



The World

Chaos flows from the east, stability from the west. Where they meet, life in the world of Unity thrives. Life flows southwards; in the far north life will spring forth and die in a matter of hours, while in the south there is the land of death, where things neither grow nor die. There is magic in this world also, flowing from the deeps and disappearing into the endless void above. 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.

Dimbernel (The North)

Characters who travel significantly above Aestas will find their healing greatly empowered, and their deathcount halved.

The north is the land of life, and where most of the world's population lives. Small villages dot the landscape, with both thick forest and open fields between. In the centre is the great walled city of Aestas. 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.

Aestas itself stands as a beacon of civilisation in the North. It appeared from thin air over 100 years ago. Its citizens worship the ancestors, images of the dead long since passed who none the less

continue in their duty. They plow fields and fell trees, providing the workforce for Aestas's technological advancements.

Southernel (The South)

Characters who travel close to the southern mists will find their healing greatly diminished, and their deathcount doubled.

A sizeable population of humans cling to the southern edge of the great mountain range dividing the mainland. Make no mistake though, the south is the land of death. Crops grow more slowly here, and the land is relatively bare. There are a lot of ancient buildings here, no one knows quite when they were built. The south has two major cities: Lutamas and Mortonas. Lutamas is built painstakingly in the style of the ancient architecture, while Mortonas sprawls outwards, having adopted the wooden huts of the northern villages on a scale rivalling Aestas. There are smaller settlements as well, including the towns of Vernas, Arboras and Nivalas.

People here go by descriptive names dependent on their role in the community, for example "He Who Tends the Paths".

To the far south is a second mountain range, and upon them lies the edge of the Mists. They ebb and flow seemingly at random, and when they travel northwards they bring only death in their wake. Many have travelled into the mists, very few have returned.

The Void

Void aligned characters gain a karma while near the Void, Deeps aligned characters lose a karma while they are near.

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 Deeps

Deeps aligned characters gain a karma if they go far enough into the Deeps. Void aligned characters will lose a karma for going too far.

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 East

In the east emotions are heightened and logic diminished.

The average resident of Dimbernel and Southernel knows very little about the lands across the sea.

The West

In the west logical thinking is easy, while emotions begin to seem irrelevant.

The average resident of Dimbernel and Southernel knows very little about the lands across the sea.

Recent History

The date is 105 PA, which stands for Post Aestas (or Post Arrival for the citizens of Aestas). Time is counted from the date Aestas appeared. Records from this time are hazy at best, and personal accounts are often wildly exaggerated. Fragments of knowledge are scattered to the wind, and many adventures take up the challenge of attempting to reclaim these pieces.

“The history of Dimbernel before Aestas is relatively unknown. There are tales passed down through families of great heroes, but there is little evidence of their truth. What we do know is this: one day our great city was removed from its solitude and placed here, in the centre of Dimbernel. We explored and found the surrounding continents, recording everything we saw and returning the knowledge to the safety of Aestas. During this time great heroes clashed over the fate of the world. Some people call the gods of the Deeps a myth, but I saw their wrath wrought upon the world during this time. Well I say good riddance! Modern technology is moving Aestas into a golden age!”

– Commander Salix, former head of the Wardens of Aestas, speaking in 35 PA.

Additional Factions

Playable factions are listed near the end of the Unity Rulebook. They are not the only groups to exist however. All of the following are theoretically factions a player character could join or start as; however they tend not play well with others. You may play as one of these factions with Ref permission only.

Bandits: Small groups of criminals are a constant threat in the wilderness.

The Wilds: While many tap into the magic of the Wilds, for some it is a way of life. They rarely leave their territory, and will defend it with their lives.

Quexxlians: Followers of the god of Destruction, Quexxlia.

Povosteans: Followers of the god of stasis, Povostea.