

HAVOC

OF THINGS UNKNOWN

• Axiom System •

*The poet's eye, in a fine frenzy rolling,
Doth glance from heaven to earth, from earth to heaven;
And as imagination bodies forth
The forms of things unknown, the poet's pen
Turns them to shapes and gives to airy nothing
A local habitation and a name.*

- A MIDSUMMER NIGHTS DREAM

Incarnate, listen to my lore! You have but this one chance to know who you are. Exalt in your ancient ancestry! Exalt in your immortal spirit! Exalt in those glories life past... for those are the feats of prowess that allow you to reincarnate as one of the select, an Incarnate. Only a few are given this supernatural endowment, both immortality and magical prowess, but all pray to their gods fervently that they are, or will. Most do not dare risk trying to find out, for the price of knowledge, the price of failure, is death. You however, you know. You have died, and came back, and you will continue to live until your great mission here is done.

IRON OATH: I am sworn to valor, my heart is proof of my courage. My shield defends the helpless, my sword chastises the cruel. My word is my truth, this oath my soul. When it is time for me to die my last death, I will cut deeply into the heart of evil in the name of the holy, and then farewell forever.

Great Father, I pray thee now. I have squandered my days with idle plans and impotent dreams. This day was not one of them. But I beg only to live a few minutes more. For all I ought to have thought, and have not thought; all I ought to have said, or have not said; all we ought to have done, and have not done; I pray thee now only for a strong grip, my enemies afraid, and a glorious death.

The fear is not of dying, it is of living so many lives that you forget who you really are and what your true purpose is. That your life becomes a shadow theatre in which nothing is real, and the Havoc creeps in and devours your soul. Death is a saving grace when the alternative is the agony of a solitary madness and a never ending delirium,

*“I am legend across the five Kingdoms. I walk the roofs and gables of this city as if they were roads. I was exiled from the Ice Queens court one day after I was made a Thane. I spent the night with a Genie and left with both balls intact. I kidnapped a princess from inside her fathers castles. I burned down the entire city of Havenhold. I played chess with dragons, loved queens, and written songs that make Troubadours gnash their teeth in envy. I have died 5 times.
You have never heard of me. No one has.
This is my story.”*

Our world slowly fades like the setting sun. The Tempest ever grows, Valvangr fast approaches. The First End War is over, the second is about to begin. Are you willing to risk everything in order to fight the underworld diabolic menace?



The story we tell is rarely the story we understand best or believe in the most. True

enigmas exist in the visible, not the invisible. This is the mystery of mysteries, the door to the arcane. No crushing fate, no granite destiny, such is the infinitely coiling enemiga, the conundrum that imperils us all. We must discover the truth before the end is upon us. Knowledge never reveals the inscrutable or kills the wonder, mystery is made of infinite layers. Every grain of sand holds secrets, standing at the ocean of infinity. Only through the madness of the riddling oracle is one's soul and fate revealed.

All our mysteries and manifestations, arise from one source: The Tempest Blight.

The world is full of the obvious, things no one seems to notice.

When there are too many answers there are too many mysteries.

THE WORLD AS WE KNOW IT

The core concept comes from the philosophical idea that the world only exists as you perceive it through what you know; therefore, if you change your perception of the world with new knowledge, you have essentially changed the world itself. If you change what you know about the universe, then to you, you have essentially changed the universe itself.

The Brief

• **This is Purgatory** - This is Heaven, Hell and Purgatory all wrapped up into one world. The Incarnate are reborn heroes, others are reborn normal people who only get one shot in Purgatory before they have to move on, either up or down. The heavens are literally in the sky above, hell is literally in the earth below. When incarnate fulfill their destiny and defeat their shadow they are lifted up into the air and are delivered to the unique heaven of their God. • This world began as VALHALLA. It was (and is) where all the Warriors of earth go when they die if they died in battle or had unfinished business. Thus its a version of earth, but is very changed. Its a real world however, with babies and the like, but its high fantasy. If you are one of the Incarnate however, you can't really die. Even if you do die, you will be reborn in a new body. Your goal is to find your other half, the dark side of you, which is often in monster form, and defeat it, only then will you be able to move on to the next place.

• **Sacred and Profane** - This setting is based around the concept SACRED and the PROFANE (instead of Good and Evil). In the center of each "civilization" - in the middle of each town, at the center of its temple, in its holy of holies, is the most Sacred, **numinous**, awe inspiring and thus safe and REAL place found. SACRED is things set apart and forbidden, the unity of the people, totems of faith. The further you get away from it, in the dismal forest the more profane it gets, strange, weird and dangerous. People fall into the two camps, half breed are by definition Chaotic and are seen as Profane. Don't really know which you are until you have been tested. PROFANE is

defilement, unclean, tainted, pollution, mixture of unholy things, grotesque physicality, what you can see, taste and touch, degradation, mutations - things fall apart. However it can be both good and evil just as SACRED can be.

Sacred are all those who follow the path of righteousness and purity and who fight the Blight at any cost, as well as serve the “High God.” They reject all things Profane and even Primal. **Profane** are considered “Fallen Incarnate” or “The perverted ones”. Those who lead such tragic, difficult and unsacred lives that they and their children were transformed into monsters.

• **Spiritual Magic** - This setting is deeply spiritual and transcendental, almost Hindi in tone and feel (Tekemel). There are magic springs where people newly reborn rise out of, or they walk out of the mist (with little memory of their past). There is a gateway from the modern world (Narnia) but not too the modern world, which is known as the Shadowlands. It isn't considered real. The non-incarnate are supposed to go there when they die to be reborn as a regular person, only if they die again in battle or struggle will they come back as an incarnate. This realm is considered the **True Earth**, all others are shadows created as stories and games and kept like terrariums. Part of the “Storytelling is real” genre. The Goal of the game is to become a HERO and eventually a GOD. Once you have 100 character points of cards you are considered a Legendary.

• **You'll Never Die** - You play Incarnate, it is not only difficult to die, but if you do, you will come back. Healing potions are very powerful, and random is a HUGE part of the culture. Nearly everyone is worth more alive than dead, and many weapons reflect that. Even if your Lineage hates you, they are honor bound to pay your random.

• **A Literal Hell** - HELL exists, a mile straight down into the earth. The Abyss is literally beneath your feet, in the bowels of the earth, just as people use to believe not so long ago. The Hell Holes are results of diligent attempts by the creatures of the Deepdark to reach the surface... most civilized people work together to close these breaches when they appear. It is the most PROFANE place that exist, thus creatures that live underground are considered Profane.

