets	Skirts	Home	

THE CIRCLE OF LANTERNS: The Circle of Lanterns claims to oversee all sex work on Wyrld. They are known to compete somewhat with the Innkeeper and Tavernhost Guilds and will often operate in opposition. Their Saloons are very popular in Dorado.

THE CIRCLE OF CROSSINGS: Provides guards for traveling caravans and mercenaries not affiliated with a guild. They compete with the Vanguard guilds, as well as the Adventurers Guild.

THE CIRCLE OF DREAMS: The Circle promises all a very good time, albeit with perhaps an uncontrollable interest to return after.

THE CIRCLE OF SPELLS: Originally out of Lyonese, and merged with a couple others, it is considered one of the finest organized groups providing imbued and ingrained items to the public (for a price). They are engaged in direct conflict in many locations with the Mage Guild and Wizard Guild but are often on friendly terms with the Cunning Guild.

THE CIRCLE OF SONGS: The Aztani equivalent to the Bards Guild, with a focus on those who use music as performance.

CIRCLE OF HOME: A collection of places that provide care for infants, Children, and youths during the workday. Strictly found in cities, except for Sibola. Popular in Akadia.

CIRCLE OF SWEETS: Candy makers, sugar growers, sugar sales folk. They have a practical monopoly on Sugar.

CIRCLE OF SKIRTS: Clothing makers. Originally focused on mending and adjusting existing clothing, an unpopular Guild Lord in the Clothiers Guild gave rise to it becoming much more. Currently, only women are allowed to be members.

SYNDICATES

Syndicates compete with Guilds in Durango and at the same degree, using less savory tactics and with a more criminal bent. Syndicates are headed by a Syndic, who achieves their position through violence and subterfuge, removing the prior person for the most part, although in more internally peaceful times, there will be a designated heir. Syndicates are considered criminal organizations but tolerated because they do compete with and give pause to the Guilds, even as they will prey upon the same people and focus on their criminal activities. Syndicates do not tolerate Circles in their territory, as it is seen as a threat to their business and competition, and syndicates do not want competition.

Copper	Fashes	Ford	Kamora	Kells
Kosa	Kudjel	Kuza	Lantern	Monsanto
Muskay	Nostra	Riders	Shovay	Sinola
Skythe	Treppers	Triskelion	Trumps	White Rose

Syndicates openly and explicitly state themselves to be organizations dedicated to trade and public welfare, yet appear to specialize in fraud, extortion, gambling, prostitution, drug use, robbery, kidnapping, theft, and graft as normative aspects of their operations.

Most Durangans tithe a Syndicate of one sort or another because they know that the bonds of a syndicate are stronger than blood in many cases, and the Syndicate protects its own; at least in theory. They are also aware that if they don't, they will be brutalized, suffer startling misfortunes, and other bad things.

While based in and around Durango, they have influence which spreads throughout the world, and they seek to keep it going at any cost. Small Syndic outposts are said to exist in every major city.

The street murders that Durango is famous for are the work of Syndicates, who often disagree about territory, business, and loyalty. The Syndicates are very wealthy, overall, though the Syndics themselves may come from very humble or impoverished beginnings. One interesting thing is that the syndicates do not harm their targets usually; for example, a shopkeeper who tithes to one syndicate and is desired by another won't have to worry about the syndicates causing his place of business harm (unless he misses a payment), as they will fight among themselves. They will also fight any of the assorted police, and the reputation of a Syndicate man as a murderous thug with little heart or morality is well earned.

Syndicates have a strong internal discipline, rigid codes, and expectations of those who are members, and often competing middle management. They do, however, keep their promises – for woe or for weal, they always keep their promises.

The most influential Syndicates currently are the [COSA](#), the [TRISKELION](#), the [KUZA](#), the [SINOLA](#), and the [KAMORA](#). It is notable that the Lantern syndicate and White Rose Syndicate are indeed related to the Circle and the Order of Knighthood that share their name.

