

Tab 1

# Threads of Fate

A Campaign By Writtenbasket :)

## 「Fantasia」



The expansive world of Fantasia is one full of stories. From fields of flowers basked in sunlight to the dark corners of alleyways in the most forsaken cities, every nook and cranny of Fantasia has a history waiting to be told and a story waiting to unfold.

Fantasia comprises five continents. These continents are Erska, Yolae, Lashtrium, the Wall, and Genesis.



**Genesis** is the most peculiar of the continents. A strong field is exhibited around the continent. All current attempts at conducting magic within this field have failed. Additionally, the continent and seas surrounding it are ripe with megafauna. And while humanoids seem incapable of conducting magic within the zone, expeditions on Genesis have found creatures who can wield magic within the zone. Expeditions have even found the remains of bamboo huts, indicating possible humanoid life.

It is safe to say, the endless questions that Genesis provides have intrigued scholar and dreamer alike. There have been four endorsed expeditions to Genesis. These expeditions,

however, were all conducted by different groups and with different goals. Their information sometimes contradicts, and even the information they do agree on is met with speculation by many. There have been several unendorsed expeditions to Genesis as well. These expeditions are not funded by any organization or nation, but they are rather the result of imaginative individuals with a hunger for the unknown. Of these unendorsed expeditions, the most famous are the three expeditions run by Admiral Perkins of the Eastern Prospecting Company.

On Perkins's first expedition he sailed along the inner ring, stopping along the coast at anything that caught his eye. Supposedly, along his expedition he found that even this inner ring was home to great creatures of the sea, and one such creature that was described as being an "aggressive whale-like creature with feet" attacked his boat and forced him to retreat after just two days on the island. On the second expedition, he landed on the center island, and he found what he described as "bamboo huts nestled in the tops of trees that had been stripped of their bark and nearly shredded with claw markings." Additionally, he hunted and brought back various exotic creatures, many of which were lizard-like but incredibly large. His most famous catch though was the body of a sloth-like creature with claws as long as a hand and the size of a goliath. This expedition was forced to retreat when his team was attacked by a strange orange and black striped cat the size of a small wagon which made lightning fall upon his crew, killing over half of them and severely injuring most of the rest. Perkins's final expedition found him on the outer ring. He particularly was fascinated by the mountains that surrounded Genesis in a circle. He found many caves that dotted the rugged terrain which frequently seemed inhabited, though he dared not go in. Supposedly, the crew caught a brutal disease while they were climbing a mountain. When taking a rest and making a fire, a giant creature that was neither bird nor dragon swooped down and killed Perkins. His crew fled. Many of them succumbed to the disease on their way back. Only two survived, Jesse Perkins, Admiral Perkins's son, and Julia Maystern, the crew's doctor.

Perkins's legacy would go on to fuel many copycat expeditions. However, without the navigational skills that Perkins had or the mass wealth he could rely on from his own successes underneath the Eastern Prospecting Company, few have

made the ripples in popular culture like Perkins. Famously, many of the self-funded expeditions barely make it off the coast of the Wall before having to turn back or being sunk at sea. This long record of failed voyages has resulted in most self-funded expeditions that claim to make it to Genesis being highly scrutinized. Alas, the last endorsed expedition to Genesis was nearly fifteen years ago. Many wonder if another voyage will be attempted soon, or if the prior expeditions uncovered something that cannot be readily shared. Something that is withholding more expeditions or- even more scandalous- causing all expeditions to now be a secret.

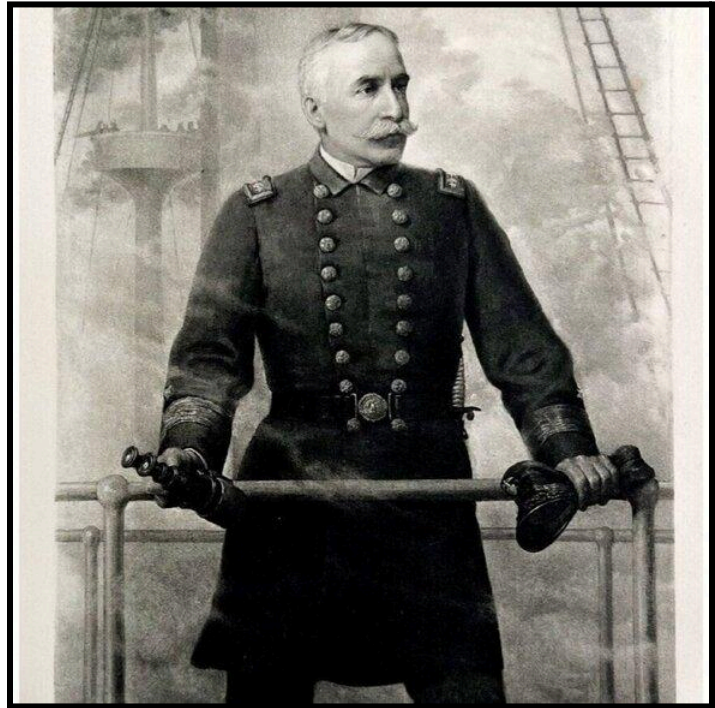


Image of Admiral Perkins

**The Wall** is a peculiar continent. A series of islands that stretch far from east to west, the Wall is home to many, many precious and exotic resources. The Wall is primarily dominated by the Eastern Prospecting Company, an "independent" company largely funded by the Alliance of the Two Crowns. Though of the alliance it was Orztrók who started the company, Myungsu has contributed the majority of the funds to the company. As such, these two kingdoms practically dominate the Wall, and they reap most of the financial success from the prolific intercontinental trade that has blossomed out of the Wall.

Still, some local nations within the Wall have found success despite the rising imperialist threat. These local people have longstanding traditions and cultures that have resulted in often violent clashes with the Eastern Prospecting Company. Firstly, the many different peoples of the Wall speak a great multitude of localized dialects and languages. This has led to one too many translation errors that resulted in fierce



conflict. Secondly, the cultures within the Wall are much more community-centered and motivation-centered. While the Alliance of Two Crowns is known for its nationalism and result-based society, the peoples of the Wall are more often than not more focused on their local tribes and care about the motivation behind the action and not the result. This has led to problems between workers within the Wall and workers within the Eastern Prospecting Company. Lastly, the peoples of the Wall are almost exclusively Soulists, while the Eastern Prospecting Company funds Missions of the Sacred Three. This has led to a fierce debate within the Alliance of Two Crowns between a traditionalist faction and a more inclusionist faction.

Still, the vast variety of peoples within the Wall means that for the many that resist the Eastern Prospecting Company there are plenty who are eager to help. From those who have more or less been absorbed by the company to those nations who have become faithful allies of the company, many parts of the Wall have gone from total isolation to intricate connection with the rest of the world due to the company's influence. This is not to say that the Wall was always isolated or did not have pockets of great seafaring empires, but the Wall has never been this connected and this unified in recorded history- for better or worse.

**Lashtrium** is called the world's breadbasket. It produces a vast majority of the world's food supply. It also has a gigantic cash crop industry. This immense reliance on farming and exports has greatly influenced the Lashtrium culture, and it has led to an interesting power dynamic. Year after year, Lashtrium produced enormous harvests of food and overfilled their stockpiles. When a young prince noticed this, he decided to do something about it. Prince Ojin Lee had taken note of the Orztrok's growing interest in intercontinental expansion- particularly with their establishment of the Eastern Prospecting Company. Prince Ojin approached the King of Orztrok as a merchant, not a ruler. He promised the king that if he split the company with the Myungsu Kingdom he would see enormous returns. Orztrok gave Myungsu a chance, and history was forever changed. Myungsu funneled money into expanding the already vast Eastern Prospecting Company. The ships tripled, the mages doubled, and the supplies moving through it increased tenfold. Ojin approached his southern neighbors. They had excess food, and he

bought it from them for copper on the gold. Then, he began to sell it everywhere he could. Anything that took a long to expire he sent on massive convoys across the world, and those that perished quickly he used teleportation circles to transport immediately. Soon enough, nearly every nation in the world had a teleportation circle managed by the Eastern Prospecting Company. Soon enough, the small nations of Myungsu and Orztrok had more money than they knew what to do with.