• **Everything is Bigger** - Giant things are everywhere, this is a world about things of unimaginable scale happening everywhere. The ancients were truly all giants, the world seems to be built for them. Have a enormous sand worms in the desert, Kaiju emerging from the oceans, Dragons the size of airliners, titans the size of mountains. It appears that in the age of Heros everyone was a giant of one degree or another. The Age of Titans was not only a mythological time, they left artifacts everywhere, though people in the next city might not believe it, those who live next to the Giant tree or Bridge know it exists.

Titan Born Things:

- **Trees** - World Tree and its children.
- **Bridges** - Between Mainland and England
- **Castles** - Mighty fortresses
- **Walls** - separating countries
- **Towers** - Strange towers that rise up with no visible means in ingress
- **Plants** - Flowers, vines, beanstalk, etc...
- **Animals** - Giant Ox, giant monsters of all kinds.
- **Dikes** - Huge dams, are all over our version of holland.
- **Boats** - A big one is the floating steam city (Submarine?)

• **Everything is Better** - Think Garden of Eden run amok. Crops grow faster, apples grow bigger and are more succulent, all farm animals are healthy (magic and charms help). The world may be incredibly dangerous but at least people don't have to worry about starving most of the time, throw seeds in the ground and something will grow.

• **We've Got It all** - Everything is in this setting. Everything Goes Fantasy Setting. It's a total mismatch of different historical ages, a kind of dreamland, everything goes, everything that exists here. Vikings, Mongols, Victorians, Sun King, Hansa League, Age of Exploration, Knights, Serfs, Steam, Ninjas, Martial Arts, High & Low Magic... all of it. Part of the world is Roman/Byzantine/Classical world inspired, another is Bronze age/Egypt//ancient world, another is Chinese/Japanese/Asian world, yet another is Medieval/Europe/Middle ages inspired, yet another is dark ages. Their conflict is at the core of the game. It also has all the normal fantasy tropes. HIGH FANTASY of course. However we will go **BIGGER** on as many things as possible, while at the same time trying to balance out things so that they make sense to some degree or another. Thing Xanth meets Zelazny. World is roughly based on earth, but magic over the millennium has changed it.

DUELS are a common phenomenon, but are never to the death. DEATH is something that only pure evil does, all others are forbidden by ancient decree. Death is forbidden. QUESTS are very common. Ancestors and leaders often test their minions with Questions.

• **Realistic & Grounded** - By establishing that the world runs on "real rules" that make sense and are always followed, it feels *much* more impressive when a dragon or a demon or a giant is brought out. It's immediately visible that a normal human being is going to fight a monster, and more than likely they are going to lose one-on-one.

Unlike most fantasy RPGs in this game combat is epic, but not overblown and cartoonish. With this system a fight with a single worthy antagonist is plenty enough. It's not a video game, it's a storytelling game.

• **Perdition vs. Golden Age** - Parts of the world are horror based, very dark and

deadly, but other parts are very high romantic fantasy, almost fairytale like. Most people live very mundane ordinary lives however, and see little of either. In the dark horror world of the Profane Vampires are the nobility, Werewolves then soldiers, Necromancers the political elite, the dead live on as Zombie serfs. Located center of Phasis the Unholy Gottix Empire is ruled by a terrifying Black Prince. Have a legion of White Armored Anti-Paladins called the **White Guard**. Another leader is Beelzebub, a necromancer of incredible power, every dead warrior who falls to him becomes part of his army... However the Black Prince fears him and works to limit his power... Perhaps the only things preventing the further expansion of the Blight.

• **Epic Fantasy vs. Steampunk** Most of the world is pure medieval, and while there is some very powerful magic around, most people don't know how to do it and have little access to it. Magic is restricted only to the Incarnate and the powerful people who can afford to hire someone do it for them. However there are five "Steam Cities" in the world which appear to have some more advanced technology. They do not let most people enter into their gates, but sometimes certain items do manage to make their way into the world, such as Cannons and spyglasses. They combine magic and steam to make amazing devices, but are a bit lost in their own technology (think Emerald City, Oz). Super high fantasy, magic has replaced technology as an everyday tool, used everywhere. The Steam Cities have aspects of Romantic Swashbuckling: Pirates & Musketeers. Each of these magical cities are guarded by various Colossus (or the whole city is a Colossus). They have a league called the Steam League, however they just want to be left alone, try to stay out of politics for the most part.

• **Cleansing Fire** - A common motif will be various kinds of fires and luminal lights, which give a kind of mystical illumination to everything. The landscape is not on fire, but you do see magic fire (cold fire) everywhere. Pub signs have fire on them, so do the tops of castle towers and certain lakes. The Churches of the True Church all have ritual fires lighting up their steeples and their interiors. Fire is practically an item of worship. Black Fire (smokey fire) is seen as something infernal, as is any fire that has red in it.

• **Its all about LINEAGES** - family lines, using tracing back to founding Incarnates, long ago. Player characters don't know at first they are Incarnates, but are part of an ancient line of people, a large clan, and you represent that line, whatever and whoever you are. Ancestor worship is a BIG deal, they are literal gods. They often appear and ask for things and give help. Who your "Ancestors" are is a part of you, its like having a God in most fantasy games. The progenitors of the classic lines, human, goblin, dwarf, etc... are not only literal Gods, but are active characters in the world. They show up. A breed apart... **Shunning** - The worse thing that can happen to you, none of your line will speak with you.

The Steam Guild jealously protects the secrets of the technology of Steam, it is so powerful that it upholds the authority of most of the other guilds, who in turn support the Steam Guild and

protect its interests. They are, in fact, a vast spy network ensuring that no technology is used outside the 7 Incarnate cities and legally licensed authorities under the direct guidance of a Steam Guild journeyman. They are in turn said to be dominated by the highly secretive Time Guild and the Printers Guild.

This is the medieval world with a twist, the healers are quite modern in their outlook, farmers use 3 crop rotations, and many women have some very... modern ideas about their place in society. They have intricate record keeping (genealogy is very important to them, so they can trace their lineage to an Incarnate), international banking, and are very aware of the importance of hygiene. But these idea are kept alive within the world of Faith and superstition.

Though most peasants are now free (due to the agitations of the Peoni Peace Movement) there are still many Serfs in remote areas. Some kingdoms and regions even have slaves.

This is a world which has been transformed by the long banned printing press. It seems like everyone is reading and collecting books. However the Church and most of the central Kingdoms still bans books, as they do Cold Steels, and forbids their people from reading anything “not of the quill.”

