

At the Limits of Heaven

Dark skies cover your vision of the starry seas, while strong wings disturb your balance upon primeval grounds. A new age is upon us with a resurgence of monstrous beings and tyrannical leaders. Kingdoms are thrown into discord, while thieves and criminals cause havoc in the streets, and villagers in rural towns far from saving are met with unfortunate demise. Will you step up in the face of malice, or will you kneel like the rest? Rise like the sun, and may you be named Hero in this era of gloom.

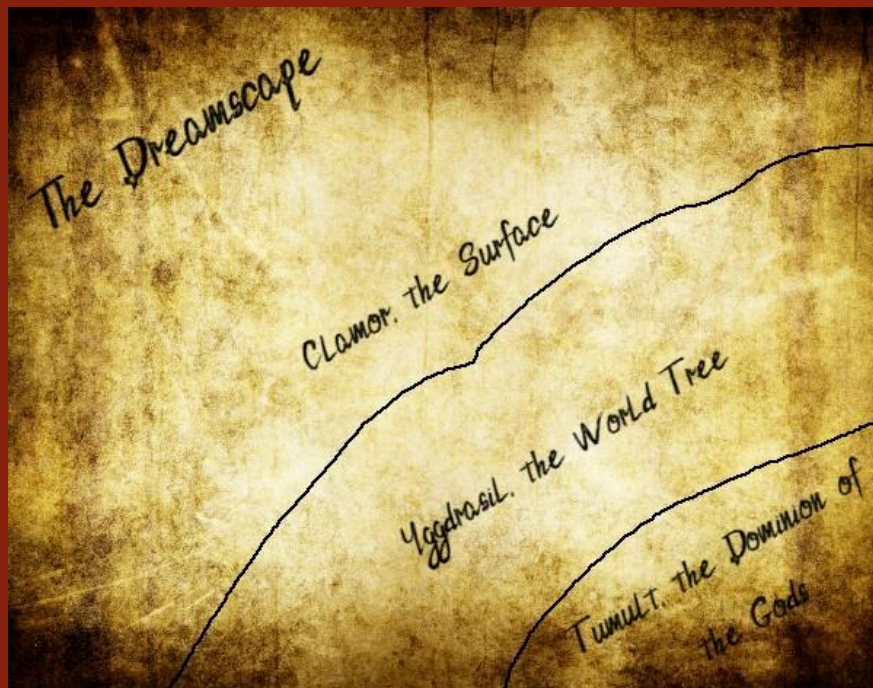
Cosmology

The planet has existed within the Lichen Nebula for eons, guided by its white star. The only known terrestrial life within the solar system resides on this world, and interstellar travel is unheard of by most. The planet is split into three sections: the Surface, the Tree, and the Dominion. Beyond the skies of Clamor is the Dreamscape, an ethereal sea of cosmic bodies and astral creatures. Pockets of dreams and nightmares make up most of the Dreamscape, while pathways to other dimensions snuggle themselves in-between.

Clamor, the Surface, is where most mortal life began and lives. Societies have risen, thrived, and fallen over many thousands of years on the surface of Clamor. No one sovereign or dictator has claimed the throne of the world, but lots have marked their place in history. Two continents dwell on the face of Clamor: Festum and Fames. Maps and other information is provided for the sibling continents later in this document.

Yggdrasil, the World Tree, is home to wondrous nature and the origin of the Fey. Yggdrasil itself is an entity without conscience, acting solely off of raw instinct and primitive emotion, which extends to the primal magic that originates from the World Tree. Yggdrasil starts at a depth of approximately 2,890 kilometers (1,800 miles).

Tumult, the Dominion of the Gods, is the core of the planet and where the Creator Gods reside. None know where the All God is, if anywhere at all. None have survived to tell of the ravenous journey from their home to the Dominion of the Gods. Tumult begins at a depth of about 5,150 kilometers (3,200 miles).



Mankind

Many kinds of people live within reality, with each one being separated into species. There are two groups of intelligent species: the Reflections and the Workings. There are other forms of intelligent life, like Celestials, Dragons, and Giants, but they are not considered people in the societies of mankind. This does not mean they are lesser, just different.

Reflections of the Creator Gods were made for a purpose, whether benevolent or not. Each one has existed for thousands of years, branching off into different subspecies and civilizations. The Reflections include the following: Dwarf, Elf, Human, Orc, Goblin, and Hobgoblin.

Workings of Mankind were created through processes that did not include direct meddling of the gods. The Workings include the following: Aasimar, Dragonborn, Mutant, Tiefling.

Dwarves, Forged from the Elements, Attuned with Nature. These hearty folk can be found anywhere with nature, from the clouds to the seas, from volcanoes to forests.