Myungsu now dominates the continent of Lashtrium. Any conflicts are overseen and resolved by their might. Any criminals are prosecuted and judged within their system. Over 95% of Lashtrium exports are sent through them. Though having little actual land, their influence over Lashtrium has made them an empire. They have replaced many disobedient royal families with officers of their military, members of their royal family, and high-ranking nobles within their councils. They have changed the societal traditions of Lashtrium from feudalistic serfdom to homesteading. They

have squashed out the flames of democracy which seem to have enraptured the rest of the world. They have spread the ideals of the Sacred Three with fervor across the world, and they have made Lashtrium a stronghold for it. Lastly, and perhaps most controversially, they have spent wild sums on slavery, making a vast majority of Lashtrium's economy reliant on slaves. A lucrative business for them, but one even their ally quietly protests.

**Yolae** is the largest and most diverse continent within Fantasia. Its inhabitants comprise every race and background. Many of the revolutionary ideas that spread throughout the world find their genesis (See what I did there?) in Yolae. The Yolaens are a prolific and progressive people. The spark of the current



Emperor Ojiin

"democratic infestation" as the monarchs so politely call it can be traced back to a prestigious writer located in the rolling hills of northern Yolaë. The rise of soulism in modern culture can be traced to the adoption of the religion by Emperor Kurfis of Quazlon. Truly, Yolaë is the epicenter of change throughout Fantasia. However, many are resistant to this change. As such, people with Yolaen heritage are seen with malice by many in Erska and Lashtrium, though not so much the Wall.

It does not help that the Yolaen culture does not tie someone with their homeland. Citizens are encouraged in Yolaë to spread their wings and soar. When they reach adulthood, many go on to find opportunity in faraway lands or distant cities. Though, obviously, this does not encompass all Yolaens, the cultural phenomenon is so widespread it has adopted the name "The Yolaen Migration". Because of this phenomenon, Yolaen culture often spreads like wildfire without the need of subjugation and decrees. Many nations in Erska, Lashtrium, and the Wall experience wave after wave of migrants every year from Yolaë. These migrants come to the nation with little in most cases, but they use what they do have to become high-ranking citizens of the lands they inhabit. Though many Yolaens fail to find settlement in the lands they first migrate to, there are more success stories than failures.

Of course, even within Yolaë there are those that resist the "Yolaen Sickness". Chief of these people is the newly declared Empire of Orztrok. Compared to many powerhouses in Yolaë, it lacks both land and manpower; however, it is ridiculously wealthy. With its powerful ally to the south and the Eastern Prospecting Company under its thumb, the Empire of Orztrok is able to hold a fierce resistance to Yolaen culture. They instill the ideals of the Sacred Three within their nation, and they squash the flames of democracy wherever they can. They are not immune to the changing culture, however, and they have been forced to adapt their views on certain issues such as slavery with time. Even still, they constantly try to find loopholes that they can use to exploit to keep tradition while appeasing the masses, such as the allowance of slaves who are enemies of the nation like war prisoners.

Yolaë's vast diversity is a strength and a weakness. Embraced by many as a source of pride, it has stopped countless conquerors from securing lands under a national identity.

# 「Erska」



Finally, we arrive at the continent everyone actually cares about. Erska, the land you all start in.



Erska is in a strange place. Compared to Yolaë, Lashtrium, and the Wall, it is the least interconnected continent in both an intercontinental sense and a transcontinental sense. It is so far east that few trade ships travel there. In fact, nearly 100% of trade ships that travel to Erska are vessels of the Eastern Prospecting Company, and all of that trade does not account for the immense amount of goods that were being teleported in before the Plight which disabled teleportation circles in the west.

Erska also has the infamous Great Line, a stretch of terrain that makes travel between the east and west near impossible without significant effort. This has created two vastly different identities between the east and west of Erska. The west has been heavily influenced by Yolaen values. As vast waves of Yolaen migrants have come to the west, they have greatly altered the political and cultural landscape of the west, primarily through the creation of republics. In fact, the powerful Victoris Republic has now become a centerpoint of western politics. The republic is heavily influenced by Yolaen politics, and the Yolaens now outnumber native Erskans within

the city of Victoris. As such, Victoris has become the entryway for Yolaens migrating to Erska, and it serves as a safeguard for the safety of Yolaens within the continent- especially keeping them out of the prolific western slave trade.

Though Lashtrium may be the number one user of slaves, Erska is the number one provider of slaves. Erska provides the vast majority of slaves in the world. In the west, many of these slaves are captives of war and pillages. In the east, many political prisoners and debtors are forced into slavery. While Erska uses a relatively low amount of slaves, there is one nation that catapults its numbers forward: the Azion Theocracy.

The *Holy Cities* of the Azion Theocracy are said to be literally built off the backs of slave labor. The four holy cities that are the cornerstones of the theocracy are located in the thickest jungle in the world, the Sacred Rainforest. Slaves are used to clear vast swathes of land to expand the ever-growing cities and provide infrastructure in the hostile environment. Many slaves have died in the multiple attempts to tame the Sacred River, the cities' only source of connection besides teleportation circles. Even in periods of stagnation, slaves are required to hold back the relentless rainforest from reclaiming the cities. The theocracy primarily chooses the soulist Yoalens as its slaves in order to avoid public backlash, though in recent years it is struggling to not face repercussions from its more progressive patrons and allies.

While Erska still manages to sit as the secondary stronghold of the Sacred Three next to Lashtrium, it is falling rather dramatically. While the biggest reason for this is widely attributed to the mass influx of Yoalens in the past two centuries, another reason that is perhaps just as key is the immense infighting that has haunted the Church of the Sacred Three in recent years.

Most followers of the Sacred Three follow the tenants of Hellas. In balance, they accept all the different aspects of the Sacred Three and seek compromise. This push for compromise has made the Order of Hellas fall out of favor in more recent years as politics have become more polarizing. This has created two factions alone in just the Order of Hellas. The Old Doctrine claims that Hellas does not stand on anything other than compromise. They will throw away their own values in order to achieve peace- even if this peace is not necessarily in balance.

The New Doctrine, which has been rapidly growing in popularity, preaches that Hellas actually takes a rather firm position on balance. It is not the job of the worshippers of Hellas to achieve peace and pacifism, but rather they are to be bold warriors such as Peler and be wise guides such as Luna. They are not to sit in the backlines trying to make an agreement between the two sides, but they are to make the other sides agree to fall under them. Hellas is the cornerstone upon which all is based on, and without Hellas's balance the Sacred Three are nothing. They are to stand firm in their beliefs and never compromise on them- for their beliefs are the compromise.

The rise of the Wayfarer Order is perhaps the greatest show of the rise in popularity of the New Doctrine of Hellas. The Wayfarer Order consists of thousands of knights of Hellas who zealously follow the tenants of the New Doctrine. They will fight till the last man for the good of the world as they see it. They have become a feared group of warriors, and they might have brought the Sacred

Three back to the west if not for the Plight. They stand, however, firmly against the Theocracy of Azion, which they say has compromised on its morals and allowed corruption to flourish. Through the collapse of nearly every society and organization in the face of the Great Plight, the Wayfarer Order is said to still stand strong, and it has supposedly helped many people escape the Plight.

On top of this immense debate between the backbone of the Sacred Three, the ever raging battle between followers of Wrenwald and followers of Tempo has only made things more and more difficult for nations that choose to worship the Sacred Three.