Incipit Vita Nova

Yes, its Valhalla. Characters get reborn in a great Hall, and spend an interminable amount of time feating and playing gambling games. If they lose too often they are reborn under the sea, in a land far away, inside a volcano or a thousand years in the future. If they win they are reborn immediately near their friends inside a temple.

Yearly Moot of the Troubadours. In which renown for the hero's of the world is decided.

Terra Incognita - Parts Unknown - Mappae Mundi -

Arcana Mysterium

The Manifest Mysteries: Our Mythical Inheritance. The puzzle that must be solved. What else exists in the world that we do not know or do not understand? The best kept secrets are the most twisted and

disturbing, this is why we fear these mysteries so. Without magic & mystery life is but a cheap trick, yet without discovering the truth their might be no life at all.

The mystery of the Tempest Blight is the central mystery of our existence. It is the mystery of life and death, creation and destruction. It is therefore the source & locus of all the other mysteries of our world, the light that enlightens them, the shadow that hides them. It is the most fundamental and essential question in the "hierarchy of the manifest mysteries". The whole history of our world is bound up in the black mists, only by knowing what are will the truth of everything be revealed to us & reunite us with the whole of reality.

“The most beautiful thing we can experience is the luminous. It is the source and soul of all art and magic. He to whom the mysterious is a stranger, who can no longer stand in awe before a towering tempest or the tiniest will-o-wisp is not truly living, his eyes are closed. He might as well be a son of mirth.” - Archmage Felicious

1. What is the Blight? Why does it devour our world? Where does it come? What is the cause of this primeval creation and destruction?
2. What is the Church Hiding? Who and what is the Unnamable Name? Who is the true God of Gods, the creator of it all?
3. Who really are the Elder gods? Elemental, primordial or God extant? Who are the Titans? Why are they sleeping? Will they wake up? Is the final war really coming?
4. Who are the Incarnate, what is their purpose, what are they for? What happens when they ascend? What is the Afterlife? Where do we go? What are the summer fields?
5. What lies below the Hell Holes and in the Abyss? Are the Profane truly evil? Is all that is Sacred truly good? How does the Primal fit in?
6. What lies on the other side of the great sea, on top of the mountains, belows the still waters?
7. Who are the Elves and where did they come from? What happened to the First walkers?
8. What is magic, where does it come from? How does it work?
9. Are the Mirror worlds real?
10. What is my true purpose in this life?

HC SVNT DRACONES



Core Concepts

Tempest Blight

The Tempest Blight is the incarnation of pure chaos, of destruction, of nothingness. It is the Malign ending, the forces of Annihilation, entropy, and absolute darkness. A manifestation is the Penumbra, the black mists which creep across the lands. All fear the Blight, even the Profane, and seek the stop or slow its efforts to swallow up all of existence. It is when things fall apart. Malefactum. Those who worship Chaos are the ultimate evil in the world. Even the worse Profane and the most extreme Primals are not assumed to be agents of Chaos. Only the most disturbed and

The immateriellum is the “reality” that chaos represents, no reality at all. It is a complete cipher probably because it is truly nothingness. It is the absolute end of everything, and unless the forces of life unite, it will take over the world, or so the ancient legends relate.

The **Nameless** are the people whose souls have already departed. They are the absolutely personfication of the dead. These Zombies and their masters are the most feared beings on the planet... Beyond Profane, they are Anathema.

Parts of map are permanently wrapped in thick fog, a “**Fog of War**” the Tempest Blight, people who go there NEVER come back. It is literally unknown territory. Theme of fear of the unknown, also creates a unique looking map. “Here be Dragons.”

There are places in the world, it is said they are formed around unleashed Hell Holes, in which the world has disappeared and only chaos remains. This not a human chaos or bedlam, it is nothingness. However many claim they can she shapes of creatures roiling in the blacks mist that surround it. It is thought that it is created and expanding by

magic casting, small magic has little effect, but mighty war magic is said to have visible effects on the size of a nearby Penumbra. As the Penumbra grows it swallows up landscape. Surrounded by churches and chapels of the True Faith, build to keep it at bay, the Gloom still grows inch by inch in places swallowing up the landscape. In places where it retreats it leaves completely new, formerly unknown lands of strange but deadly wonders known as The Whisper Lands.

- Miasma, Umbra, Brumoux, Deepmurk, **Murkmist**, adumbrate, Maelmurk, Corruption, depravity, turpitude, nox, rot, decay, **Murkrot**, annihilation, cipher, tabula rasa, Zilch, decimate, null, GLOOMBLIGHT, Blightbane, Barrowbight, Maligance, Maligna, Shadow mists, Gloombane.

Mirror World

Beyond the Miasma is said to be another world, a Mirror world called Mirth, from which souls come and go when they are done with this plane of existence. It is said to be completely mundane and without magic, and deeply silly and boring place to live.

The Profane War

The world is only just recovering from a massive 100 years Crusade by the True Church and its allies against the Unholy Gottix Empire which had been “taken over” by a combination of Profane and Primals forces. Ending only 25 year ago, its had a huge impact on the world. First of all, the Primal forces are vastly reduced. The Elves have been limited to their parks and refuges, the Dwarves to their mountain Fastness, the Hellholes have all be sealed up.

The Empire is now the Holy Empire once again, though its really more of a loose confederation of independent states than a empire.

The Interregnum

The period we are in now, the Witch War has ended, but a new system is not yet in place. Most assume that both sides are merely preparing for the end. In places however, despite the peace treaties signed, the war still continues on, fought by local lords and commanders. This is known as the Shadow War.

Incarnate

All players characters are Incarnate, also known as the **Everborn**, people who cannot die but keep getting reincarnated back into this world again and again.

Paragons

They are an ancient order of fighters who were accused of Corruption and disbanded as

a force of good by the Old Emperor, just before he himself was cast out. They now survive as a forbidden sect of great warriors, but they must train in secret. Think Jedi Knight. Have magical abilities, of both the Clerical and the Magical camps... Very special group, can't have more Stigma than you do Sacred.

The founding ideal of the Paragoni was to find and train young incarnate and make them the most that they could be, and then use them to maintain peace and harmony. This has slowly changed over the centuries to also include keeping respect for the ancient ways alive. They revere the Eldri Gods but do not worship them, instead relate everything to a fundamental force of nature they call the Umbra. They see everything as forces of nature, as elementals, and they also know about the shadow-world, and seek to keep it at bay at all cost. Once at war with the True Faith and the other new churches they have now found a relative peace. However they still maintain absolute secrecy in everything they do, so worried are they about another pogrom against them. Their primary enemy are the Night Fiends, who seek to corrupt the world, and the new Emperor who was put into power by them.

