

# World name pending

Seventh of thirteen planets away from the sun. The planet's surface is approximately one quarter land and three quarters water. The earth gives way to caves that go on and on, leading to a deep and deadly biosphere full of monstrous inhabitants often of titanic proportions within the cavernous underworld. Long ago, many of the entrances to this hollow world were sealed or destroyed one way or another, yet no ancient civilization could really sever the surface from below. The remote corners of the world are home to cryptic things, and the depths of the sea remain completely free to spew out seabeasts from the holes of the abyss. At the absolute bottom of the world the energies of the center of the planet tear holes through reality, natural gates to endless other dimensions, planets and realities. Unwanted visitors often rise from there. Fortunately, they have to contend with the sheer brutality and might of the local inhabitants before they can make it to the surface.

The largest continent is currently mostly dominated by the Vaikondan empire, a civilization currently undergoing an industrial revolution and making many advancements in the intertwining of magic and technology. Due to the ever present fear of seabeasts, they have not ventured far to other continents. On top of this, the sheer cold of the northern arctic circle, the harsh mountainous terrain, and the monsters spat from the local entrance to the cavernous underworlds are such sheer obstacles that the empire remains completely ignorant of the peninsula on the opposite side of the planet that is nearly equal in size to their homeland. These other lands are a collection of kingdoms and republics quite a fair bit less technologically advanced than the empire, not yet undergoing any kind of industrial revolution to speak of. However, the alchemical scene in these kingdoms is unrivaled even by the empire's potion brewers.

Another continent resides southeast of the non-imperial side, and is close enough that sailors and merchants alike travel to and from there. Tropical in climate, this place is home to the Tylissan jungle and surrounding rainforests. All inhabitants avoid that jungle, trade routes and paths skirting around the area in a crescent shape.

In the southern hemisphere there is a landmass somewhere between the size of an island and a small continent. It regularly faces attacks from interdimensional monsters rising from fissures in the abyss. The only reason this land still stands is because of the group of guardian monsters who live there and protect it. It is suspected that these otherworldly beings are so laser focused on this one landmass because they stand to benefit from destroying the grand temple standing so imposingly at the center of the land. This vast arcane structure perpetually focuses magical energy into the sky, preventing greater heavenly enemies from threatening the world. The folk from the stars are some of the few kinds of extraterrestrial beings who remain unaffected.

(you are free to add many more continents)

**Sapient species**

Humans

Automatons

A species of humanoid cephalopods

A species of fluffy velvet ant folk

Grey-skinned incandescent-haired cosmic folk who fall from the stars in meteors (kinda like alabaster and onyx lords)

Dromeosaur-esque creatures native to the non-Tylassan parts of the tropical continent, humanoid and non-humanoid species

Monstrous quadrupedal reptilians standing over forty feet tall with enormous spike forelimbs and a large singular horn on the end of their snout. Their bodies are mostly black, with either blue bioluminescence and purple skin highlights, or green bioluminescence with red skin highlights. They inhabit the shallow regions of the hollow crust, and are mostly uncontacted.

### ***The monstrosities***

**Salamander:** A gargantuan amphibian who resides primarily in the ocean, resembling a sort of salamander creature with feathery branching gill tendrils all over his back, and four robust arms made for grappling. He has made his presence known to various lands one way or another, and has recently been angered by the empire into a more active role around their coasts.

**Volcano:** a bipedal, vaguely reptilian creature with small arms and a large tail. The cracks between his stony skin show brilliantly glowing lines of magma. The beast has long stony spines on his back capable of spewing smoke, steam, and boiling water from the vents at their tips. He is one of four monsters who guard his continent from the things that rise out of the sea.

**Titan:** a long-necked quadrupedal reptilian giant who bears six great thagomizers on her tail. Her back is adorned in two rows of plates. She is one of four monsters who protect their continent from threats in the sea.

**Eclipse:** a tall, quadrupedal pterosaur-ish reptile with a neck making it the height of a skyscraper, whose significantly more developed forelegs double as sun blottingly large wings ready to carry her all over the world. Her tail is stubby, and her incredibly long beak opens four ways into a swirling vortex of magic.

**Ancient bone spirit:** the ghastly guardian remains of a once great civilization's tombs in the desert south of Vaikonda. It is an amorphous gathering of powerful necrotic magic that takes the

remains of the dead and has formed them into its body. The largest part of it is the remains of an enormous snake-like creature, one that must have been easily capable of swallowing an elephant whole in life and coiling around the vast monuments of the long dead civilization it serves. It is almost entirely the sole reason the Empire has avoided its region.

**Reaper:** a titanic insectoid bearing sharp raptorial limbs and a general appearance akin to a combination of devil mantis and locust. He dwells in and protects the Tylassan jungle from intruders, actively killing all who seek to take.

**Dreadnought:** an enormous semi-bipedal automaton composed of enchanted clockwork technology and various arcane inner-workings created by the brightest minds of the Vaikondan empire for the express purpose of fighting the beasts of legend with a legend of their own. It has become independent of its creators and gone rogue. Its back is full of steaming pipes, and its tail houses a massive laser canon.

(Incomplete list)