POSSES

Dorado is the home to many new and different ways of doing things that are already done perfectly well elsewhere, but this has given us such thing as the Pistols of Eld and the Train and more. Among the reasons for and the examples of this trend are the Posses.

Rails	Eld	Nym	Ism	Apel
Cattlemans	Marms	Lights	Monsanto	Jind'r
Gigle	Natjeo	Ponderosa	Surkel Bar	M'klintok

A Posse is a formally confirmed business arrangement among many diverse people who pool their resources, people, and effort towards a business purpose. Posses are formed by a Charter that is registered with the Kinhouse and operated in a strange way.

They are created by the pooling of resources by several different people who each have an interest that is considered property all by itself. This interest is recorded by Deed and has a value that determines how much of the Posse's left-over revenue in each season goes to that person. These people are called Members, and while they collectively have oversight and are in charge, the day-to-day affairs of a Posse are run by a Leader, who is himself employed by the members and in turn employs the people needed to achieve their goals, as that is the Leader's job: to make as much money as possible for the Members.

The Train is the work of the Posse of Rails, and the Leader of the Posse is Hariman, who is both a Member and the Leader. His father was the person who designed and created the first Dynamo, and they have kept the secret of that process ever since while building the vast rails that connect the Bright lands along the traditional trade routes. It is estimated that out of every ten gold pieces the Train brings in, one falls to Hariman.

Posses, then, are essentially an alternative to the Guilds, though several guilds are members of the Posse of Rails, making it less a competitive model and more a way of achieving things that no one person or small group can do on their own.

THE ILLUMINATI

As befits them, they are secret societies so as I have never been a member, I cannot tell you much about any of them. It is known that they are frequently found to have Bards and Envoys as lead agents, and they have mysterious rituals.

To hear them talk, the world is trapped in a secret war has raged on since the end of the God's War between powers and forces that seek to overthrow the leadership and bring in the Dread powers as a part of the whole, with themselves at the leadership. A few Scholars think there may be something to it, particularly if the Dread Powers are active.

The Illuminati is divided into three aspects: The Duskdancers, The Dawnbreakers, and The Euphonium.

- [DUSKDANCERS](#) focus on magic and spycraft,
- [DAWNBREAKERS](#) are more operational and leadership, and

- **EUPHONIUM** are the warrior caste of the Illuminati.

TANJIN

In all Cities and many Towns, there are established schools, called **TANJIN**, that grew out of an effort originally sponsored by the Emperor, but was strongly influenced by aspects of Qiviran society and the mysterious Colonies. These schools vary from informal ones that teach basic language and math skills to the general population.

Some Tanjin specialize in certain things, but the majority of them are there to teach language, math, history, customs, mores, norms, and typical socialization activities.

They are not required, but since they are free or sponsored, most do not charge and act as a kind of day care for the young between Childhood and youthhood, ending when they become an apprentice. Tanjin are not large places, usually having only three, perhaps four buildings in a square around a large open space that serves as a communal eating, play, and meeting area. A typical Tanjin can support up to around 80 students.

Tanjin are generally among the earliest things to be set up once a settlement reach the size of a hamlet or village, and all of them will have at least one, even if it is a small one of a single building. Specialty tanjin may locate in out of the way places that enable them to focus on their work without much challenge – this is especially true of those that are run by noted scholars, and these are involved Tanjin are starting to form up in ways that act as a replacement for the Guild system of apprenticeship – someone seeking to study a particular area like antiquities, for example, might choose to move their apprenticeship to the Tanjin.

Lastly, there are the secret Tanjin, where esoterica and veiled knowledge are taught, rare and hard to find, with extremely few students and then only those found worthy.

THE COLONIES

This group is worth noting because they are so unique, and those are the Colonies. Within these vast, forbidding, very much out of the way places are small groups of people who devote and dedicate themselves to mastering some form or other of martial art, both armed and unarmed. Each of them has a slightly different take, a different style, but all of them are still very much organized in a manner similar to the other factions.