Constantly on the lookout for someone who show special talents and who might be an Incarnate, they have trained informants everywhere. They have a safehouse in almost every city in the world, which have a secret symbol written on it that only those trained in symbology can understand, new recruits are usually brought here before being transferred to the Aldaz Skola Magyar/ Altis Grandis.

Our goal is to guide this child hero beyond the mundane sphere into the sublime and to assure his assumption by making him a demigod and so conferring true immortality upon him. Then we will have a true warrior to combat the Blight.

The **Paragoni** are devoted to the life of the mind, technology and economic life are keep to an absolutely religion. Have intellectual monasteries devoted to thinking and the playing of the **Mystery Game**, which is play on huge boards with thousands of magical pieces. They take in abandoned and donated children and raise them, away from the world. Rules of the game are so complicated and sophisticated only a few can master it, yet it teaches science, music, mathematics, history and most importantly, politics. It is an abstract synthesis of all arts and sciences and requires the player to make deep insights and syncretic connections between topics. High level games often result in real world activity by the order. Known as the Avout, their leaders are Savants, their monestaries are nicknamed, Ivory Towers or Covenants.

Elder Gods vs. True Faith

The Elder Gods all have common names, but their real names are secret. Those who

know those name are able to summon them, so they are loath to reveal them. Every 13 years they get to add a new name to their name, so that it once again becomes secret. They are a very strange family, a unified pantheon of sorts, only they appear to live as physical manifestations in this plane of reality.

The new Gods are at war with each other. Each believe it is the only true god and wished to destroy the followers, temples and traditions of its enemies.

Stormhold Islands

Most storms has a large rock island manned by Shadow Wizards and a host of profane creatures (mostly flying) who seek to harness the power of the storm. This is why most people hide during storms and not go outside for any reasons, strange things happens in the storm winds and rain. Sailors dread more than anyone else. The Storm Island collect the lighting and can release it at will. Very large storms may have more than one island.

Hell Holes

These dank, dark pits have huge Fortresses around them ("inside out" castles), manned by Pit Guardians, who defend against invasion from beneath. Which almost no one believes in anymore, and wants to stop, its been so long since it happened. Must go through them to explore beneath. Underdark, Underholm,

Sylvan Glades

They are like parks now, civilization has grown up around them, and the Elves have responded by putting up fences and magical barriers and preventing humans from entering. Matches up pretty well with modern day parks only no one but fay are normally allowed in.

Shadowborn

The Incarnate shadows of the hero's who were born in Infernal circumstances, and are completely Profane (though perhaps with glimmerings of something else). They are seeking their fortune serving the dark lords.

Runes

Runes are something from the Elder Gods, they have magical power and can be used to summon and control Primordials. Are completely illegal to use by the terms of the True Faith. All old things are written using Runes. Most magic has power rune in it... a kind of secret knowledge.

**I've been places you could not imagine, and done what few would dare. Hunted
firedrakes at drawn from the back of a Nightmare. Dived into the Ravens crow**

and returned with cave pearls. Watched demon scales sparkle in the moonlight underneath Krakhold Bastion. Now all those moments, will be lost to memory, like tears in a storm. Time to fade into the mist. Even I am reborn I will be a different person.



Sleeping Titans

Stone giants of immense size or just very large can be found sleeping all over the place, but it takes a keen eye to see them, so well do they blend into the earth, forest and rock. They have been sleeping for thousands of years now, and it is impossible to wake them, though many have tried. It is said they will all awake at the same time at the end of time when the last war with the Blight occurs. The largest of these is known as the Sleeping Giant, and is the size of a large mountain.

Cosmology

Death is a fact of life, fascinating, frightening, and mysterious. Every mythology and religion speaks about death, dying and the prospect of a world to come — a process often described in terms of a journey between this life and the next. This setting deals directly with these issues not only because players play Incarnate but because all souls get reborn, not just into this world but the Mirror worlds as well.

There are many worlds, all of them fully real, but each the mirror reflection of sum of the others. When you die in one world you are born in another, but without any real memory of your life in the other world. When you are at last done with your voyages you are born here, in this world, as an Incarnate in order to accomplish your true mission. When you are done you will either become one of the Primordials, join your god above, or begin all over again on another one of the worlds.

While they speak of several different mirror world the main one spoken about **Mirth/Mundania**, the true mirror world to this one, where this is no magic and no

one has any fun or understand jokes. Many jokes said about the people there (they are stupid) and it is assumed to be a boring, horrible place where everything is only one thing.

Each world has a unique identity and purpose, it serves a certain role to teach something unique to the souls who travel through it. Ours is a world of bravery and courage, we teach soul to face and confront the evil of the universe and the evil in themselves.

Bearers of Fate - Incarnate must always die bravely, heroically, or else they will not be reborn. You cannot die in your bed or in your sleep or slowly from injuries, you must die gallantly.

- **Tarkarus** - The deepest pit (city) in the Abyss, the captial of underworld. Said to be under intense assult from the Blight and nearly surrounded by the Tempest

- **Summerlands** - The “Heaven Above” used mainly by the Elder God religions or poetically by others.

Ragnarok/Aldarrok/VALVANGR

The crack of doom and the doom of the gods. The end of time, of the primordials and people of the lands and of all the world. It is when this world goes headlong into the abyss. The final battle between the Gods and the Titans, between the Primals and the Profane. The Titans will rise up and continue their way against the Primordials. All those who worship the One God of the True Faith will ascend into the heavens and brought to his side. The sacred believe this is not their fight. All others must fight in the final battle, at the end of which the entire world will be engulfed by the Blight until only one small patch of ground remains, Valahalla. When everyone is dead, truly dead, a new world will rise up from the body of the last warrior standing, beautiful and green. The two most innocent children of the world would be protected under the World Tree (which also survives) would come out and populate the world again.

The warning sign is a winter or season which does not end, a storm which does not quiet, weather which does not ebb. The world tree will drop all its leaves, then shudder and groan and awake at long last along with all the other spirit trees, to fight on the side of the Primordials.

“There will be life and new life, life everywhere on a new world. That was the end; and this is the beginning.”

“Taste this, for you forgot you would ever meet this day. We, too, will forget you.”

“The Primordial had risen, fully-formed, from the very center of the quake.”

Cairns

Every Cairn has its own elemental of some kind, connected to other Cairns by leylines, a mysterious network of spirit lines that cross the landscape. Magic is far more powerful

on places where Ley lines cross or meet, and Caerns or other magical places are often built on these spots, called Cairns.

RELIGIONS - I am a devotee of...