Elves, Born of Dreams, Separate from Reality. Graceful and elegant, elves are not entirely part of reality, having been birthed within the confines of dreams and nightmares.

Humans, Awakening at the Dawn of Life, Catalysts to Civilization. Versatile in all forms, humans can be found just about anywhere.

Orcs, Built by Blood, Made for War. Commanded for ages to ravage innocent lives to fulfil the greedy ambitions of their god, orcs struggle to find a place outside their terrible homes.

Goblins, Produced from Pure Emotion, Chained to Servitude. The smallest of the Reflections, goblins struggled to fight against their oppressors, becoming slaves in all forms.

Hobgoblins, Established with Purpose, Destined to Conquer. Hardened over millennia, most hobgoblins know nothing but the teachings of their predecessors: take or be taken.

Aasimars, Concepts of Divinity, Children of Celestials. The very rare and beautiful assimars are said to come from Tumult, their Celestial ancestors traveling to the surface.

Dragonborn, Hatched from Eggs, Descendants of Dragons. Ancient draconic gods realized their size was both a blessing and a curse, so they bred a strand of smaller Dragons that could live for much longer with less power.

Mutants, Cursed into Existence, Banished from Society. Rituals, rites, maledictions. All made for the purpose of making another life worse. Mutants were cursed from the beginning.

Tieflings, Risen from Ash, Offspring of Fiends. Some of mankind have fallen into the temptation of mating with Fiends, and tieflings are the accursed result.

Pantheon

Existence was formed from a thought: “What if I didn’t just dream, what if I *lived*.” And so it began. The universe was imagined into existence, and the Creator Gods with it.

Phoen, the **All God**, wished for there to be something. This wish was formed from the eons of non-existence before **The Imaginer** ended the silence. **The First Shape of Reality** is unknown to most intelligent beings, studied by few and venerated by select psions of divinity. Very little is known about Phoen. They are seen as almost any gender and identity among those that are aware of them, and their appearance is a mystery.

The **Creator Gods** are a group of deities that formed the foundation of life on Clamor and other planets within the universe. Only eight of the thousands of Creators in the universe are known and worshipped on Clamor.

Unsur, the **God of the Elements**, presents himself as a masculine dwarf that is made up of every element in existence. **The Primordial** is responsible for the creation of the stars and planets themselves.

Leumpo, the **God of Dreams**, is believed to be a slender, feminine elf, with one half of **The Stargazer’s** face appearing as the most beautiful woman to whomever is currently envisioning her in the Dreamscape, and the other half is the most hideous form.

Udep, the **God of Spirit**, is an androgynous human equipped with every creation of humanity, their form ever shifting. It is said that whoever looks upon **Pioneer** is filled with unbridled determination.

Prang, the **God of War**, is said to be the only Creator God not fueled by Ichor, sharing the same blood as mortalkind. **The Unending Siren** appears as a four-eyed orc with the legs of a boar, a trait commonly found in sickly orcs.

Mosi, the **God of Emotion**, appears as a feminine goblin with an ever-changing demeanor.

Peunaklukan, the **God of Conquest**, appears as a masculine hobgoblin wearing dark armor that pools like a liquid wherever he walks. **The Conqueror**, and his followers, believe that he will be the ruler of all by the end of existence.

Sekutu, the **God of Voices**, appears as a stone monolith that depicts a giant holding a paintbrush. **The Speaker** is responsible for language in all forms, and for Runecraft. It assisted Almanfaa in her crimes, and was promptly exiled.

Almanfaa, the **God of Faces**, takes many fiendish forms. **The Usurper** attempted to ascend beyond the power of a Creator God and was promptly exiled for his sins. Her hatred birthed the Fiends, who now reside within the nightmares of the Dreamscape.

Magic

Magic exists through energy, through faith, through instinct, and within many other parts of the universe. Mages draw on one or more of the three branches of magic: the Art, the Power, and the Force. Each one is capable of different things and comes from different sources. The origin of magic itself is unknown. Most scholars theorize that magic is the universe itself, while others theorize that magic is the body of the All God.

The **Arcane Art**, or simply known as the **Art**, is the direct manipulation of energy. Those who wield the Art study how to warp magic in a variety of ways, teaching themselves or being taught by another through analyzing how magic interacts with the world or specific actions and devices. Artificers, Bards, Warlocks, and Wizards are all students of the **Arcane**.

The **Divine Power**, or simply known as the **Power**, is magic granted through prayer to the gods. Those who wield the Power are granted the ability to expel the powers of the paracausal from their devotion to a divine deity or a divine cause, such as a god or sacred oath. Clerics and Paladins are both children of the **Divine**.