There are four Colonies: **ONISAMAN**, **ERIDIAN**, **THUNDERHEART**, and **DIASPORE**. The first was founded by Onisama herself around the time of the second Skyfall. One of her pupils later left and founded Eridian Colony. A fortuitous meeting between pupils of the two led to the founding of the Thunderheart Colony after that, and the Diaspore was the final Colony established and is the least well known. Each colony has a host of people present. They are entirely self-sufficient, and they seem to draw in travelers and outcasts, those who seek something more, something different, and those who seek to prove themselves.

They are called **MONKS**, and they are engaged in a life-or-death struggle that seems to consume them called the Dire War. They live ascetic lives, with few comforts, but they are seemingly unflappable and able to defy much, and they have peculiar powers that are not always magic in derivation. Each colony has around 400 people or so, who tend to all the many tasks and chores, while also all training, at all times, and all of the colonies are located in out of the way places among the mountains, with very few who are not of great power or great wisdom ever knowing exactly where, for they do guard the knowledge carefully.

Like Mystics, they are a group that seeks to aver and avoid scrutiny and prefer to remain inscrutable and mysterious. They do enter the broader world, and some will leave the Colonies for years in order to hone their skills and help provide through tithing.

It is important to note that each Colony has a particular focus to the arts they teach. Onisaman teaches something called the *Way of the Open Hand*. Thunderheart teaches the *Way of the Peaceful Hope*. Eridian teaches the *Way of the Shattered Heart*. Diaspore teaches the *Way of the Brilliant Mind*. What they mean and how they mean it only seem to make sense to the Monks themselves.

They are, much like the House of Eld, reserved and have a strong focus on training and competition and self-improvement, and always focused on something that they are doing in those isolated places, some sort of massive combat challenge.

DIRE WARS

During the second Skyfall, shortly after the founding of Sibola, the still new Colony hidden away among the Mountains was beginning to teach a new way of fighting, to escape the violence of the old wars and forge a new path. Onisama, the woman who founded the colony now named for her, and her way of doing things, was visited by a strange man, whom many say even today was a Warlock of exceptional skill and talent.

He claimed that those he served would like to come to our world, and asked if Onisama, in her wisdom, would grant them safe passage and a place to rest. Suspecting a trap, she offered a counter: if they could defeat her best with their best, she would let them come and learn and take shelter from what they sought to escape.

With a wicked gleam in his eye and a wrathful smile on his face, the Warlock agreed on behalf of his benefactors, who were from another dimension and sought to find a path to ours, that they might take it over. This was the origin of the first of the Dire Wars.

Dire War is returned to every six years, with the next known one scheduled to happen in 301. It is a contest of martial strength and skill, of creative effort, of absolute perfection, and of absolute importance, for should the Colonies ever lose, should the Monks ever fall, then our world will have a gateway to the Nightmare dimension and all the nightmares of the world will be released to wreak havoc. It is generally agreed by most on Wyrld that we have enough nightmares already, and do not need any more. Generally. Some folks are less certain.

At that very first Challenge, the future of them all was established as dire, as mortal, when the first victor slew the chosen champion instead of merely taking a victory (at the behest of their wicked leader, who declared both *fatality!* and *It has begun!*), and since that moment, all the challenges have been Dire and it has erupted through efforts to cheat, to manipulate, to corrupt into true warfare fought for the sole purpose of saving the world.

Each bout in dire conflict is to death or to absolute incapacitation. Fatalities, often gruesome, are common. The contests are held every sixth year from Windy 1st through Windy 28th. The first week there are 128 bouts. The second week there are 64 bouts. The third week there are 32 bouts. The first day of the last week has 16 bouts. The second day has 8 bouts. The third day has 4 bouts. The fourth day has one bout. The fifth day has one bout. And the final bout is the sixth day – the 27th of Windy -- with the victory declared on the final day of the month. The next scheduled Dire War rounds are in Windy of the year 301. One hundred twenty-eight of the finest, greatest, bravest, most capable warriors are tested every six years, with few surviving the experience.

