



Places

Dimbernel

Dimbernel is the northern half of the continent. It is where most of the world's population lives. Small villages dot the landscape of both thick forests and open fields. The villages mainly consist of wooden huts with thatched roofs, staying close to nature.

In the centre of Dimbernel is Aestas, a great walled city - a pillar of civilisation. The architecture here resembles southern towns, and the buildings are made of stone. Legend has it, that it appeared as if from nowhere, about 300 years ago, and this has sparked the imagination of many a scholar and mage. Aestas is also home to the Aestas golems, creations that are animated by the ancestors - spirits of Aestas citizens that are long dead, continuing to do their duty working the fields and felling trees, and providing the workforce for Aestas's increasing technological advancements.

A large step-up on these technical advancements came from The Nexus. It was a school for mages and alchemists to go and become masters of their trade, and to teach others about their research. It was started by a Skoi cultist, but unfortunately, it exploded long ago. It is now marked by its ruins, and a tower that reaches to the sky.

North of Aestas, there is a large area of woodland, before the North East and the North West split drastically into an area of desert and an area of jungle. The desert is called the Kexus-Nel, and is home to a surplus of desert animals that have well adapted for the environment, the most notable of which are sand sharks that hide in the sand, hypnotic Giant Snakes, and exploding lava frogs. There is also an established bandit layer there, though few have been brave enough to try to clear it out.

On the west side, there is the Jungle, home to numerous Wilds mages. Wilds mages are extremely territorial, and refuse to let anyone who isn't wild enough into their space. The Jungle is teeming with life, including apes that will steal all you have - including your weapons, and living plants that will attempt to consume you.

Above Aestas the forest gets thicker and the animals get bigger, merely travelling in the area will cause you to be filled with vitality. The further north one travels, the larger and more aggressive the environment gets. Tales of trees that sprout and die before your eyes are abound, but no one has been that far north in a long time.

Southernel

Southernel is the southern half of the continent. The population reside almost exclusively inside one of the large towns of the area. There are very few villages. The landscape is slightly less green than its northern counterpart, the grass a dying yellow colour, fading out until you reach the mists at the very south. The people here live longer lives, but tend to be less lively than they otherwise might be, and call name themselves by their purpose, eg "He who ploughs the field". Their names change with their purpose.

The main city of the area is Lutamas. It is a large, walled city that operates under very traditional law. It is said that when the Mists covered the South, Lutamas was the only place to survive. One of the factions that believe this are called The Loyal. They are extremely patriotic for their city, and believe to be descendants of those who stayed in Lutamas during that time. Lutamas citizens pay homage to the various spirits of the land for providing them food, and will not willingly travel far from their home.

The other city of the Southlands is called Mortonas. It is the most prosperous city, but is sometimes at petty odds with Lutamas. Legend has it that when the mists covered the Southlands, a faction who call themselves The Seekers fled to Aestas. They embraced the culture they found themselves in - the belief of ancestors, and when the curse lifted, they returned and set up the city of Mortonas. The Loyal believe that The Seekers betrayed the southlands by fleeing and adopting another culture, but most can overlook their history to get along. Mortonas now welcomes settlers, determined to repay the kindness they once were shown.

Arboras and Vernas are the two shipping towns for Southernel. The culture there contains large amounts from Occamel and Mirrotel, respectively, since they ship to each one. About a third of the population of each town is made up of the people from the respective shipping continents.

Nivalas is a town that suffers from being too close to the mists. There is a saying that comes from this town: “be like building the Nivalas gift shop”, used to refer to a task that will never really end, because the Nivalas gift shop is constantly torn down and in need of repair.

The mists themselves are a savage place. Very few mortals make it out. The mists are poisonous to mortal bodies, and can coalesce into fragments of death called Mistrels. Despite its deadliness, there is a balance of life inside it. On the east side is a tundra region. The Snow Cats, penguins and other arctic animals thrive, and it extends deep into the mists, although the mortal’s don’t. Snow cats deeper in have evolved to lose their mortal shell and become fragments themselves, living as Death cats instead.

On the west side, due to the displacement of an arcane Totem of Fire, is a habitat of volcanoes which is perfect for dragons.

The Deeps

Under Dimbernel lies a massive network of criss-crossing tunnels, lit by luminescent plants and stones. Among these tunnels are creatures to haunt nightmares: imps that will curse you, spiders and scorpions the size of wolves, and coalesced magic that will use your own force against you. Humans are a hardy bunch however, and none more so than the varied residents of the Deeps. It’s said that the gods themselves live in the far reaches of the deeps; indeed, you would struggle to find a resident of the tunnels that hadn’t dedicated their life to one god or another. Communities spring up around the worship of these gods, and there is almost always at least one skirmish happening between followers of different deities, or even between followers of the same deity over how to worship them. Some of these cults are very violent, but most (especially nearer the surface) are relatively peaceful. Indeed, many adventurers hail from these small and varied communities.