The **Primal Force**, or simply known as the **Force**, is magic granted by happenstance or through an extravagant event. Those who wield the Force channel the energy of the Paracausal through raw instinct and emotion rather than anything logical, connecting themselves to the world itself. Druids, Rangers, and Sorcerers are all vessels of the **Primal**.

There are other, lesser forms of magic that are sub-strains of the magic forms of magic, or combinations of them, such as Hemocraft (Arcane) and Phobomancy (Arcane and Primal).

“**Hemocraft**, also known as **Blood Magic**, is a form of magic in which practitioners use blood to cause harm, to heal, or to otherwise manipulate the life force of others.”

Phobomancy, also known as **Fear Magic**, is a form of magic in which practitioners use fear to harm or manipulate the actions of others. Wielders of this magic, such as wizards (Phobomancer) and clerics (Nightmare Domain), are mostly found in secluded areas in Festum, or in larger cities in Fames. Like necromancy or hemocraft, phobomancy is highly illegal in most areas, especially cities in Festum.

Festum



Festum is the larger of the two continents. It houses hundreds of millions of people from dozens of species and backgrounds. There are two driving forces within Festum, the Five Alliance and the Madigard Empire. Festum is surrounded by the Meddled Ocean in the south, and the Sea of Hunger in the north. Very few dare to venture north in order to travel to Fames. The only thing keeping Madigard's armies from marching toward the southern kingdoms is the Reef.

The **Five Alliance** is a group of five of the six kingdoms on the face of Festum. It includes Aldrovanda, Golod, Urhoz, Westum, and Yeseer. Each kingdom holds the power to call for grand meetings where ambassadors of the kingdoms make decisions for their leaders, and any of the leaders have the right to declare war upon established enemies.

Aldrovanda is the only kingdom separated from the main body of Festum. The oldest of the kingdoms, Aldrovanda is a lavish jungle of aquatic vegetation that has evolved to live on the surface. Aldrovanda has no true ruler, only leaders that are elected every ten years to serve the Aldrovandans. Most Aldrovandans are hydro dwarves, followed by dream elves and humans.

Golod is far from most of its allies, having suffered the tyranny of Madigard for centuries. Its monarchy was nearly wiped out in a war ages ago, but the Lyatsya bloodline has carried on, and Golod has managed to hold its ground against Madigard. However, in recent times, Golod has suffered through famine caused by the Sea of Hunger. This kingdom of dwarves mainly lives within the earth itself, consisting of earth and molten dwarves.

Urhoz is a dynasty of nightmare elves that live within a large keep in the Urhozan Desert. Urhoz is seen as a liability among the rest of the alliance, but they have proved themselves worthy allies within combat. The Urhoz military was formed during the Dark Ages by a band of nightmare elf phobomancers, creating a force of fear-bending warriors. Mostly nightmare elves, orcs, goblins, and hobgoblins reside here.

