

What is this document?

A quick runthrough of the setting, from the bottom up. It doesn't cover world politics or Deep Lore, just what you need to know.

What is the world like?

Anachronistic weird fantasy. There are swords and flintlock pistols, kings selected by both watery tarts and anarcho-syndicalist communes, and wizarding colleges where you learn about humours and miasmic theory and try not to think too much about your student loans. There are your standard fantasy races, but, local variance aside, you're no more likely to run into a human or orc than a vultureling, smart ooze, or snaga (i.e. "snail naga").

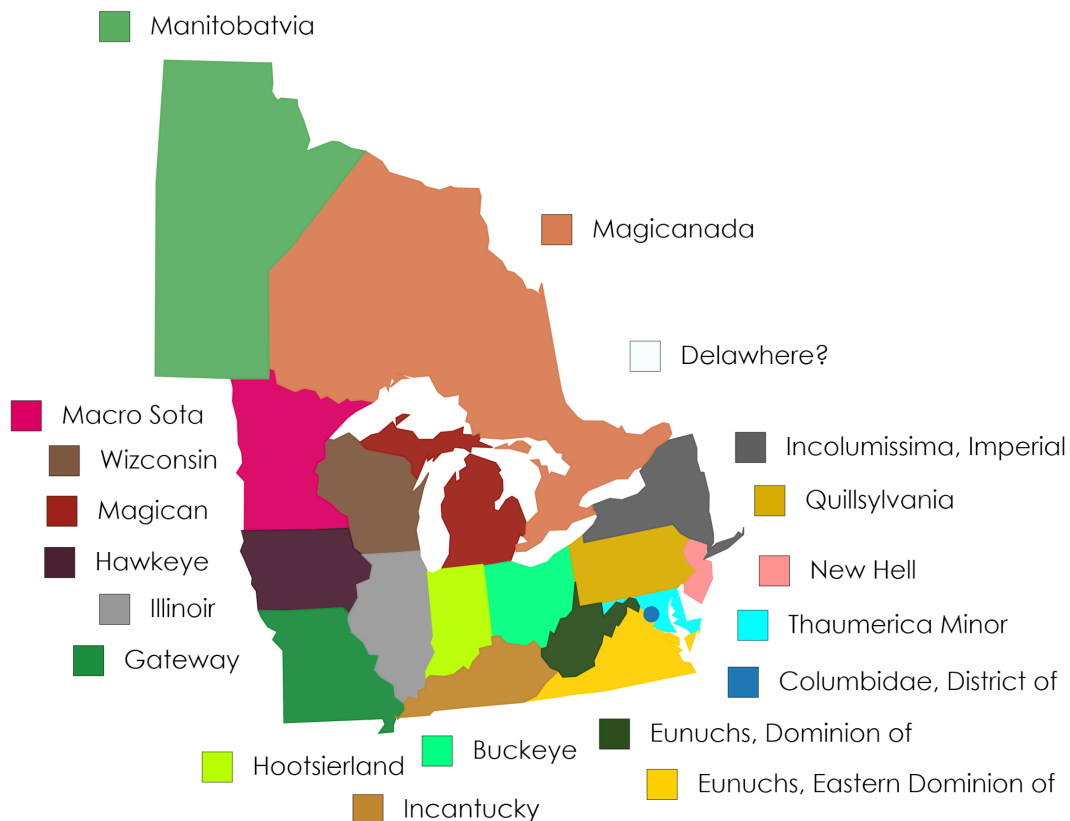
A lot of this is lighthearted, but hopefully in a Pratchettian sort of way. People act like people, even when they're possumlings, and there are wars and so on, as there have always been on Earth. You matter, at least inasmuch as *everybody* matters.

Where do I come from?

Probably one of the "Lake Countries" or a neighboring country, which you can see on the map below:

- **Buckeye**—Mad alchemy loosely regulated.
- **Columbidae**—Neutral zone, by treaty.
- **Delawhere?**—Exists, probably.
- **Eunuchs, Dominions of**—Byzantine.
- **Gateway**—Portals to other planets.
- **Hawkeye**—Tourism hotspot for cannibals.
- **Hootsierland**—Trafficking in vile antiquities.
- **Illinoir**—Color is illegal, says its Monocrat.
- **Incantucky**—Chicken racers, horse eaters.
- **Incolumissima**—Not quite an empire. Yet.
- **Macro Sota**—Regional iron mining capital.
- **Magican**—Former regional hegemon.
- **Magicanada**—Once held by Magican.
- **Manitobavia**—Echolocation and borsch.
- **New Hell**—Former colony of Hell.
- **Quillsylvania**—Ruled by vampires.
- **Thaumerica Minor**—Everything's smaller.
- **Wizconsin**—Home to Wizard University.

Most of the inhabitants are natives, more or less, with a few dubious colonial expeditions



or refugees from the Empires Beyond the Sea (about whom, pretty much everyone can agree, the less said, the better).

Between the Lake Countries and the Atlantean Sea is the region of Eastron. From New Hell to the Agonarchy of Bachmannalia to the Kakistocracy of No Funswick, it tends to be a more unsettling place than anywhere in the Lake Countries.

To paint with a broad brush, the Lake Countries and Eastronians tend to regard Southlanders as unrepentant raiders, and former foes in a war which is only just beginning to depart from living memory. This common view does not account, however, for complicating details like the important trade network which runs up and down the Mysterly River or the regime change in Louwitchiana.

To the west are the successor nations of the Great Summer Moon State, which once lay along the borders of Macro Sota and Gateway in the east and stretched all the way to the Sea of the Setting Sun. Their borders are often only theoretical, but it's good enough for Lakers who will only see these places on a map.

What can I do?

Smuggle illicit pigments to an Illinoiran lookeasy. Rob the tombs of the ancient sneople (that's "snake people") who once ruled from Hootsierland. Find someone to guide you to fabled 'Delawhere?'. Escort extraplanetary travelers, newly-arrived in Gateway and eager to see the sights and/or do business. Hunt necromancers in Quillsylvania. Explain "salivation" and "vertebrae" to a biologically-curious devil in New Hell, and procure interesting samples of the latter. Steal the secrets of Wizconsin's premier magical college, Wizard University. Assassinate someone in the District of Columbidae without starting an international incident—or *do* start one, but escape to

safety anyway. Alleviate tensions between the region's military powers (but where's the gold in that?). Fight off raiding parties from the Southlands, and maybe retaliate in kind.

What do I believe?

There are many religions. Some are connected to large churches and others are local traditions. Objects of worship can include anything from local elementals, hungry dragons, and prideful rulers to the planet (Cemonde), its moon (Lun), and more conventional gods. Powerful gods, whatever their true nature, tend to pay only a little more attention to their worshipers than we would to intelligent ants who communicated primarily by pheromones.

When people have reason to petition a god and think they know how to get that god's attention, a religion happens. Orthopraxy (correct practice) matters more than orthodoxy (correct belief). Heresy is only dangerous when it interferes with rituals, and it's usually okay to pay respect to other gods besides your own.

Okay, I appreciate what you're trying to do but I want more.

That's not a question, but thanks! There's more to be found [here](#). If that's not enough, well, ThaumERICA is forever in development, so feel free to badger me with questions or make suggestions.