Wayfarer Knight

## 「The West」



The west is the melting pot of Erska. With its vast lands and plethora of creatures, it is a mix of cultures and identities. However, for all the beauty that this creates there is just as much discordance.

The west is known for being a place of constant war and strife. That does not mean that everywhere is dangerous- many people born in the west will never encounter the horrors of war or the terror of a bandit raid- but especially as you get closer to the Great Line war and raids become commonplace. The constant fighting between groups within the west has resulted in a war-focused culture that prioritizes more practical abilities over the arts. Great poets and musicians are left to beg for coin at taverns while engineers, mages, and knights are forced into backbreaking work to expand and protect their country. Surely, some of the more well-off nobles enjoy the arts, but for most the arts are a luxury they will never experience.

Speaking of well-off nobles, the nobility is critical to the society of the west. Even as nations change and rulers come and go, noble families rarely fall out of power unless they put up fierce resistance or a tyrannical regime is particularly paranoid or angry. Most nobility simply adapt to whoever they currently must serve, and they rule over their regions well enough to not be worth the price it would cost to depose them. Because of their shrewd bartering tactics and stability they provide, many noble families predate recorded history on Erska.

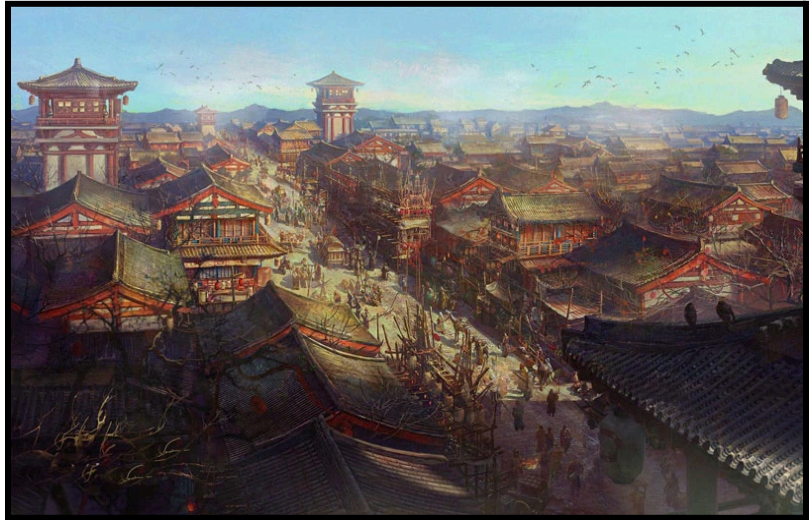
Most of the west follows a feudalistic system. People are tied to the land they live in, and that land is the property of a noble lord. Additionally, most of the technology in the west is rather archaic in comparison to the east or the outer world. Rather than rely on doctors, most peasants within the west travel days to see a city cleric to get healed from any disease or injury. Weapons are mostly bought from foreign lands- especially the Eastern Prospecting Company- and there has been little effort put into a self-sustaining army.

There are a few beacons in the west of scientific triumph, such as the Ilzerwrath Mage Tower, but they are underfunded and in constant threat of being consumed by politics or war. While they create some mages and alchemists in the west, they are



often unable to spread their triumphant achievements. Furthermore, most of these beacons are actually funded by organizations in the east, seeking to capitalize and steal western talent. Any prospering individuals that are encountered, such as mages within the Tower of Ilzerwrath, will be given an offer to attend a much more prestigious university in the east- an opportunity almost no one would turn down.

The architecture is rather diverse. Coastal regions in the west, particularly along the Erowni Coast, sport a more East Asian look, while more midland areas sport a feudal Europe aesthetic. Yet, like all things in the west there are many exceptions. Victoris is known for its Greco-Roman architecture. The overabundance of marble within the city has attracted many tourists.



## Streets of Calodaksha

Finally, the west sees magic as a miracle reserved for the divinely ordained or the rich. Though many try, few have tangible methods with which to foster magical talent. If not born into the right family, even if born with immense natural talent, they can only hope to be noticed by the right person at the right time through pure luck to have the chance to nurture their abilities- and that assumes they are in a position where they do not need to fight tooth and nail just to stay alive or keep their families alive.

Even within the west, there is an invisible line that seems to separate two distinct lives. The southwest are known for living in relative luxury when compared to their northeastern counterparts who live in constant threat of attack from man or monster. However, when the Great Plight came, it spared no one no matter their upbringing. With it disabling magical items such as teleporting circles, not even the absurdly fortunate escaped.

## 「The East」



The east is defined by the Trinity Union. While the three nations live very differently, one cannot oversell the importance of the Union in securing the culture, politics, and stability of the east. While the three nations that reside within the Union are very different in many ways, their similarities are just enough to keep them from bloodshed.

This does not mean that the east is a peaceful place. No, border skirmishes and backhanded politics are commonplace. Despite this, mostly everyone in positions of power agree that a war within the east would be disastrous for all parties, and it is with that mutual understanding that the Trinity Union thrives under a pretense of peace, cooperativeness, and prosperity. The rulers of these three nations know that as they preach about peace on the council grounds their troops are slaying each other in covert battles outside of the public eye. They all know it, but for the stability of the region they ensure that what is done in darkness is never brought to the light. And attempts to overstep the unspoken boundaries put in place by the forefathers of the Union have been historically met with harsh punishment from the other two members.

The primary battleground for this Union is the Trinity Council. This council is where representatives, and often the rulers themselves, will meet to discuss matters of the Union. These flamboyant displays are recorded by prestigious scholars, and they often carry underlying meanings for the people in power. It is said that an independent scholarly organization has recorded every meeting that has taken place on council grounds. Historically, these meetings are believed to have taken place in Fort Xeima, though thousands were intrigued when high ranking officials from all three nations were found in the city of Silva just last solstice.

The scholarly organization that currently catalogues all information about the Trinity Union is the Academy of Astoria, an independent University located in Klepstoria. This academy is considered the pinnacle of science and magic within Ersta, and it operates like its own sovereign nation within the city. The services it provides to the east are much more than simple oversight on matters of the Union.

The Academy of Astoria is not the only scholarly organization within the Union; however, it is the only independent one. Other academies within the Union are funded by the governments of the Union with expectations that they will provide for the nation a return on their investment. The Ilzerwrath Mage Tower is funded by the Academy of Aziel which is funded by the Empire of Juno. When the Mage Tower was consumed by the Plight, the top advisors gave Certificates of Progress to many students, giving them an opportunity to achieve safety within the Empire of Juno as students of the Academy of Aziel if they could just make it to Juno.

The east is also known for its more "progressive" society in comparison to the west. The ideals of liberty are still very much a worry to the royal family of Juno, but even Juno has adopted a

semi-parliamentary system called the Council of Lords to give the feeling of rulership by popular favor among the common man.

Meanwhile, Halsinki is a republic, and the theocracy is controlled by the Dual Court where the cardinals and archcardinal meet to vote on matters of governance.

Serfdom has been removed, and while land reform varies from state to state within the Union,

most settle on commercialized agriculture. Additionally, while the nobility still heavily influence the east, positions of power are generally achieved through merit and not heritage. Nepotism and social acceptance are tough to defeat, however, and even the strongest of meritocracies like the Empire of Juno bitterly have cracks of incompetence at the highest of ranks.

Technology is the east's strongest card. The creations that Eastern Erskans have access to affect everything. Magic is not some far-off miracle, but it is rather a centerpiece of day to day life for many in the east. The creations of steam are said



"March To The Dual Court"

to power the academies of the east, their mechanical nature inspiring thousands of imaginative minds. Even the firearm has found its way to the east, likely through the Eastern Prospecting Company. Though throughout the world it is still a very primitive weapon in its prototype phase, the potential it holds has captured many inventors and investors.