The tunnels themselves, slowly move about, making it impossible to navigate there without the Basic or Advanced lore, and truly impossible to map it.

The civilisations include Spiderditch - a city infested by giant spiders, Everdon - the town that grows the glow-in-the-dark Dawn Trees, and Tywardreath - a Helenite civilisation.

Most of the Deeps is lit by glowing mushrooms and other bioluminescent plants and creatures, and closer to the surface, you can normally find enough light to see clearly in. Deeper down, you will tend to find Quexxlian areas where people are indoctrinated into believing that setting the world on fire is the best thing for it.

In between the main cities are the everchanging tunnels, making it hard to build any sort of village or town that can be found again, so most inhabitants don’t bother.

The Void

Dimbernel is spotted with lone peaks, small steep hills that reach into the Void above. In addition, a mountain range scars the landscape of the mainland, dividing Dimbernel and Southernel. Upon these peaks the influence of the Void is dominant. Travel far enough up and you will encounter bodies that walk without souls, trapped forever on the mountaintops. Despite this, there are human settlements in the Void, and those who live there hold conviction as their power.

The Void is a curious place, where some of the basic emotions are not so abundant. The people that build their homes there, tend not to build them in the vicinity of towns or cities, making it very spread out.

Occamel and Mirrotel

Occamel and Mirrotel are the adjacent continents. Not a whole lot is known about them or what lies beyond, but the inhabitants that have come over have told their stories. To the West is Occamel, a land of order and stasis. Recently, a shipment of Stasis Shards have been brought over, causing a large interest in enchanting with them. Tales are told of the land where wolves sign contracts with townsfolk, and moments last for longer, but no-one can be sure whether they are true or not.

Mirrotel is almost completely the opposite. Lying to the East, it is a place of emotion and chaos. Things change constantly, including magic itself. Tales are told of Arcane Bolts that turn you a deep shade of purple, and spells that magically create hats atop people's heads. In recent history, about 30 years ago, many Mirrotellians came to Dimbernel in search of refuge from a deadly virus. You will hear varying accounts of what happened, depending on who you speak to. Some will say how they came here and ruined Aestas, but others will say how they were simply mistreated.

The Flow of Life, Magic and Order

While the exact cause is not known, most people can agree on something called a Flow. They believe that Life itself flows from the South to the North, and that souls are drawn to the South when they die, joining the mists, although there is great debate on that topic. Most people can also agree on the Flow of Magic. Magic is far more abundant in the Deeps than in the Void, and it is thought that it moves towards the Deeps over time. Mages claim that they use Voidic magic to dispel other types of magic, or to dispel much of anything - including souls from bodies.

The final Flow is only agreed upon by some sages, and is often a topic for debate. They call it: The Flow of Order, and the theory was only proposed a few months ago with the arrival of the first Stasis Shards.

Magic

Magic is fully abundant everywhere you look, even most animals can harness it - from the wolves that disappear into mist, to the exploding desert frogs. Those who manipulate this magic fully are some of the most powerful beings in the world, but even the stoutest cabbage farmer will find that they can tap into magic of some form.

Spirits

Spirits are a sentient manifestation of a certain idea or location. Well worn paths often have a spirit to maintain it and make it suitable for travellers to walk on - thriving off those travellers as they bring offerings of footfalls on the sacred dirt. When people stop believing in an idea, or visiting a location, the respective spirit slowly dies in a painful death. To prevent this, most towns and cities employ a Felken - one who listens to the guidance of spirits and takes it to the towns. Spirits are generally not hostile, but they are powerful beings with the capability to cause devastation, should they wish. Their personality is mainly defined by the idea or land area they represent, however. Below are some of the more well known spirits.

Artas - Spirit of the March

They appear as an army, each member appearing with an indistinguishable face. They roam the Void and exact their own kind of justice, draining the soul from their victim and consuming the husk. It is said that they are fuelled by the prayers of those who guide them, their legend passed down through nameless priests.

Kexil - Spirit of the Campfire. Kexil is a heartwarming spirit that resides in her Hearth. She enjoys the campfire community, tight-knit connections between friends telling stories, embodying the positive aspects of fire. She is one of the more powerful Dimbernellian spirits, and resides at a Hearth in the forests of Northern Dimbernel, where she is attended by her sect.