Combatants can only use what is inherent to them. They can bring into the venue no weapons, wear no armor, and they must possess impeccable honor. At least for our side. The nightmare side seems to have folks who have weapons as part of them.

To prepare for this in the time between, the many Monks and now other warriors called by the Colony masters to these contests compete in far less fatal contests of skill, tactics, strategy, and mastery to determine who will fight the bouts. This testing begins in Windy of the second year following the Dire War. In that year, each of the four great Colonies choose 128 of their greatest, usually through volunteering or recruitment of outsiders. Note that the Grandmasters of the Colonies are not above using their mysterious powers to encourage outsiders to fight. Qetza is particularly fond of Grand Warfare, and it is said that Lamia and Timur have taken stakes in the past as well.

The following year, the Colonies have their champions face off against the champions of another Colony. The order is a rotating one. This continues in the fourth and fifth years, as well, until there are 128 warriors chosen. They all then travel to the mysterious tropical island that was set aside for these events following the 13th cycle when an entire Colony was nearly destroyed.

This island has 128 discrete fighting areas, that are cleaned and prepared for a year, decorated, and sometimes adjusted, so that none of the contestants are aware of what venue, or what the venue will look like or consist of. The particular venue is randomly selected, and all are named and designed to look like some place elsewhere on Wyrld, and bounded by strong wards that will let someone in but will only let one person out unless they know the particular rituals to enable leaving (such as when dragging a body out).

Entrants must be at least Adepts and are typically well known and deeply honorable in all their actions. They must represent the best Wyrld, after all, and stand firm even though those they fight will try to cheat, and

sometimes succeed. It is noteworthy that Adventurers are rarely chosen, though many have volunteered after hearing about it. The finality of the events means that those who choose to do so must be aware that they will be facing their own mortality, their own death, in the form of a nightmarish being, and that once committed there is no escaping, no turning back, and it is final. Death in the Dire War removes one from the Cycle, and so resurrection is not possible.

These events, over the many, many years, have come to be watched closely by many in power. Some from great distances, others will make the journey to the Island of Venues. It is said that even Denizens from other dimensions will make a special journey just to watch, for it is one of the most brutal contests within all that is known, and it is said even the Three Old Ones turn a blind eye to the Warfare.

CONCLUSION

It is late November 2023 as I type this, staring at a month's worth of work that still lies ahead of me in bringing this whole world to life in some form akin to print.

Five years lie behind me – interrupted without doubt, but always coming back to it. And now we are in the

home stretch, as it were, the final bend and turn coming up far too quickly for my liking and I am realizing that there is much I will still have to do that isn't directly tied to the need to be able to play within it as a game.

More of the world: more of the Chronicalia, a Lexicalia, a Psionics system, a Mythalia, a Runes system, an adventure book that gives the massive, convoluted outline of at least a campaign from 1st to 20th level with nearly 400 milestones. It will all have to wait a bit longer. They are dressing after all.

This volume, this book, purports to tell you many of the wonders of the world, but I am under no illusion that it tells them all. It is a setting. It contains as much as I could squeeze in, in a way that worked for me in creating it, given the limitations of print approaches and the goals I have. My goal is simply to have you see it, maybe read it, hopefully enjoy it, prayerfully that you share it. As ideas and thoughts come to me, I will add them to the listings on the website that supports this.

Because that's all there is to this, really – it has lived in different forms in my head for over 40 years. If the Fates are kind, it will live in someone else's for at least a fraction of that time.

"An adventure may be worn as a muddy spot or it may be worn as a proud insignia.

It is the woman wearing it who makes it the one thing or the other."

Norma Shearer

"I see my path, but I don't know where it leads. Not knowing where I'm going is what inspires me to travel it."

-Rosalia de Castro

I never set out to essentially recreate a game.

I haven't, mind you, but some folks will strike up a discourse on the Ship of Theseus around this, and while I may disagree, they may decide I did. To me, this is still D&D.