Reason is always half Blind. Faith is always half deaf.

True Faith - Quinatism - Faith of Five - The Five Rings - Our version of the Medieval Christian church. But instead of 3 aspects of God, they have 5 aspects, and each of those 5 was a member of an **Outlander (adventuring) party**. Thus it is 5 different Gods united in one religion. “But they are one!” Could say it was a Union of 5 religions a thousand years before to unite 5 kingdoms. Religion a supreme Leader, a Pope: The Patriarch. Lustrum, Pentad, Cinque, Quincunx.

- **Earth - Da - Cube - The Distant Father/Fighter**. Hard Path. Bone. Stubborn, stable, physical.

- **Water - Ma - Sphere - The Lost Mother/Cleric**. Lady Grace - Maiden - Nurturing. Lady of the Depths. Mystery.

- **Fire - Ki - Pyramid - The Laughing Crow/Wizard**. Loki - Trickster - Uncle, Artificer. Movement. Life.

- **Wind - Qu - Crescent - The Vengeful Barbarian/**. Judgement. Mayhem. Violence. Anger. Lord of Slaughter.

- **Void - Ra - Flower- The Shadow Terror/Thief** - Abyss - Invisible God. Primordial creator - Represents death and the Unknown - Fear.

“When the coin in the coffer rings, the soul from purgatory springs.”

“Preach the True Faith to everyone you meet, if necessary use word.”



Elder Gods/Primordials

The most powerful elementals in the world are the Elder Gods, who are worshiped as Gods by many of the Primals but feared and condemned as “devilish elementals” by most practitioners of the True Faith. They were the first gods, the fundamental elementals but they have gone into steep decline in recent centuries. Every river, sea, tree, pond and mountain has its own Elemental, but this is always an ASPECT of the Elder God who is the avatar of the whole class. Thus when you summon the Avatar of the River it will have a unique look according to that river, but will be much the same person as the Water God you always speak with.

Think Druids, sacrifice - nature - Spirits in the Trees. Elves worship like this. Not very organized. Animists. No churches, no names. Patron Gods of Forest, rivers, lakes, mountains, natural phenomena, seas, marshes. Come in families of Spirits called Enneads.

Gods can be combined together at times, linked into one being (Syncretism), but its never permanent. Their bodies are made of precious materials, flesh is gold, bones are silver, hair is lapis lazuli, smell like incense. This mortal combat between the Primordials is called the **Grand Promenade**. Grand Mummies. Prime Prance. Elemental Hustle. Tendu. Tender Frolic. Grand Gambol. Samba Cavort. If a storm ruins a farmers crop, they can see the horse hooves of Boreas steeds, or the cloven hoof marks of the demon deer of Notus.

Nimbus/Elemental/Primordial

- **The Four Bellicose Queens** - Summer, Winter, Fall, Spring. See “**The Four Queens**” below.

- **Night and Day** - Sun & Moon (moon is time keeping) Thoth vs. Ra - There are stories of the night never ending. Sun, **Eoloe**, **The Sky Phoenix**, starts the day as a baby, ends as an old creature - solar disc. Brother of the Queen, very close to summer, the wind/cloud spirits worship and obey him. Returns to the womb of his mother (mother earth) each night. Loves to rest on mountain tops during the day. Moon, **Blood Moon**, **The Red Fury**, is red, female Crone, disdainful of humans and most elementals, hateful of the Sun, seeks to destroy him, Patron god of Rage, fury and wrath. The Red Goddess. The night hunter. The old crone who never die, the eternal horror. Horned Moth, Great Bat, Wolf Pack are her servants.

The Mora is a malicious spirit and bringer of nightmares. Forms that the Mora is able to take are a white horse, a white shadow, straw, a leather bag, a white mouse, cat, and a snake.

- **Stars** - Aurora/Corusca - Are creatures of the sky, like Angels, but hate being on the earth (Fallen Ones) desperate to get back home to the Celestial Spheres. Heavenly axis/Polos. Kyrklos - Ursa Minor - Aquila - Corvus, Crater, Cygnus, Cassiopea, Canis Minor, Auriga, Ara,

- **Dream & Death** - Brother and sister? - Work under the moon, are her children. Sandman, Morpheus, is a grim, diffident but also capricious and fickle. He attends to people who must dream for prophecy, can simply appear in their rooms. Death is his twin brother, a masked figure, who has become consumed by his job, he seeks to keep the Blight away by moving Dead to the **Shadowlands**.

- **Earth & Sky - Mother Earth**, the Primordial God/Elemental. Her husband is completely absent, he coverts with the Stars.

- **Water** -

- **Fire** -

- **Order vs. Chaos** - Blight is represented by the Vortex, the maelstrom of chaos. Maat - rejuvenating water of primordial chaos

- **Numbers & Magic** -

- **Calendar & Time** - Veles- snake god. Ziva - Goddess of Love

- **Weather** - Fog, Tornado, Wind, Rain, Lightning

- **Fertility & Plague** - Morana/Morena
- **The Four Winds/Anemoi/Venti/Vayu/Pavana/Vata/Prana** - Aeolus.

Catabasis. Symbolize change, military retreats, going downhill, descents. Shu, egyptian god of winds. Aurai, nymphs of the winds. Boreas/Aquilo/Aparctias/Thraskias: North Wind, “the devouring one”, strong with a temper, horses. Eurus/Apheliotes: East Wind. Notus/Auster: South Wind, destroyer of crops. Zephyrus/Zephuros/Favonious/Skeiron: West wind.

Sleep - Sandman

Death - Ferryman

Birth - Czarina

Darkness - Erebus

Chaos - Void

Hell - Tartarus - Hellpit

Sex - Eros - Phanes

Time - Chronos

Water - Hyrdros

Desire - Ananke

Nature - Physis, Thesis (Creation) - NYX

Sea - Thalassa, female, Ophion, Thetis (water nymph)

Fire - xxxxx

The Wild Hunt - The crazy fight between various elementals during any change in weather or season. Often occurs during a holiday of some sort. A group of otherworldly and primordial huntsmen with horse and hounds in mad pursuit of the hideously ugly “Slattenpat”. Presages a storm, a change in weather or season. Anyone who gets in the path of the hunt or who follows it can be kidnapped and brought on board one of the sky isles. It is usually led by Father Winter. If for any reason they stop in front of your house you must feed them all or get back luck the rest of the year.

Ashtagana - Religion of Fire and Ashes - Wise Lord - Keep the chaos away. Purity over all else. Faith of Five say they really worship Fire. Ecstatic Visions.