Medicine is peculiar. In the Republic of Halsinki, medicine is viewed as a useful tool but far less effective than clerics. In the Empire of Juno, medicine has been fully endorsed as an alternative to clerics in order to save citizens money and reduce the strain on clerics. In the Theocracy of Azion, medicine is seen as an affront to the powers of the gods, and it is heavily disincentivized.

The architecture of each member of the Union is rather unique too. Largely incentivized by their rulers, each nation has tried its best to form a distinct identity within their cities, though often blending near the borders. In the northern lands of Halsinki, buildings sport bright white and blue colors, similar to that of the eastern Mediterranean. Though as you proceed further and further north, this architecture sharply shifts into slavic wooden houses built into the ground. In the lands of the Empire of Juno, the architecture is similar to medieval France with a mix of gothic and romanesque buildings. The Theocracy of Azion has managed to sustain a Roman architecture with a focus on flamboyant arches and flashy domes. They, however, are also known for their floating gardens. These gardens can- at times- expand for over a mile, and they often grow luxury crops made to be exported. Because of this, most food within the theocracy is imported. However, the Great Plight threatens to starve the theocracy as imports become more and more scarce and expensive. The theocracy is desperately looking for ways to avoid this- including threatening its northern neighbors into a steady flow of food exports to the theocracy.

The Great Plight did not help the frankly crude outlook the east had towards the west. Years of propaganda had created the foundation of an isolationist east which saw the west as savage warmongers who could not agree on anything. They painted Yolaens as disruptors seeking to undo the fabric of society and the foundations of governance. Though this propaganda was primarily fabricated in the theocracy, it spread like wildfire to the north. Now, with the Plight threatening the east, tensions could

not be higher between the east and west. All of this tension has culminated into one location, the Great Line.

## 「The Great Line」



The Great Line is a nearly straight vertical line that craves itself through Erska. Encompassing the Penal Isles, the Trikorn Mountain Range, the Butterfly Pass, the Great Gap, and the Canyon of Nations, the Great Line is an almost impenetrable barrier that separates the west and east of Erska.

The most popular passageway through the Great Line is the Butterfly Pass. When the Plight first began, large swarms of boats set sail through the pass expecting to arrive at the Port of Helias City. However, they were intercepted by Theocratic ships heading to Makishu. When these ships learned of the Plight, Admiral Heithu gave orders to form a great blockade just west of Makishu. This blockade has turned back nearly every ship trying to escape the Great Plight and sunk any ships that disobeyed directives to turn back.

When word of the blockade reached the west, many sailors hoping to earn a pretty coin volunteered to take uneducated or desperate civilians to the Penal Isles, where they could there trek to Makishu and

stowaway on a boat heading from Makishu to Helias City. The problem is that the Penal Isles are, like the rest of the Great Line, lands completely untamed by humanoids. Though not quite supporting the megafauna that Genesis is famous for, the Penal Islands' ecosystems are inhabited by many dangerous creatures that will kill even the strongest humanoid trying to traverse the thick jungles. If a humanoid does not meet the descendants of dragons that walk the isles or break a leg on the rough terrain, they are likely to die from disease that the mosquitos carry. Not to mention, even if they arrive at Makishu, Makishu is a penal colony created by the theocracy to send political prisoners to which could not be sold off into slavery. Security



Theocratic Blockading Fleet

on all boats that enter and exit the colony is extremely tight, and though the penal colony is not full of murderers, it will be hard finding anyone willing or able to help them.

So, this left the many refugees of the Great Plight who knew better with two options: The Calodaksha Migration Route or the Victoris Migration Route. The Calodaksha Migration Route initially was favored by many. After all, it avoided one of the biggest hurdles in traveling east: the Great Gap, an enormous stretch of desert that spans for miles and is mostly uncharted. By going along the Butterfly Coast, many hoped to be able to keep their wagons full of food and water or, even better, collect food and water on their journey. However, the Butterfly Coast was already home to several prolific plundering bands, including the dreaded Drakeriders.

When these bands of raiders learned of the vast swarms of migrants traveling through their territory, they began working overtime. However, these bands were not suicidal, and a fiercely protected convoy was not worth plundering over the singular family trying to cross alone. So, many large convoys protected by Wayfarer Knights were able to cross the Butterfly Coast. However, the trial did not end there. Due to the need for constant escorts, the Wayfarer Knights would usually only take the convoys past the plundering zone to the edge of the Trihorn Mountains. Once there, the convoy was on its own. Plenty of monsters roam the Trihorn Mountains, including the ones that gave Butterfly Pass its name- dragons. Every impediment the rugged terrain caused gave the monsters more time to find and hunt you. If you made it past the Trihorn Mountains, though, your journey was still not over. The Sacred Rainforest awaited you, a vast jungle with vast swathes of land untouched by humanoids. Without a compass it was impossible to navigate, and even with a compass your chance of dying to disease, heatstroke, poisoned fruit, or dysentery was still astronomically high. Still, if you could make it to a branch of the Sacred River and follow it downstream you were guaranteed to make it to a Holy City, and so long as one of the many predators within the Sacred Rainforest did not find you first while you slept or ambush you on your journey, you would survive.

Needless to say, many were not a fan of the Calodaksha Migration Route, but the Victoris Migration Route was not much better. In exchange for not being at risk of being raided or

having to traverse the deadly Sacred Rainforest, the Victoris Migration route departed the gateway city of Ostkin into the Great Gap. Wagons had to be left behind, and the value of one's supplies had to be heavily considered as many left vast sums of money at the doorstep of the gateway in order to carry more food and water into the Great Gap. The Great Gap had no defining characteristics. All anyone could do was just follow their compass east and hope to find an oasis on their way. Many without compasses got turned around in the vast stretch of the desert, many more ran out of food and water or suffered heatstroke and lost their strength. If you got lucky enough to make it through the desert though, you were met with the Trikorn Mountain Range. One of the benefits to the Calodaksha Migration Route is that it crosses the mountains at their narrowest point. The Victoris Migration Route crosses the mountains at a much thicker point, with the mountains' width being nearly double.

Crossing these mountains is no easy challenge. Death surrounds you from every size. After surviving heatstroke, constant blizzards threaten to trap you and freeze you to death. Landslides can wipe out an entire caravan without any



## *Trikorn Blizzard*

notice. Monsters prowl the mountainside hungry for their next meal. Despite this, if you manage to make it through the mountains then you make it to the Forests of Gidoh. Though death is not out of the question, civilization can be frequently found and monsters of inconceivable strength to the average citizen do not lurk around every corner. If you make it to any village of the Empire of Juno, you are likely to survive.

However, even if one makes it to the cities of Azion or Juno, they are not guaranteed safety. Azion and Juno seem to have taken rather aggressive positions against the west in light of the Great Plight, and even if their governments do not go