Yes, I changed the races and the classes and the magic system (but not the spells, really), and I expanded combat and yada yada...

It is still D&D. It is just closer to the way I want to play it **in this world**. And that the system, as a whole, will work well with other worlds, well, that's what I see as a bonus, because I like to create worlds, and if a game system works for them, then all the better.

Wyrld grew out of the games and the way we played – a peculiar combination of 1st Edition AD&D and 5th Edition D&D that ultimately mixed aspects of both. This is why there are no subclasses. This is why magic is so different and why the "standard fantasy inspirations and sources" aren't used.

That I completed two massive books of over 500 pages each, well, I count that as a victory for one little old lady living alone. I might not be little, and I may not think of myself as very old, and most would agree that calling me a Lady is a stretch, but there you have it. Five years and all the experience I could muster that went into it. I hope that you find use for it all.

But, in the meantime, allow me to say...

What a wonderful Wyrld...

AED, December 2023

SOURCES & INFLUENCES

Four years and forty gives one a lot of time to absorb and experience different things, different worlds; to learn about things that you might never have thought could be learned, to expand your awareness.

There are several basic types of inspirations that fed into this. In keeping with the tradition started in the first AD&D Dungeon Master's Guide, I figure I will give you the list of things that inspired me in the making of this.

As a glance through this work will tell you, I have drawn heavily from Anime imagery, with some few manga and my love of carefully selected anime works, and not merely in the sense of the Fantasy ones. This is the other kind, the kind that tells a story that isn't meant to last indefinitely and have you punch the world.

First and foremost, I asked Players what they wanted to see. It is a diverse group, and I solicited suggestions. I had some basic ideas, some vague roughs, and the process of writing changed things significantly over the years, but that feedback, that "I want this" is important. I knew the outline of history and that I wanted to use the Lost Cities. After that, well, it was game.

What follows are comments, thoughts, and the direct nods to the places I drew inspiration from. Inspiration need not be a direct copy. Sometimes it is just an idea.

EXCLUSIONS

Without a doubt, the single greatest impact was the conscious and intentional goal of *excluding* certain works from the task of designing the world.

At the outset, I decided to aim to exclude those works which had a significant impact on the core of D&D. This was not because there was anything wrong with them, but rather because they are so broadly used and so readily familiar that they actively reinforce and create biases that in turn push down on creativity and exploration of ideas and concepts. This expanded rapidly on consideration to be "nothing published between 1920 and 1980." – effectively, the entire canon of modern fantasy.

One thing a lot of folks will be puzzled by is my wanting to move away from Tolkien based stuff. This is not because I dislike any of it. Long before I played D&D I was enraptured and in love with *The Hobbit*, and at one point I had memorized the entire LotR cycle and *The Silmarillion*.

The only way to truly have moved entirely beyond him would have been to get rid of Elfs and Dwarfs altogether, but so immense is his impact and power that when I write Elfs and Dwarfs, people and systems pause and blink, even though those were the ways to write those terms before him and even he admitted it was a grammatical error.

Tolkien absolutely had an influence that was direct: I worked to *move as far away from his work as a source as I could* and still be somewhat like D&D. This is harder than it sounds, because his work influenced so much of the fantasy and science fiction published in the 70's and later that it is hard to escape that sheer overwhelming force.

That influence, though, was from being pushed back against, and I used all the filmed adaptations of his work (including Bakshi's and the Rankin and Bass stuff) as a place **not to go**. My success is limited, but I did give it a heck of a go.

By that same token, though, I had to step aside from most of one of *my* other big influences: Edgar Rice Burroughs. Kobolds are drawn heavily from him, and there is one aspect to Goblins that I will not even pretend is not from there, combined with Alien and Aliens.