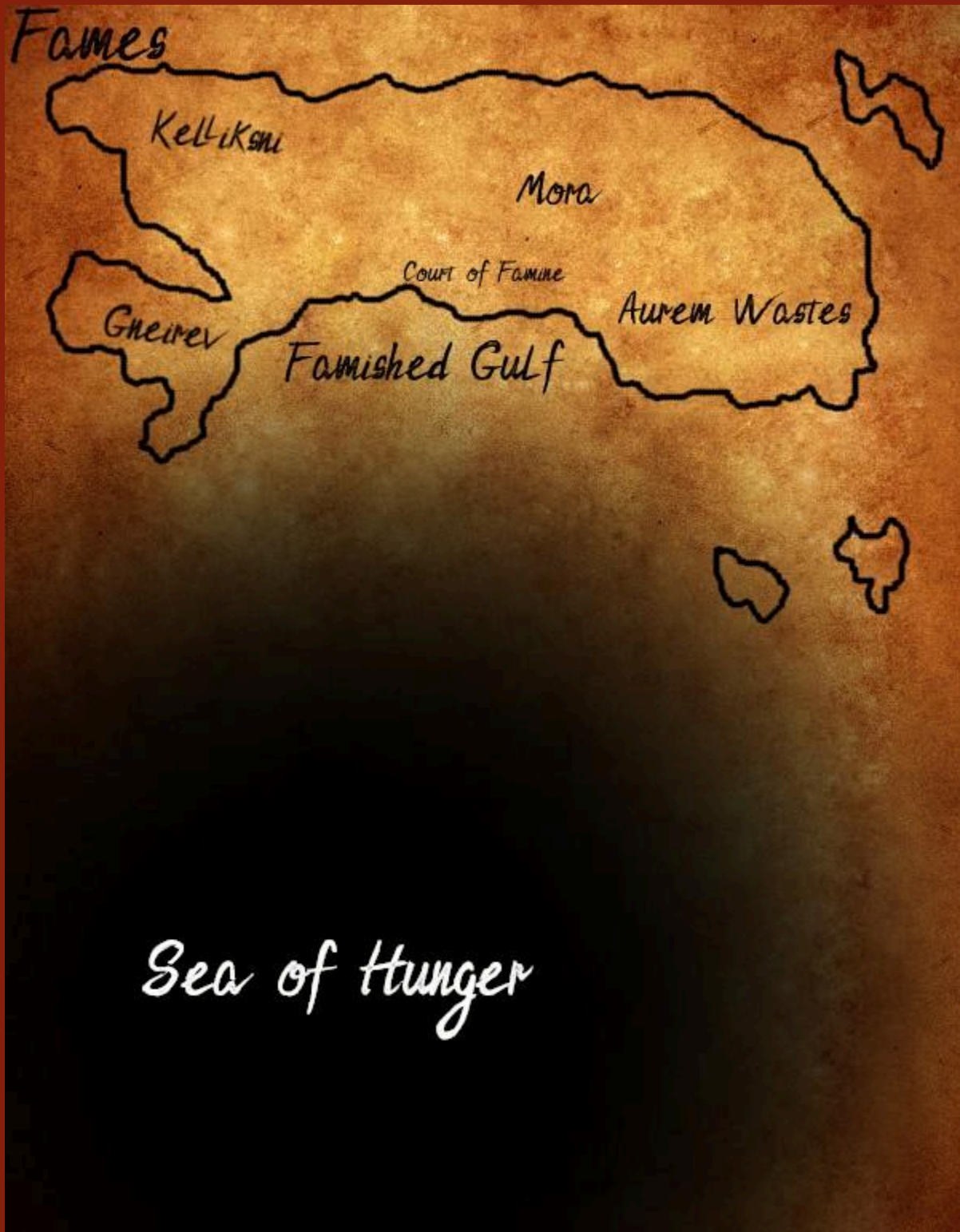
Westum is the western most kingdom that has power upon the mainland and nearby islands. Westum has been led through hardship and greatness by its line of kings and queens, providing feasts for most within Festum. The most diverse of the kingdoms, you can find just about any species of the Reflections here.

Yeseer is mostly a grand prairie, and is similar to Westum with its bountiful harvests. Yeseer has been led by the great Yeseer Council for generations. Consisting of its seven members, the council has aimed for a better future for its people and all of Festum. Yeseer is mainly made up of humans, except for the select dragonborn towns.

The **Madigard Empire** is a collection of former kingdoms that submitted themselves to Madigard in the Dark Ages under the rule of the dictatorial death tyrant Trastuzu. Currently led by an unknown figure, Madigard's aggression has lessened over many decades. But even then, tension is still high, and darkness's leave may only be temporary. Every species within the Reflections, and even those outside of it, can be found in Madigard.

The Reef is a malicious graveyard of broken land and damned souls. Necromancers and phobomancers alike share terrible tales of the atrocities that occurred here many, many moons ago. Undead and other formidable creatures can be found within this stretch of tangible doom.

Fames



Fames, the continent known for sickness and hunger, has somehow preserved its life. Three kingdoms rule over this continent: Gneirev, Kelliksni, and Mora. The three kingdoms do not associate with each other typically, managing their own lack of resources. Barren wastes that house remnants of forgotten people line the southeastern coast of Fames and surrounding islands, while the Sea of Hunger encroaches from the southeast.

Gneirev is a dark and gloomy kingdom that serves Udep, hoping to gain their blessings to overcome the famine. Humans make up this kingdom.

Kelliksni shows signs of progress away from the famine, but most believe that its farther distance from the Sea of Hunger helps it. A proud line of metallic dragonborn rule this kingdom, honoring their now extinct draconic ancestors.

Mora is nearing its demise with the civil war against its dynasty and civilians destroying what was left of the kingdom of lost glory. A population of humans and hobgoblins make up this kingdom, with the dynasty being humans.

The **Aurem Wastes** used to be the kingdom of Aurem, the Empire of Gold, before it fell to its greed which formed into famine. The totalitarian ruler, Asinus, swam in gold, but found herself with nothing. She destroyed her civilians through restricting food, before her military revolted against her. The rest is history.

The **Sea of Hunger** is a sea of pitch-black waters that contains incomprehensible horrors. None dare to discover the extent of its terribleness.

The **Court of Famine** is an establishment of hunger-worshippers. These cultists believe their prayers will save them from death to malnourishment.