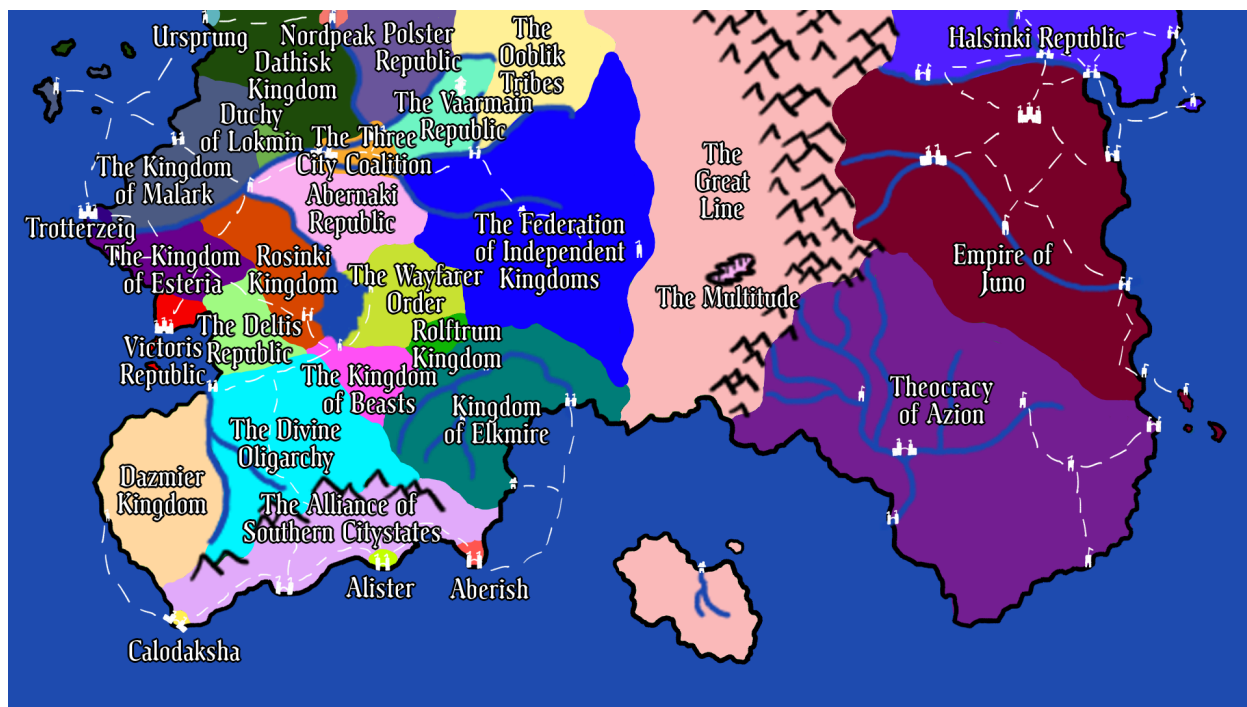
after you, it is impossible to say what the mob will do. Still, to nearly everyone this unknown is a better fate than the certain death that awaits them back home.

Though, there is one peculiar location within the Great Line, one that it is very likely some will stumble on: the Canyon of Nations. This canyon is a massive ravine that cuts across the earth for many miles and stretches over several miles wide at points. This canyon is extremely, extremely deep. There is little concrete known about the Canyon of Nations. Some speculate it leads to the underdark, a place usually only accessible through portals. Some suspect entire civilizations and ecosystems exist within the canyon. And others, they believe that the canyon is nothing more than an impressive geological find with no life within.

## 「Nations of Erska」



Erska is home to many nations. Even though many now are on the brink of collapse, they still hold lots of history and oftentimes represent the people who used to inhabit there, though not always.



**The Halsinki Republic** is a powerful player to the east. It is the most progressive of the three eastern nations, though it

still officially endorses the Sacred Three as the state religion- though that is not strictly followed. The vast majority of its population lie to the south, primarily along the Astoria River. Its capital is Klepstoria.

**The Empire of Juno** is a strong military power in the east with expansive connections in the west. Its royal family of Neerem are known for their declining popularity and tumultuous affairs. It is also a hyper-competitive meritocracy, one that has become so focused on achievements that it offers little room for fostering potential outside of its academies. In the empire, promises made with the ring finger are seen as unbreakable. Its capital is in Aziel.

**The Theocracy of Azion** is a dominant influence in the east. Though strongly disliked by both its neighbors, its vast connections have made it nearly untouchable. It is known for being the number one trader with the Eastern Prospecting Company, who prop it up in an attempt to stabilize the Sacred Three in Erska. However, the theocracy is wildly ineffective, and unless under threat or protecting the interest of the wealthy cardinals it achieves very little change. However, to some this is a good thing. The traditions of old should be impossible to change, and the theocracy only serves to spread the cause of the Sacred Three and unite worshippers.

**The Alliance of Southern Citystates** is a large federation of city states along the Erowni Coast. It essentially is a defensive pact of commonly aligned citystates to help foster prosperity. However, three of the biggest city states along the Erowni Coast declined to join.

**Aberish** has greatly changed due to trade with Elkmire. What was once a stronghold of the Sacred Three has become a proponent of soulism now. It was this religious difference that caused it to decline the alliance. It is a republic.

**Alister** was similar. It believed firmly in separation of church and state. Fearing that Sacred Three agenda would be pushed onto it if it joined the alliance, it declined.

**Calodaksha** is one of the biggest cities in the world. It also has an immense Yolaen population. Yolaens have become integral to society within Calodaksha, and when the alliance demanded that Calodaksha do something about the Yolaen infestation, the king of Calodaksha refused and declined the alliance's offer.

**The Dazmier Kingdom** is a rather weak kingdom that rules the Dosa plains. It is mostly a series of rural villages that pay taxes to the Dazmier throne in exchange for protection. The Dazmier Horsearchers are feared by their neighbors. Opongrad is its capital.

**The Divine Oligarchy** is a feared dictatorship ruled under the tenants of Wrenwald. It occupies a considerable amount of land and has a history of conscripting large swarms of militia pikemen to conquer its neighbors and enforce the tenants of Wrenwald. Those who do not comply are sold into slavery. Its capital is Slezmont.

**The Kingdom of Beasts** is a kingdom primarily composed of animalkin. Many of these creatures fled expansion from the Divine Oligarchy and congregated here. The Kingdom of Beasts follows a strict rule of separation of church and state. It has clashed with the Divine Oligarchy on several occasions, and the two were at war when Plight arrived. Its capital is Old Port.

**The Elkmire Kingdom** is a soulist kingdom that occupies the swamps of Elkmire. Primarily inhabited by lizardfolk, it is rather isolationist due to the thick swamps and marshes that compose it. It attempted to close off its capital of Dernopsi when the Great Plight first came, but when the Plight arrived all the same it allowed the masses to take refuge in the city on their journey eastward.



## The King of Beasts

**The Rolftrum Kingdom** is a rather insignificant kingdom. Squashed by neighbors historically much more powerful than it, it has enjoyed a stable history as a primarily self-sustaining kingdom with little outside influence. However, due to its separation of church and state, many worried that the sudden arrival of the Wayfarer Order would spell the doom of the

nation. The Great Plight came before anything could be resolved though.

**The Federation of Independent Kingdoms** is an absolute mess. It is essentially a defensive alliance between a hundred kingdoms that is meant to deter the expansion of outside threats. These kingdoms within the federation however are permitted to war with each other, but they must cease in threat of a foreign invader. This means that it has essentially created an isolated pocket of kingdoms that are constantly fighting with each other. Smaller kingdoms on the borders have been conquered by foreign threats without any backlash from the alliance since they are insignificant enough to not be worth fighting over. The federation barely functions, and many say that it is merely because of their current neighbors that the alliance does not fall apart from invasion while fighting within itself. Still, the largest kingdom within the federation, the Kingdom of Relogi, has tried to unite the federation under one banner peacefully on multiple occasions.

**The Wayfarer Order** is an order of knights that terrify the west. Under a divine crusade by Hellas, they started as an army of paladins merely one hundred strong and now have grown into the dominant military power in the west. Led by the Council of Generals, the Wayfarer Order has become monumental in saving people from the Great Plight and giving them a chance at escaping to the east. In an era of great antispiritualism due to the atrocity of the Great Plight, their selflessness under the banner of Hellas has ignited a great resurgence of faith. At one point they called New Port a pseudocapital where the generals met, but once the Great Plight arrived the generals all took their own armies and spread across the west to help others.

**The Abernaki Republic** is a large republic that struggled with connecting its people. Despite being a republic, it was barely unified, and it relied heavily on village and city representatives to achieve anything. Still, it managed to cling on thanks to the determination of its people, and it seems to be prospering with big infrastructure projects planned before the Great Plight came. It is a soulist republic. Its capital is Tristrauss.