So, while the written goal was "nothing published between 1920 and 1980", I was not wholly able to stick to that – Dimensions and Planes, for example, still owe a great deal to Zelazny, whose works often fall within that

All men dream, but not equally. Those who dream by night in the dusty recesses of their minds, wake in the day to find that it was vanity;
But the dreamers of the day are dangerous men, for they may act on their dreams with open eyes, to make them possible.
T.E. Lawrence

period. Those things and times and places where I did draw from I did so in a way that allows me to combine them with influences that are outside that framework. The Planes, for example, draw on emotion and on motivation, which is fairly unusual.

Another major point of exclusion was that I had to get rid of certain conventions derived from a deeply Eurocentric basis, but **not** in a way that excludes what drives much of D&D's familiarity. So, it is still very Eurocentric (and I would argue USian), because those are the people I play with. I may know other cultures, but they don't. This is why there is a peculiar quality to many of the beings that makes them less easily fixed, more malleable, and is absolutely why the PIE gods and goddesses were reduced to a tertiary basis and rendered as powerless and warped shadows save for three whose growth over time came to become a stand in for every dice roll in the game.

SOCIOLOGY & PSYCHOLOGY

I know, starting with science is just ugh. But I am a sociologist and psychologist, so I am going to rely on that knowledge. It helps to remember that my interest in those fields stems in part from playing D&D itself.

The most critical things I pulled from here are ideas and deeper understanding about how social constructs work and operate, about the Structure and Agency relationship, about learning and education, memory and thought. Myths and stories, and the fundamental nature of worship and how it works, and the relationships of people to magic. The nature of the Planes and the revised Alignment system are wholly derived from this.

FICTION

AUTHORS

Books are a major part of the inspiration for an immense amount of the world, of the way that magic works, of adventures and some of the NPCs. But mostly they all filtered into my brain, running together, empowering my underlying ideas, shifting them, forming them.

The complete list of *books* is probably in the range of 500 or so. That is unwieldy, but a list of *authors* is not. So here is a list of the most impactful authors. I am certain to have forgotten a few, and here I focused on fiction. I use a lot of non-fiction works as well.

You may notice something very specific about this list, and even more so if you compare it to the original. If you didn't, that's ok. Not only did I not use the "normal" influences and inspirations, but I also used ones from people of color, from women, from LGBTQ folks, and that isn't even counting the ancient folklore and mythology that wasn't Western that I used.

Keri Arthur	K.N. Banet	Leigh Bardugo	Clive Barker
Alina Boyden	Alexandra Bracken	Patricia Briggs	Holly Black
K.F. Breene	Steven Barnes	Jack Chalker	C. J. Cherryh
Suzanne Collins	Glen Cook	Stephen Donaldson	Debra Dunbar
Hailey Edwards	Kate Elliot	Jennifer Estep	David Gerrold
Neil Gaiman	Mary Gentle	Seanan McGuire	Mira Grant
Alwyn Hamilton	Charlaine Harris	Kim Harrison	Martin F Hengst
Tanya Huff	Faith Hunter	Kameron Hurley	N.K. Jemisin
Ao Jyumoni	Guy Gavriel Kay	Reki Kawahara	BR Kingsolver
Jay Kristoff	Mercedes Lackey	Elizabeth A Lynn	Annette Marie
Anne McCaffrey	Michelle Manus	Julian May	Shannon Mayer
Elizabeth Moon	Larry Niven	Tamora Pierce	Jerry Pournelle
Rebecca Roanhorse	Michelle Schaeffer	Fiona Staples	Brian Vaughn
Martha Wells	Roger Zelazny	Stephen King	

Be aware that I mostly took out ideas, concepts, mechanics, and trains of thought that led me elsewhere. There are only a few direct takes:

- The Gunslinger class and elements around Dorado: *The Gunslinger* series from Stephen King and *Gunnie Rose* from Charlaine Harris.
- Magical girl shows, especially *PMMM* and *Yuki Yuna*. They are a class, combined with some of the source basis for them. I like the deconstructions, which have a darker tone and fit better with the underlying goals.
- Certain structures around the Knightly Orders: Glen Cook's *Chronicles of the Black Company*. Envoys, too.
- One of the adventures is lifted as directly as I can from *It*, by Stephen King.
- The Mystic and Monk classes are slightly influenced by *the Watchtower Series*, by Elizabeth A Lynn. Wuxia films and finding a path through tangles of orientalism helped finalize this version of a Monk once a young player suggested *Mortal Kombat*, while the Mystic you can also drop squarely into *Star Wars*.
- The underlying core of the history was derived from Larry Niven, Jerry Pournelle, and Steven Barnes' *Heorot* series mashed with McCaffrey's *Pern*. This does make Wyrld both a multiple post-apocalypse and a science fiction story. And one could argue easily that some of this was influenced by the *Dream Park* series, as well.

I like the idea of colonizing the stars, of building a civilization, and of watching it grow and struggle. Struggle being a key thing – Skyfalls are totally pulled from *Pern*.

Besides, what kind of fantasy world would it be if I didn't keep reducing advancements to rubble?

FILMS

Films and Film series are normally something that I turn to for adventures – I love to use films and tv shows as sources for adventures, and even more so if they are popular among m players. But some films had an impact on the design of the world, separate from the goal of creating adventures.

Cast A Deadly Spell	James Bond Series	Jason Bourne Series	Mission Impossible Series
Ocean's Series	Kiki's Delivery Service	Castle in the Sky	Howl's Moving Castle
Princess Mononoke	Nausicaa	Mary and the Witches Flower	The Princess Bride
Labyrinth	Legend	Tangled	Raya and the Last Dragon
Lilo & Stitch	The Sword and the Sorcerer		

I did **not** take from *Krull*. I promise.

ANIME

There is no larger group of influences on the setting than Anime. Specifically. While I love and use images from game and manga and promotional work, the real influences here are anime shows, and these are not the ones most people think of when I say anime.

These can be broken up into two rough categories: Fantasy and Other. The degree of influence or specific elements is deeply variable, since the way I drew from it was more by the collective feel of the whole thing, and they all merged into the larger mass that was the undefined framework on which I draped the rest. I watch a bit of anime, and not all of it feeds into this. Personally, I find the remix of a remix to be valuable, since much of the stuff I used was, itself, influenced by D&D.

FANTASY WORKS

Akame Ga Kill	Ascendance of a Bookworm	Ancient Magus' Bride
Blade & Soul	BOFURI	Fena: Pirate Princess
GATE	Goblin Slayer	Granblue Fantasy
Grimgar	Is It Wrong to Pick Up Girls in a Dungeon?	Izetta: The Last Witch
Log Horizon	Rising of the Shield Hero	That Time I Got Reincarnated as A Slime
So I'm A Spider, So What?	Sword Art Online	Yona of the Dawn
The Executioner and Her Way of Life	Assassin's Pride	Frieren: Beyond Journey's End

OTHER WORKS

Avatar: Korra	Avatar: The Last Airbender	A Certain Scientific Railgun
Puella Magi Madoka Magica	Lycoris Recoil	Kino's Journey
Magical Girl Raising Project	Yuki Yuna is a Hero	BNA
Violet Evergarden	Little Witch Academia	7 Seeds
Dr. Stone	Drifting Dragons	The Apothecary Diaries

TV SHOWS

The list of “regular” shows is about like the list of other things. Except shorter because a lot of the TV shows are anime. I like science fiction and fantasy. One could argue that I was influenced by some procedurals, but where that lies is colored by the fact that I am aware of the nature of policing. These shows had a bit of an influence that was structural and related to the Campaign in most cases, but not in direct storyline.

Lost Girl	Doctor Who	Eureka
Dominion	Falling Skies	Killjoys
Orphan Black		

GAMES

I am not a big video game person. I used to joke that I went from playing Dragon Slayer in the 80's to playing Destiny in the 2010's and there was nothing in between. Because the truth is so much stranger than fiction, but that's what I did. So as a result, only two video games really influenced this, and one did so in much deeper ways than it appears.

