

The World of Gaea

Races

Common races include: Humans, Elves, Halflings, Dwarves, Half-Orcs. Humans outnumber all of the other 'good' races, and are far more common. This is partly due to their rapid breeding habits and shorter lifespans, as compared to the other races. (While Half-Orcs have shorter lives than humans, it is difficult for them to sire children. When they do, many try to hide orc characteristics).

While not seen as often, the 'evil' races still abound in fair numbers away from the human lands.

Half-orcs

Most half-orcs are between humans and orcs. They are stigmatized in both societies for a variety of reasons.

Half-elves

Half-elves also exist, but most elves dislike halfbreeds of any sort. However, mostly humans think that half-elves that are part human are mysterious and cool.

Magic

It exists. It is not particularly common, and can be quite taxing on the individual, depending on how they use it and what their focus for power is.

Religion

Gods exist in the world of Gaea, but most have very little to do directly in mortal affairs. Worship of gods and spiritual entities is common all across Gaea, though very few are granted divine powers that function similar to magic. There is a small pantheon of major gods that most everybody knows about, and then many minor gods whose worship is more based on location.

Rahzna

Most humans worship Rahzna, Goddess of the Sun, Light, and Healing. Almost all churches in human lands are dedicated to Rahzna.

Urthrack

God of mountains, stone, and wilds. He is worshipped widely by dwarves and humans who make their homes away from civilization. Even some goblins worship him.

Eda

Goddess of the Moon, Protection, and Family. Holy flower: The Moonflower.

Flora and Fauna

Mountain Boar: Common animals found in the northern foothills of Erl.

Moonflower: A rare flower (as rated by Rylik's 'Common Flora of Northern Erl') found in Northern Erl. Widely sought for its restorative properties. Also used in certain rituals involved in Eda worship. Appearance is a creamy white, small yet each blossom is in the globe shape.

Calendar

There are 360 days in a year, with twelve 30-day months. Weeks are six days long.

Month names: Same as us because of laziness.

Day names: Moonsday, Truthsday, Lyfesday, Urthsdays, Skysday, Sunday

- Sunday is the day of rest, and is dedicated to Rahzna
- Moonsday is in honor of the Goddess of the Moon Eda, sister to Rahzna
- Truthsday is the day of signing contracts and swearing oaths. This is the best day to do it on.
- Not many know Urthsdays was named for Urthrack, and instead presume it's an archaic way of saying 'Earth'.

Locations

Kingdom of Erl

A large land controlled by humans. One of the largest on the continent. Residents of Erl are called Erlings; within the bounds of the kingdom some may specifically use this term to refer to humans rather than non-humans.

The Capital - Erl

Erl is the Capital of the Kingdom of Erl.

Malspun Mountains

An expansive mountain chain on the northern borders of Erl. Good people do not go there.

Rosehip

A town located in the northern part of the Kingdom of Erl, near the Malspun Mountains. It is the largest in the northern reaches of the kingdom.

People of Rosehip

- Ol' Milly, Resident Herbalist.
- Jeremiah Pelas, Innkeeper
 - Juliet Pelas, daughter
- Igburt Royster, Mayor
 - Salitious 'Sal' Royster, son
- Madam Bernhart, Head of Town Council
- Russ Smithy, Blacksmith
- Ms. Vladia, Merchant
- Hershman Willis, Captain of the Guard
 - Guardsman Bernard
 - Guardsman Oliver
 - Guardswoman Edette
 - Guardsman Yale

Currency

Similar to currency throughout Gaea, the Kingdom of Erl mints coins of copper, silver, and gold.

- Copper: Earths (or Urths, officially and in high society).
- Silver: Moons (or Edas, if you're posh). 10 Earths to 1 Moon.

- Gold: Suns (Rahznas, if you're posh). 10 Moons to 1 Sun. These are also known as Erlings, for the most common kingdom on the continent.

Trivia!

- The Erling Royal Monetary Commission keeps track of all names for different coin combinations. And exchange rates, but no one care about those.
 - Some commons price names:
 - Lunar (Lunar Eclipse): 1 Moon, 5 Earth
 - Solar (Solar Eclipse): 1 Sun, 5 Moon
 - Solstice: 2 Suns, 1 Earth
- Most currencies across all of Gaea follow a similar Earth - Moon - Sun scheme.