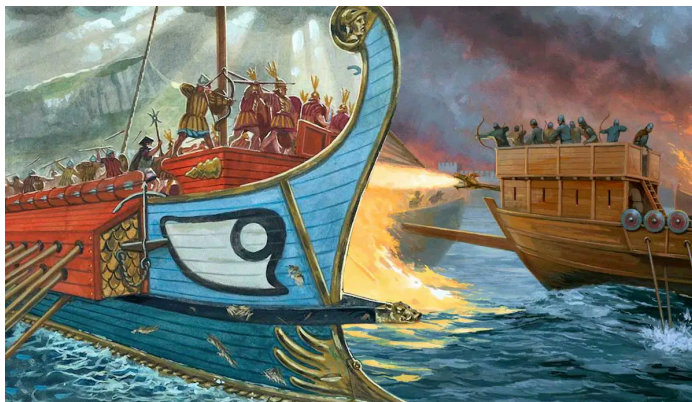
**The Rosinki Kingdom** is a powerful kingdom in the west. With its capital of Kepshmiere located on the Lake of Fortune, it is able to control trade heading from Victoris eastward. Using a

rather robust army, it managed to tax all trade heading eastward through the Ipsomilitude River and heading towards the Lake of Fortune. It used its growing power to be a stronghold of traditionalist ideals in the west.

**The Deltis Republic** was the opposite. It was a small, insignificant, Yolaen-comprised roadblock to Rosinki's goal, Victoris. Rosinki and Deltis were in a war that had raged on for four years. Despite the overwhelming advantage, Rosinki was unable to conquer Deltis before the Great Plight came due to the massive investments that Victoris poured into Deltis to keep Rosinki at bay.

**The Victoris Republic** is the stronghold of Yolaen culture and the gateway of Yolaen influence on the continent of Erska. It has historically used its massive amount of wealth to solve any problem it had. It also seemed impenetrable, as the citadel city was designed by engineers who had prepared for any siege possible. What they could never prepare for was a siege of disease. Victoris's far southern island happens to host the city of Algolia, the city where the Great Plight first appeared.

**The Kingdom of Esteria** is another Victoris backed government. When the previous king declared war on Victoris and was defeated, Victoris put a loyal Yolaen in charge to secure its northern border. This action caused a tyranny of the minority as Yolaen culture and beliefs were enforced upon the lands of Esteria. Many fled; those who didn't adapted. Homishu is its capital.



## Victoris At War

**Trotterzeig** is the last remaining traditionalist megacity on the western coast of Erska. With a royal family that has fiercely denounced the spread of soulism and progressive ideals of the Yolaen culture, Trotterzeig has resisted pressure on its border for years. In a strange event, the royal family of Trotterzeig seemed to go missing days before the Great Plight hit Trotterzeig.

**The Kingdom of Malark** is a powerful kingdom that wildly flipped overnight when the entire royal family announced they had converted to soulism, causing an invasion from its northern neighbor the Kingdom of Dathisk. The war was ongoing when the Great Plight hit. Its capital is Harbistro.

**The Duchy of Lokmin** is a subject of the Kingdom of Dathisk. When the King of Dathisk had twins, he decided to give one of the boys the Duchy to hopefully prevent infighting. However, all this did was create a bitter resentment between the two lands. This reached a tipping point when Lokmin was ordered to invade Malark by the current Dathisk king. It did not join Dathisk in the invasion. It looked as if Lokmin might claim independence, but then the Great Plight came.

**The Three City Coalition** is a confederation of the three gigantic cities that rule the Ipsomilitude River. The three cities operate mostly independently of each other, only truly meeting for economic discussions or defensive emergencies.

**The Vaarmain Republic** is a surprisingly traditionalist nation for being a republic. They worship the Sacred Three and receive funding from the Empire of Juno in order to protect and aid the Ilzerwrath Mage Tower which resides in their lands. The prime minister of Vaarmain once privately claimed that Ilzerwrath is of more importance than the nation's capital should an invasion occur.

**The Ooblik Tribes** are a vast series of tribes that make up the northeastern part of western Erska. Different from the Byunghu Tribes that make up the northern tundras of western Erska, these people are native to the Ilmania Steppes. They have no government or even alliances among tribes. They simply exist, primarily as large nomadic tribes following herds through the steppes. They have widely adopted Soulism, as their previous beliefs were akin to Soulism.

**The Polster Republic** is a poor republic that was created after a revolution overthrew the tyrannical King Lazlier. It had barely even formed a national identity let alone a constitution by the time the Great Plight arrived.

**Nordpeak** is a hub for travelers and traders moving between the north and south. Unless you travel along the coast, Nordpeak is most likely your destination when traveling into or out of the vast frigid tundra of the north. Because of this, the fortress city has put great effort into both its defenses and



supplies. When the Great Plight came, citizens of Nordpeak raided their own supply stores to gather supplies for the long trek eastward.

**The Kingdom of Dathisk** is a kingdom that seems stronger than it is. Using a series of backbreaking laws that have pushed its people to near revolution, Dathisk armed itself immensely when Victoris began to interfere in northern politics. When Malark seemed like it would ally with Victoris, Dathisk hoped to move fast. However, its duchy and its people were tired of its abuse. Dathisk likely would have collapsed in days had the Great Plight not come.

**Ursprung** is the hub for trade moving along the coast between the north and south. With its expansive harbors and impressive navy for being a city state, it can host a large number of trade ships at any given time. It was actually becoming a hotspot for the Eastern Prospecting Company who was buying large amounts of pelts and furs from Ursprung traders. Then, the Great Plight came. Those who could fled west towards Yolaë. Most, however, quickly evacuated eastward within a few days. During its heyday, it was an oligarchy with seats of power managing important logistical branches of state. It started as a hunter's camp, but became a central hub as monster and animal pelts and furs from the north became more popular.

The actual citizens of Ursprung are a diverse group of tough individuals who survive the coldsnaps that frequent the town, freezing the entire port in a moment's notice. These coldsnaps encourage great community amidst the townsfolk in order to survive. Ursprung long held out as a stronghold for the Sacred Three, with Luna and Nomia being particularly revered.



Ursprung



## 「The Realms」



Long ago, the *Sacred Three* came together at the *Pool of Creation* and brought about the rise of this world. They set out the sea like a tarp and rose land from sea. Then they separated land from the stars with the sky. Then they filled the land and the seas and the skies with untold numbers of living creatures. Each one was unique, carefully designed by the three to serve a purpose but also live impulsively. This contrast between order and chaos would arrive at a tipping point when Wrenwald and Tempo fought over who would rule this world. Wrenwald argued that dragons should serve as the guards of Fantasia, having dominion over the sky, seas, and land. Tempo wanted to make his newest creation, the fey, guardians over Fantasia, as they would keep things fresh and interesting and spread his influence over the world. Hellas stopped them before blood was spilt. He came up with a compromise, and the first threads of fate were sewn.

Now, most of Wrenwald's and Tempo's influence are believed to exist entirely within their realms. These realms are difficult to get to without knowing the location of preexisting portals. Because of this, interaction between the realms is limited.

### 「The Underdark」

The Underdark exists through portals to another realm typically represented as winding staircases going downwards or ladders that seem to go on for infinity. It is said that the Underdark exists in direct cohabitation with the material plane- for every spot that exists in the material plane there is an Underdark equivalent. The Underdark was made by Wrenwald as a quiet place where his creations could blossom. While many of his creations have sought escape from the Underdark, many races have also sought Wrenwald's guidance and entered the Underdark of their own volition to grow closer to him. Drow and deep gnomes are two prime examples of creatures who have been morphed by prayers to Wrenwald, that they might be able to grow to exist within his realm and give thanks to him daily.