The Dreadnaughts absolutely come straight from Horizon Zero Dawn and its sequel. Aloy is one of the models for the rangers here. So is a character in the anime “*Is It Wrong to Pick Up Girls In A Dungeon?*”, and of course they also fill in for Druids.

The door that having robot monsters in a post-apocalyptic world opened, of course, is how I managed to take a request for robot maids and created the Meka. Seriously, that was the entirety of their conception: robot warrior maids. They make good butlers, too.

ART & ARTISTS

Michael Whelan is no doubt the most influential artist for me, and while I didn't see it at first, after a while I did realize there were things I absolutely used from there. The incredible and talented artists who have been with D&D since its inception are also to be recognized here.

Google is an amazing tool, and I used a lot of art from different places to better visualize things. If there is an image in this work, online or in the file, it was one of the inspirations. Or many – some of the specific things about the world are directly related to one or more of the thousand or so images I collected for my personal slide shows used for inspiration.

PERSONAL EXPERIENCE

It should be noted that my background involves religion, and so it involves myths and stories and cycles and all that good stuff – much of it initially sparked by reading *The Hobbit*.

Playing D&D during the era of the actual attacks on it led me to investigate occult lore and such, and all of that in turn fed into the larger stuff you see here.

The entire Old Ones pantheon should sound familiar, because they are the Indo-European Gods. Some of the myths draw straight from ancient sources, and there is no doubt that I used my knowledge to affect magic and the planes and how all of that interacts – alongside my love of taking apart phrases and idioms.

Beyond the Pale, beyond mortal ken, to cross the veil, your kith and kin. These turns of phrase by themselves shaped a lot of things. My love of kennings from poetry, famous works by famous authors who lived and died before 1910, these things were fair game.

Lastly, sometimes I dropped something in because of a fond memory or a pop culture joke or a reference to a film. Everything else was filtered through my personal life experiences and knowledge as well – the good, the

bad, the ugly. My personal task in all of this was to fix it, to make it possible for all of the assorted sources to work together, and to do so within the larger framework of D&D, even if I had to bend the hell out of some of it to make it happen. Because you can do that with D&D. I started with optional rules and moved from there.

In the end, all of this is something new made from the parts and pieces of other things, all of them, in turn, different from and separate from the stuff that inspired the very game it is built around in the first place.

This setting isn't as developed or detailed as some that are out there now or that have been in the past – I would never try to go as deeply or as involved as some of the worlds out there have. But if I did this right, it doesn't need to be.

I set out to finish a world I had started a very long time ago, give it a final form and fix it finally, instead of letting my inability to track and check consistency and the ever-present arrival of new influences and new ideas come up and change it. In a very personal way, I did it to escape this place. To allow me to create something new, to move on, even as I get to enjoy it.

The storyteller in me wants to tell stories. The scientist wants to explore strange new worlds. And the philosopher just wants to share this with the world in case there is one other person who could find this fun, usable, enjoyable, and worthwhile.

In a real sense, this is the work of a lifetime. Now to let others have their way with it.

Thank you!

“So many people think that if you're writing fantasy, it means you can just make everything up as you go.

Want to add a dragon? Add a dragon!

Want some magic? Throw it in.

But the thing is, regardless of whether you're dealing with realism or fantasy, every world has rules.

Make sure to establish a natural order.”

– V. E. Schwab

Toni D'orsay
December, 2023

ABOUT THE AUTHORESS



Antonia Elle “Toni” D’orsay is an early Gen X, mixed race, veteran, bisexual trans woman of color who is a sociologist and psychologist, among many other things – all of which she blames on D&D.

She has been creating fantasy worlds in her own mind since the mid 1970’s, and has been playing D&D since 1979, starting with first edition AD&D. She is a widow, with five children and nine grandchildren, none of whom she will share pictures of, but also shares her home with a mixed breed white dog with a brown stripe named April who she will share pictures about to all and sundry.

She is a native Arizonan, currently living in inland Southern California, loves her desert, has an abiding interest in history, and reads about 200 books and 125 peer articles a year for her work and pleasure.