Ziggurat/Djinnism - Arabic religion. Ifrits, Jinns, Marids. Have a mighty war leader.

Ashur-Anu - Demon worshipping: Worship Snakes, are sacred. Highly illegal.

Cult of Delirium - Dancing cult, wild, passionate, hedonists. Also teach a crazy kind of fighting.

One Truth, Messengers/Rusul - Islam - “Divine Creator is One - Incarnate are only human, but some can be messengers.” Avoid idolatry in any form, graven images.

Prophets/Nabi receive divine revelations. Dhul-Kifl, Zakariyya. The Praiseworthy. Ulu'l azm.

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Anchors

These are important characters in the setting.

True Powers-Influential Figures

Fighter - Nobility, The Vainglories, Highlords, Lords of Majesty - **High King**
Ardelion - **imperial immediacy**
Cleric - True Church, True Faith - **Patriarch** - **Bishop of Nova**
Rogue - Rogues - **Black Bride** - **Beggar Queen of Avladara** - **Nyxa** - **Milady**
Wizard - Magic Guild - **Archmage Agum Shpakx** - **Demimage**
Outlanders - Wilderness people - **Dendroit/Treant Keeper of the Grove**
Hell Bound - Demon - **Erobus** - **Mask of Azmodeux** - **Wretched Ferryman**
Elder Gods - Heretic/Heathen - **Freyja Freyr** - **Grim Graf** - **Gogol**
Dwarves - **Cragholm** - **Thorven Gale the Great**
Elves - **Exiled queen** - **Dowager of the Shimmering Veil**
Imperials - Distant Menace - **Emperor Zeno Dicorus**
Horde - Invaders, steepes people - **Great Khan**
Northmen - Viking raiders - **King Knute the Ice King**
Moors - Desert invaders - **General Tariq-Ziyad**
Dracos - Drake & kin, Dragonfolk - **The Brood Mother** - **Kuthlakari Kyn**
Merchants - Guilds & Merchant Families - **The Panjandrum: Cuthbert Dylomo**
Paragons - Elite defenders - **Grandmaster De Molay** - **Exemplar Paramount**
Sage Guild - Scholars and scribes - **Lord Provost of the Guild of the Star Chamber**



Celebrations

There are 4 main holidays in Uruth, one for each season: **Yule**, **Mascarad**, **Beltain**, **Samhain**.

Yule - Hocktide

The midwinter festival, celebrated during the darkest days of the year but when the first cracks in cold and ice appear. The lord and lady of the manor (or castle) are expected to give gifts to their people. Father Winter (Tomte) also gives gifts to especially deserving people, usually children, often those most in need. Of all the Primordials he loves humans the most. Twelfth Night celebrations.

Kartival - Grand Mask -

The spring festival, marking the end of winter, also known as the **Maskarada/DevilDance**, is celebrated all over Yurth, by almost everyone of every race. It is run by the Mummers Guild, in as much as it is run at all, they at least organize all the major parades. This is the time people are expected to confess their sins, fast and do what they can to make up for the ill they did the rest of the year. This period ends with the three day festival of Karnival. Also have mystery plays.

Legendary King Momo and his court (mummers in costume) parade through the streets and everything comes alive with music and color. For three days no one works, they

party night and day, almost every one is in some sort of costume, at least wearing a mask. Almost anything goes on these days, everyone is given significant freedoms from normal social strictures. The truth faith has taken over Entruzo as its own, but it predates the church significantly.

Lammas - Feast of Whitsun

This midsummer festival is full of fire and frolic. Special bonfires are kindled and effigies of hated historical figures (differing by region) are burned. Rituals are performed in each village and town to protect the crops, livestock and the people. During the festival of fire the mummers relive legends and act out grand adventures (primitive roleplaying) for the children and game adults. The first harvest is eaten in a ritual “first loaf.”

All Fools Days, the Lords of Misrule take charge and cause mayhem with jokes and jests.

Samhain - Grim Hallows

The fall harvest festival marks the end of Autumn and the beginning of winter... the darker half of the year. When it is celebrated changes by when the Ice Queen travels through and brings the change in weather, either the first snow or heavy rains. It is considered an ancient holiday and time when magic is at its peak and many of the sleepers wake up. The truly religious do not leave their homes at night during this five day period.

The Four Queens



These extremely powerful ancient primordials/elementals are involved in a yearly dance and war of control over the season. Are considered by some to be Elder Gods, but they deny this, claiming to be in fact, “merely queens”

They follow the ley lines and attempt to control Caerns in order to ensure they rule as long as possible.

Use not only their small host (army) to fight one another, and anyone who dares get in their way, but also recruit various kinds of champions to fight for them. Can be a duel between innocents or a duel between mighty warriors.

Ice Queen - Water Rides a sleigh pulled by 12 White Dire Wolves, guarded by 7 Ice Trolls and 99 Frost Gnomes. It thought to be the most evil of all the queens, nicknamed other the Dour

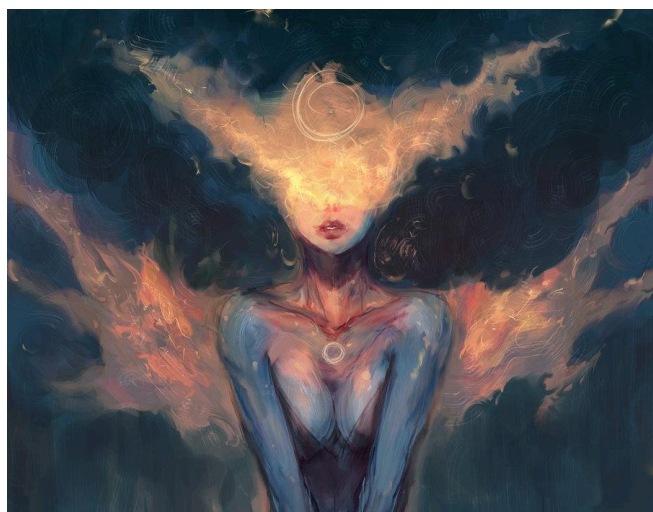
Dowager. She is the most ruthless in seeking eternal winter, and it is said that at one time, over a thousand year ago, she came very close to doing just that. Though she is the polar

opposite of her sister the Fyre Queen, she is the only one she still speaks with. She

always rides with the first big storm/blizzard of the year... urging it on with all her might. However on the rare occasions she goes too far and gets stranded she may give great rewards to those who help her get her sled back to the snow.

She lives half of the year in the **Kingdom of Wintruz**. It is a place of icy wonder, always covered in snow. This is a place of decay and death.