### 「The Feyrealm」

The Feyrealm was created by Tempo in order to have a realm that mirrored himself. Carelessness is the law of the land with

hedonism and fun being the top agenda. The fey were created by Tempo to be his children. Entering the Feyrealm through Feygates is a hard task, as they are typically in enchanted forests that protect the gate from being found by unwanted trespassers. The Feyrealm is ruled by King Oberon, King of the Fairies, who guides all of Feykind under the tenants of Tempo.

### 「***The Celestial Plane***」

Created by Hellas, the Celestial Plane is the domain of the angels and other celestial beings. Created to serve as a spot for the gods to meet, it is said to be "divinely touched" and serves as the "shield of the material plane" from any encroaching wicked forces. The council of archangels maintain the Celestial Plane.

### 「***The Abyss***」

The Abyss was created by Tempo and the Demons with it. It was created before the feyrealm as Tempo's first attempt at true chaos. However, he found that true chaos was too unruly, and that his creation would not even follow him. As such, he abandoned his creation and left the demons to continually battle for eternity. The abyss has no ruler.



*Guardian Of The Pond Of Fates*

### 「***The Nine Hells***」

The Nine Hells was created by Wrenwald as a foil to the Abyss- and the devils with it. Though Wrenwald regards it as a success, he would ultimately abandon his creation. It is now ruled by the devil Lucifer, the devil with the most contracts. The Nine Hells often fights off demons from the abyss, as demons must go through the Nine Hells to make their way to the material plane.

## 「The Races of Fantasia」



### 「*High Elves & Forest Elves*」

The elves of Fantasia are gifted with incredibly long lives. Living on average about seven hundred and fifty years old, but with a high end of around a thousand years old, elves are the longest living humanoid race around. With such long lives, elves are known for being extremely cautious, thoughtful, and far-seeing creatures. They can spend weeks deciding what humans will decide within an hour, and they often will not indulge themselves in behaviors they see as having risk. Elves are a defensive species, they take no delight in combat and often despise the barbarians who indulge in it. They believe that all life is sacred, but unlike the dwarves who view animals as being the extent of that, they view nature as a whole as sacred. Having immense reference to Hellas, Peler, and Luna, they believe that everything under the sun and the moon works in harmony. To be gluttonous is to disrupt the careful balance of nature, and to that extent elves will only eat what they need to and use every aspect of their kills. Despite popular belief, elves are not wholly vegetarians, but they tend to only eat what they themselves or a member of their "tribe" has hunted. Elves value community, and they form "tribes" wherever they go. Tribes are a collection of creatures that the elf considers friends. To be a part of an elvish tribe, usually the determining factor is length of time spent with the elf. Rather than bonding through comradery like dwarves, elves consider time to be the greatest determinant of trust. Elves are careful not to grow too close to other humanoids, as they know that the difference in their lifespans is simply too great. Despite that, many elves still fall in love with humanoids, and a half elf is born. Elves try to enjoy the small things in life, and they preoccupy themselves with becoming skilled in all manner of things while finding joys in the mundane. They are known for their beautiful songs and exquisite dances. Some elves who are born more rambunctious than others will pick a lofty goal to pursue for their entire life, such as the pursuit of endless knowledge, the absolute mastery over a weapon, or the saving of hundreds of lives. Due to all of this, elves tend to be gifted magical users, and they have created an entire subgenre of magic called bladesinging.

### 「**Wood Elves**」

Forest elves are mostly the same, but they tend to align more with Tempo and are said to have a better connection with the fey as a result. This also means that they care less about balance, and are more willing to waste food and enjoy life. They are also known for being more "rambunctious", caring less about trust garnered through time and simply trusting people based on their actions and the elf's gut.

### 「**Drows**」

The drows, or dark elves, are a subspecies of elves that live within the underdark. They are a group of elves that strayed from the teachings of Hellas and followed Wrenwald. They are considered some of Wrenwald's children, and they were blessed heavily by Wrenwald. As a sign of their covenant with Wrenwald, their skin turned a grayish color and their sight became accustomed to what was needed in the dark caverns of the underdark. Drows live in collectivist societies that favor the community and place a high importance on natural order. They share some similarities to their elvish brethren in terms of society, but they are known for being greater risk takers and having a thirst for knowledge. It is said that every decade, the drows all gather in the underdark and offer their brightest minds to engage in a game with Wrenwald. Wrenwald promises that if the drow ever beat him in this game, that he will offer them knowledge unfathomable to the basic mind.

### 「**Eladrin**」

The eladrin are elves that have fully committed to the teachings of Tempo. Rather than simply following Tempo, they have gone to become one with Tempo in the feyrealm. As such, their bodies changed. Their bodies now reflect their mood, changing like the seasons to accommodate for the mood. Some eladrin have mastered this change, allowing them to essentially dictate their mood, but many let it flow freely, embracing the chaos of life.

### 「**Half Elves**」

Half elves are curious creatures that occupy many niches within Fantasia. They tend to live twice the lifespan of their non-elvish heritage, and they are incredibly curious and driven creatures. Half elves are seen as signs of good luck throughout Fantasia by most humanoid races, as they represent a love that was able to overcome the boundary of acknowledged heartbreak.

However, many elves are disgruntled with half elves, seeing these creatures as a reminder that elves are not to intermingle with other races so that they do not suffer incredible heartbreak.

### **「Dwarves」**

The dwarves of Fantasia are master miners and smiths who dwell under the earth. Most notably living in mountains or kiln-forts, dwarves are known for being jolly and social. They are known for having strong personal creeds and honor, and while gaining one's trust is hard, they are loyal to a fault. They are known for being courageous and selfless, but they often are shortsighted and irrationally emotional. They take a great deal of pride in their work, and they are incredibly dedicated to the communities they find themselves in. They also are known for sticking together and valuing others based on their abilities. This has created an unfortunate culture where the weak are often pushed out of society or given labor-intensive, revolting jobs. Dwarves enjoy combat, but they don't enjoy killing. Most dwarves are loyal to Wrenwald, and they believe that all life is sacred and is returned back to the earth after it is spilt. All of this combined might be why becoming a friend of a dwarf is highly valued among merchants, because to be the friend of one dwarf is to have seduced all dwarves. Dwarves live to be about three hundred years old, though some have pushed to around four hundred years.

### **「Aasimars」**

Aasimars are divinely touched beings that were birthed into the material plane. Rather it be from a divine spark landing upon a creature's temple from the Sacred Three, or if it is as simple as a creature having a divine ancestor, these creatures share many similarities with their divine counterparts, such as glowing eyes and radiant skin.

Aasimars are widely regarded with either reverence or malice. Those who follow the Sacred Three believe aasimars are signs of the Sacred Three's undying commitment to the material plane, and they believe that the aasimars have an unspoken duty to shield the land with their lives. As such, aasimars are often forced into fatal fights against the swarms of monsters or sacrificed in powerful rituals in order to serve the needs of the people. Other creatures who believe that the Sacred Three has abandoned

the material plane see the Sacred Three as a bitter reminder of the gods cruel indifference, and they will often murder aasimars in an attempt to find catharsis in this cruel world.

### ***「Tieflings」***

Tieflings are born through three primary methods. Firstly, a curse placed upon a humanoid turns the creature into a tiefling. Secondly, a contract is made with a devil transforming a humanoid into a tiefling. Lastly, one of the ancestors of a tiefling carries fiendish blood, cursing their lineage. Tieflings are seen as dangerous and generally distrusted by societies. Due to this, tieflings tend to stick in groups and look out for one another. Tieflings tend to not follow any of the Sacred Three, but the few that do are often ostracized by their tiefling peers. The primary reasoning for this is that many tieflings see the Sacred Three as being responsible for the inhumane treatment harped upon their kind, and they are wary of the Sacred Three being used as an excuse to witch hunt the tieflings to extinction.