Arbosa - Spirit of the Jungle. Arbosa used to be the Spirit of the Kexus Nel not too long ago, but during the construction of the Aestas Railway, Arbosa was killed. Later on, he was resurrected, and given an object called the Wilds totem. After some experimentations, Arbosa expanded the jungle, able to expand his domain and binding himself to the new and larger location.

Quintus - Spirit of the Desert. When Arbosa disappeared from Kexus-Nel, chaos took over the desert. With the spirit's kind influence gone, Kexus-Nel turned into a savage and untamed land where death awaited around every dune. From this madness, however, a new spirit was born - one that knew not of order, or kindness, but only of chaos. His name was Quintus.

No sooner than Quintus appeared, savage sandstorms started racking the borders between Kexus-Nel and Arbosa's Jungle, and the desert wildlife became increasingly more aggressive. Most desertfolk know of Quintus, and few even follow him, believing that fighting back against

the spread of Arbosa's Jungle is necessary for the survival of the Desert, and Quintus' chaotic nature is a small price to pay for it.

Shintut - Spirit of the Tactical Ambush. A spirit fuelled by the actions of her bandits. Legend tells of a magical horn that, when blown, summons bandits to your aid - as long as your goal is to tactically ambush unsuspecting adventurers..

Other spirits that aren't so well known, but are still notable, are:

- Dimbow: Spirit of Wishing, and the Patron spirit of wishing wells in Thoemyx.
- Honcho: Spirit of Winter in Nivalas
- Katare: The Spirit of Autumn. Also the Patron spirit of Arboras (in the southlands). She provides rich harvests for the town.
- Oshosi: Spirit of the Hunt
- Peko: Spirit of Merriment
- Quo: Spirit of Exchange
- Redenge: Spirit of Red Herrings. Nobody knows if they are real or not, or if the wonder of if they are real or not created the spirit in the first place.
- Rothclad: Spirit of Decay and the cycle of life .

Gods

Not a lot is known about what the gods actually are, or how they came to be - only that they occasionally show up and choose a dedicated follower to receive some benefits. These followers are known as The Chosen Ones. On occasion, priests of a god are able to bestow the gifts of a god to a follower, allowing them to become Chosen Ones while the priest is alive. Below are a list of the gods, and a short description. It is rumoured that the gods mostly live in the deepest part of the Deeps.

Skoi: Skoi is the god of connections. He is often called the god of knowledge, and while his followers are knowledgeable, it is just a byproduct of being highly connected. The followers of Skoi make it their goal to make connections with people by becoming their friends or trading in wares or knowledge, but also seek to break connections when they become unhealthy. Many think of themselves as curators of these metaphysical links.

Hellen: Hellen is the goddess of the sun. She is known to rise in the east at dawn, and set in the west at dusk. People can speculate as to how she moves from the far West to the far East, but there are too many rumours to know what is and isn't true. The followers of Hellen are the crusaders of UNITY. They loathe the void and all that comes from there, taking up heavy armours and shields to combat anything that aligns itself with the source of their hatred. They believe that Hellen protects the world from the Void, and it is their duty to eliminate it.

Ashen: Ashen is the god of the sea and the Deeps. The followers of Ashen believe that one day, the Deeps will rise and cover the surface. They are highly persuasive people, and vary quite

wildly in their methods. Some try to convert people to save them from when the sea will rise; others will actively try to sink the surface into the below caves. Many claim that The Great Rising will begin with the sea covering the land.

Quexxlia: Quexxlia is the goddess of Fire and Destruction. Her followers believe that the world should burn. They believe that fire is the ultimate form, and the purifying force to remove anything imperfect. As such, they seek to burn people on a pyre, and most Quexxlians would happily give their lives fighting for what they believe. The fire takes them all eventually.

Velos: Velos is the god of madness. His followers are utterly insane, and happy to be this way. They bring chaos where they go, and are nearly always seen doing illogical things. Legend has it that they were responsible for the near destruction of Aestas by dropping it into a pit, though there is debate over if this ever happened. There is less debate over a time when the Wilds mages tried to explode tunnels underneath Aestas to drop it into a pit, but the event failed.

Povostea: Povostea is the god of stasis. He enjoys stasis and stillness. Tales have been told of those who stay too long in his realm in the Deeps, and then getting frozen still forever. His followers often show up trying to stop people from changing things, often with little success. Due to their lack of success, they tend to keep to themselves, and don't intend to change that.

The Nameless: The Nameless is a god that lives in the Void, spending his entire lifetime there. His cultists say that he can see the future, and that he grants the gifts of foresight to those dedicated to him. While The Nameless certainly see what could be described as a future, it is not known how accurate these visions are. In recent history, there was a period when time itself tore apart, causing the mass suicide of depressed Nameless cultists. Since then, they have been slowly returning in number.