Harvest Queen - Earth - Rides an enormous wagon pulled by 100 Ox and is guarded by 15 Red Ogres carrying enormous Pikes (to cut down trees and branches that might slow down the wagon). She lives half of the year in the **Kingdom of Hjerst**. Everything is full and rotting, there is too much of everything. All the animals and people are middle aged or old, no one ever dies, but no one ever gives birth either. Its covered in huge piles of leaves. Are no men in her kingdom, only women.



Fyre



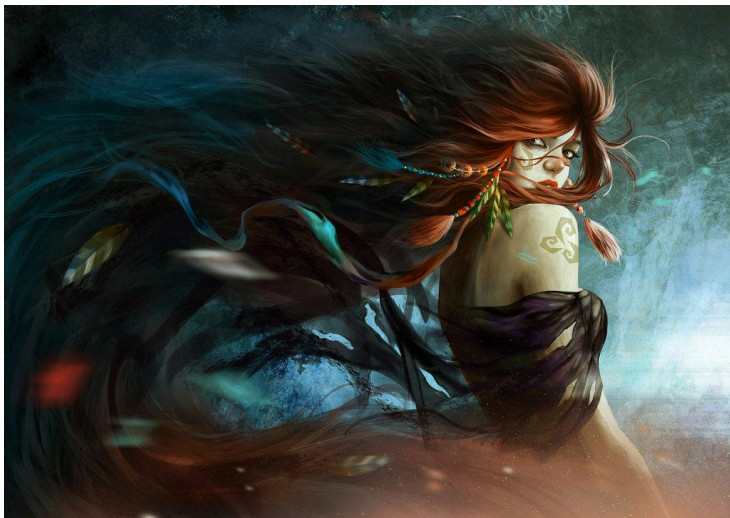
Queen - Fire - Rides a Chariot pulled by two firedrakes. She lives half the year in her **Kingdom of Saterlund**, where it is always hot, the wind is always warm, and there is very little water... it never rains. The crops are burning. Dust is in the air, parts of it have, in fact, turned into desert. You can see what were farms and castles and towns covered by sand. Even in the winter it is burning hot here, even

the nights are hot. The people who live here, however are very lazy and settled.

Verdant Queen - Air - She rides nothing, rather she runs with a huge and chaotic followers who laugh and dance wherever they go, holding picnics everywhere they bring green too.

Seed/Budding/Fountain/Rain/Rebirth/Fringe/Lavish/Lush/Prolific/**Child/Chaste/Virgin**

Lives half of the year in the **Kingdom of Seana** that is eternally on the verge of something, nothing ever grows all the way. Every animal is young, no one ever ages, but there are too many babies. It is so fertile that women can spontaneously give birth, so almost no women live here anymore. Your warhorse, if female may give birth within days.



Women who do travel her need special charms to avoid succumbing.

BODGERS

Creatures of infernal chaos, worshippers of the Blight, servants of the mist. As a result of their ability to mate with anything male and female alike no two of them look alike, they have hideous mixed up bodies incorporating features of various humanoid and animal parts. Their “parentage” can include cats,

deer, goats, antelope, cattle, sheep, bears, humans, ratkyn, Devu, Aelv and so on. The animal parent usually dies when the child eats its way out of the host at full gestation. Their commanders are the Chimera, the most feared creatures on Yurth, who can change shape at will and who will stop at nothing to awaken the Titans, expand the mists and end the Lostlorn world once and for all.

Neverdead/The Profane Nameless

The Neverdead are like the undead in that they are a mockery of life and a violation of the natural order, the Neverdead stave off death to accomplish their righteous mission. They are the monstrous versions of the Incarnate, and work solely to expand the reach and extend of the Blight. Feared as the Black Paladins, some of them are in fact shadows and mirrors of living Incarnate. They seek the end to everything, via Ragnorok and the final battle.

Monsters in Society

- Common For Giant Army Ants and Giants to be used in construction.
- Bat are used for communication by the Profane, of course they fly only at night.
- Giant Stag Beetles used in forestry and lumbering.
- The Giant Fire Fly is used for illumination.
- Basilisk is used to make art, beautiful sculptures... but its sick.
- Merfolk are underwater farmers and fishermen
- Zombies are great as farmers - do a lot of the basic work that needs to be done... but only in certain territories where Necromancers are welcome.
- Use Gorgon to plow
- Centaurs pull the Kings Carriage... are also warriors.
- Senior Paragons ride Pegasus.
- Treants run orchards, and sell the produce.

- Gnomes are used in manufacturing, sometimes in slave like conditions.
- Golems are used as servants in the Imperial City.

Skyholds: Lymyx/Hulliz

All Storms have a Stormhold sentinels, giant floating rocks form which the elemental forces of the storm itself can be commanded. They are not only where the Storm Primordial reigns but are filled with creatures that are both profane AND have affinity with the sky. Some are fallen creatures, who once roved the Celestial Spheres above but were cursed for various reasons. Usually only found in the middle of storm, on the rare occasions there is no storm, and hasn't been one for some days, they no longer float in the air, and can be found either on land, or floating in the water... highly vulnerable. Which is why the often choose to park on mountain lakes. They are very chaotic vessels, which pick up and drop off denizens with dizzying frequency, and switch captains at the drop of a hat. They are as chaos filled as a storm itself. Part of the island are carved into wonderous buildings.



Your

You Ship may be safe in harbor, but that is not what a ship is for.

This is a saga of Lords and Knights, Vampires and Fangs as they struggle for control over Lostlorn, a continent of the “thousand thousand” of it all: fjords, lochs, peaks, valleys and castles. But while this world is prosaic medieval in the low land fields, in the highlands you can still see the splendors of the long forgotten “age of Titans,” and still find wooly mammoths, giant monoliths and Hellholes sprouting black smoke and fire. Here be dragons!

Lostlorn is the story of rich living and hard dying, eternal struggle and battle between every group for both freedom and control. It is an arcane and primal world, full of simple and cruel dangers; that can come in the form of a steppes raider’s sword or the claws of an infernal Bodkin. While the Sacred lands seem ordinary and mundane once you leave the verdant and enter the highlands it is a world full of lost treasures, fearsome monsters and wizards wielding powers they can barely comprehend or control.

The sun can rise for a week. Night can last for days. The war for supremacy over Lornlorn peaks during the Red Moon. Only one thing is for sure: from the horrifying secrets of the Vampires history to the true origin of the the World Tree, the mysteries of the Profane lands to the Sacred Church of legend—it’s not the story you think you think it is. The secret and mysteries will take years to unravel.

This setting uses the idea from real fairy tales, not the sanitized Disney kind but the grim Grimm’s type tales. The stories paint vivid picture of an enchanting, but entirely mythological land. Everything has a surreal magical quality to it that is both very ancient, but compelling and yet also dark and horrific. The world is grounded and the politics and social dynamics eminently plausible. The fantasy and magical elements are kept low key until you leave the “civilized” areas and venture into the remote.

The goal is to create a mythology that is distinctly old world European based on folk tales, yet also realistic and modern. By the end of the project I want it to become the most detailed fantasy world ever created. In long run I want it to define as well as defy its genre, and help you create brilliant, incredibly well-developed, thought-provoking stories drawing on groups of people who cannot be defined as good or evil, but instead display all the shade of grey and actual human traits that every human does.

Hellholes: into which you can delve into the Chthonix underworld.

MAGIC SYSTEM - based on evoking the Shadow within people.

You need to have a dark view of the path that collectivist thinking can lead us down. The Shadow is the unseen part of ourselves that has to be recognised and incorporated in order to produce a mature human being, needs to be acknowledged if it is not going to wreak havoc — and totalitarian pathology disguises its malevolence with declared good intentions. We are all monsters and if you don't know that, then you are in danger of becoming the very monster that you deny.

This is a world with a complete and rich history, and the arc of the story we are going to tell will be epic.

We Are The Long Night. Such is the stern motto of the Amaranth, the Vampire Lords of the Profane lands.

In the center of Lostlorn are the three steppes, each rising up behind a wall of mountain higher than the last, atop which is the World Tree, so tall it touches the sky and connects the world to the heavens.

CASTLES

Shadowspear Fort

Runeheart Villa

Whisperlock Stronghold

Skyhaven Castle

Sparrowtree Hall

Duskfallen Fasthold

Castle Ontaxia

Lunardawn Firehold

Casters-Peak Tower

Harthaven Hardhold
Duskendarre Firehold
Whiskwillow Firehold
Windwisp Firehold

Shadowspike Firehold
Snakehells Firehold
Duskdawn Firehold

Ironholt Hellhold
Silverdale Keep
Snakewood Manor
RiverRage Tower
Bellbroke

RUNEHARVEST Castle

AVONGARD

AVARAVALA

AVATAVALA

AVANAVALA

ORODONA

ORAVALA

ORAVALDANA

ORAVALANA

ANDARO

ANDARAZO

ANDARAQY

ANDARAVO

CROWNROSE

Dustornt Keep
Saltwound Castle

Flamehurst xxxx

Tharngilt

Rufusreach

Gruntter Keep

Gunterdarrin

Warrington Palace

Falkenspire Palace

Dragyncreast

Knell - Moot - Caer - Wrack - Dun

Dustdevil

Fearmire

Crowlark
Mawhexham
Crowmire
Stormseeker
Incantation Castle
Stormpeak Firehold
Darkfall
Forevernight Firehold
Ramgate
Hextower Firekeep
Wolfbanner
Flamebanner
STOVEPIPE FIREKEEP - actually has a metal chimney
Semblance Keep
Eidolon
FISSUREMAW
Scissuremaw
CROWKRAW FIREHOLD
Lodesnuff
Nullah
SCISSURE - RUPTURE - Fume - SMUDGEFIRE
BLACKDAMP
CINDERCAERN
SMOKEHELL
DUSKBLAZEN
Splitstack
Crevassasse, CWM, FIREGUARD,
Onomonio
Ignisfatus
Alucinomancy
Chicane Keep
Crowsmock Castle
Chimerstry
Seemingness
PYREKEEP CALX

Festung Totenkopf
Gotterdammerung Castle
Valkyrie Castle
Castle Tannhauser
Castle Die Fledermaus
Caer Blasen

Memory of the Realm
Landsend Domain
Sunfall Lairn
DUSKDIN
DUSKDENDALYN -
DUSKDEVLYN -
DUSKMIRE -
DUSKWIND FIREHOLD -
DUSKFALL -
DUSKDIRE
KELOIDAL
Antiblack
Zzzz
Zzzz

“Depart from me, you who are cursed, into the eternal fire prepared for the devil and his angels.”
notorious as a haunt of whores and thieves
bawd", or keeper of prostitutes
Wilkins ---
Victuallyer -
PYRNCE OF DYRE

Wishbone Firehold -
Duskfire Castle
Miradora
Cairncrown
Crownhorn
Cairncrest
Stormport
Faersetell
RyeuptonRye
Bileswick

So this TEST thing is working out far beyond my expectations. May have figured out a way past KS idiotsavant algo's.

FYI: Test 50 will be:

After 50 I plan to continue to 100, but have a slightly different take than simply naming the titles of things. After 100 I will be announcing my new project which I have been working full time on for the last few weeks in a fervor only matched by when I started working on Vampire...

I was indeed engaging in a platonic dialogue in as constructive a way as I could think how, with the people who know my work best. I was testing what my friends and fans of not only my work but different roleplaying games and things connected to them. And I was also studying how the current Facebook algorithms work in terms of time and key words. And sure having some cheerful fun at Xmas too.

I have often said that roleplaying companies are terrible at marketing and even worse at market research, and in terms of the pretty major project I am thinking of doing next, I REALLY need some information not only on what people might want, but what to do and not to do while pursuing that goal.

Turns out what I really want to do with my life is not talk or do politics, or even design board game or computers... I just want to create worlds, and I think I got it in me to create ONE more big one. And I've already started worked. A full on fantasy-horror world, reality based yet mythic, gritty and plausible yet fairy-tale.

Not sure I can and will pull the trigger, but I do know I don't want to be involved in controversy so not doing real world horror seems smart, and is just so incredibly relaxing!

So not World of Darkness but with a touch of "Be The Monster", since that's what I love to do, and not Vampire: The Masquerade, but definitely Bloodless will fit in there somewhere.

So I can now announce that I am working on a new fantasy world project that is code named, "Be The Monster." For right now the rules system is going to be OGL 5e, with layer of one roll narrative rules laid on top. It starts with a completely new take on Vampires, who serve as Lords of Domains, with the characters apprenticing as Fangs to their Masters in the Fireholds, which are usually castles built around Hellholes, designed to keep whatever is down there from entering the world above.

After 100 I do CLUES 1 and up.

"The sun can rise for a week. Night can last for days."

This is the current plan at least, but thing can always change. ;D
For the algo I'll need to use the word I've been training people to respond too, so the above will also say:

"TEST: What is the Long Dark?"

Call and response makes a comeback. Sound about right [@John](#)?