### ***「Changelings」***

Changelings are a race of fey that were created by Tempo as the ultimate practitioners of chaos. When one's own body is a swirling changing vortex, what could be better? Because of this, changelings are nicknamed "Tempo's Children."

How changelings are exactly created is shrouded in mystery. Some say that when a human becomes lost in the feywild and dies, their body goes through a metamorphosis and a changeling is born. Some say that changelings are caused by raw explosions of fairy magic culminating around a sentient entity. Others still believe that all Changelings are divinely produced by Tempo himself, each one having a name only known by Tempo and being constantly protected by Tempo. What is the answer? Even the changelings don't know.

Changelings do not remember their birth. In fact, they don't remember their time in the feywild either. The furthest back memory they can recall is them waking up replacing a humanoid baby. The reasons are unknown to the changeling. Some changelings believe that the fey kidnap babies and bring them to the feywild for a variety of reasons. Others believe that it is Tempo's divine plan that replaces these humanoids with

changelings, and that the humanoids go on to become patrons of Tempo across the world.

It is believed that intercourse between a changeling and another changeling can result in a changeling, and that between a changeling and a humanoid it has a chance of producing a changeling, but neither of these are known for sure.

Changelings mature slightly faster than humans and live only a bit longer.

### **「Humans」**

Humans are remarkable within Fantasia. They are resilient creatures with an incredible ability to multiply and spread like a fungus. They have taken up roots in every corner of the world, and they bear every condition that is heaped upon them. They are fortune seekers and risk takers, homebodies and cautious. They are hard to categorize or put into a box, and they can either make for incredibly loyal servants or be the spark of a revolution. They get along generally well with all other races, but they are also seen as dangerous by the other races. Humans tend to be more individualistic than other humanoid communities. Perhaps due to their shorter lives, usually living to be about eighty years olds, they feel a need to create a great deal of change within their lifetime and be remembered. That being said, their tales tend to burn the brightest but fizzle the quickest, and they are regarded by elves as having little respect for history.

### **「Dragonborns」**

The mighty dragonborn is a descendent of Alzar Delune. Alzar Delune was a mighty dragon that existed some many thousand years ago. During those days, he was badly wounded in a fight and found a tribe of humans. The humans tended to him, and for three hundred years that tribe and its descendants cared for the dragon as it recovered from its wounds. Touched by this show of selfless kindness, the dragon decided that his time had come, and in his final moments he gave a part of his essence to each and every member of the tribe. His essence contorted the bodies of the humans, and it changed them into the first dragonborns. Since then, the dragonborns have survived as resilient creatures gifted with martial prowess and magical affinities, blessed by their ancient guardian, Alzar Delune. It is said the soul of Alzar Delune still resides within his children, and that he



protects the dragonborns to this day. Dragonborns live longer than humans, but only by about fifty years. They tend to live to be between one hundred and thirty years old to one hundred and fifty years old. Dragonborns retain many of their human tendencies, but they tend to be much more cautious and empathetic than their human counterparts. They have much more reverence for the world, and they pride themselves on their chosen family. They are incredibly loyal creatures, but they often can be incredibly stubborn.

### **「Halflings」**

The halflings of Fantasia are creatures that are said to be blessed by Tempo. They are known for their immense luck, gifted to them by Tempo, and they use this luck to thrive in the most unlikely of scenarios. They are homebodies who value song and drink over bloodshed and adventure. However, many halflings are said to get wanderlust, and they often have a tendency of going on great pilgrimages to see the world before returning home and inspiring other halflings to do the same. Many halflings believe the key to living a fulfilling life is living a stable one, and they value community and friendliness above all else. They are hospitable people, but they can often fail to read the room or turn a blind eye to something that goes against their ethics. Elvish scholars describe them as a "fearful race that has moments of great courage as if under a divine curse." They tend to live similar life spans as humans.

### **「Gnomes」**

Gnomes are an individualistic species that value expressionism and self-discovery. At the age of thirty, all gnomes leave their homes and depart to find their place in the world. They often take very little with them from their home, leaving behind even many of the foundational ideas that shaped who they became up to that point. Gnomes are curious and bright minds that seek to discover the world through careful reasoning and evaluate themselves on a strict code of ethics that they themselves decide based on experience and evaluation. Gnomes are gifted with rather long lives, living to be around four hundred to five hundred years old. However, a gnome can take as long as three hundred years to find a place to settle down and accept his calling, and some gnomes die without ever finding their place in this world.

## 「Giants」

The giants of Fantasia are an ancient species that once ruled the world. Now, they are a species on the verge of extinction. Gifted with extreme strength and an imposing physique, it's no wonder that these beasts terrorized the earth in their prime. However, many of the species of giants that once dominated Fantasia have since gone extinct, and in a twist of fate only the smallest of the giants have survived and still roam Fantasia. Giants are nomadic hunters that tend to live in rural lands far from civilization. They believe that one day they will rise back to their status as the conquerors of Fantasia. Until then they bide their time, few leaving their tribes. Giants who do leave their tribes are considered outcasts, given the name "El Shakeeth" or "Irredeemable." They and their descendants are never allowed to interact with the tribe again, and they revoke their privilege to join the other giants in the trampling of Fantasia when the giants one day regain their strength. Despite this, the giants that do leave their tribes often find success working for humans who value their strength and resilience. Giants tend to live around two hundred years.

## 「Goliaths」

Goliaths are descendants of the once mighty giants. No one is entirely sure of how they came about, but the most popular theory is that they were born of a curse placed upon a group of giants from a powerful dragon. Whatever the case, goliaths now roam the world with their intimidating size primarily doing odd-jobs for humans. Goliaths are individualistic creatures, rarely forming long lasting bonds or staying with groups. They prefer to stick to themselves and bear the world's troubles alone. This, however, makes them prime targets for evil-doers and is likely why the goliaths are so few in number.

## 「Tritons」

The tritons are said to come from the deep sea, where they were created by Hellas. Legend states they were made to be the rulers of the seas. Their natural enemies are the great krakens and other monstrosities that contest them in the sea. Tritons have a great prowess for magic, and when many of them come together they can perform ancient rituals blessed upon them by the Sacred Three that can even restrain and subdue the mighty kraken. Tritons live in thriving metropolises under the surface of the

sea. They live in tight communities where everyone is expected to give their all to the cause. Value for a triton is based upon one's commitment to the cause. From scholars to warriors, everyone has a part to play in the battle against the devils of the seas. Many tritons attempt to escape this eternal war, seeking shelter in the world of man. However, whether by fate or chance, most tritons who leave their metropolises often find themselves fighting for the cause regardless. This phenomenon is known as the "Curse of the Sea." It can take mild forms, such as a triton guiding ships through hazardous waters, or it can take extreme forms, such as a triton being called to duty to stop their friends from being lost to the all-consuming waters of the sea. Whatever the case, few tritons have escaped this curse- if any.

### **「Genasi」**

Genasi tend to live in small tight-knit communities throughout the world. They are generally seen as supernatural by most people and are either trusted greatly or not at all. Genasi value community and friendship above all else. Most will gladly give up treasures and power for a stable home. Genasi live to be about 100 hundred years old. Some people see Genasi as divine beings, an embodiment of the elements. Most, if not all, Genasi people can use magic to some extent.

### **「Orcs」**

Orcs are free-spirited creatures that have a craving for adventure and a longing to see the world. They're a mostly nomadic people, and they typically solve their problems through shows of strength. This habit leads them into getting into troubles with other races often, and it encourages those orcs whose alignments lean more wicked to vanquish their opponents and plunder the weak. Orcs live similar life spans to humans.

### **「Goblins」**

Goblins are chaotic creatures. Goblins are experts in the fields of creation and communal hunting. Goblins are generally seen as cowardly, but this is likely because of their superb survival impulses. Goblins know when they cannot win a fight, and they will not sacrifice themselves so willingly for a cause like humans do. Goblins live to be around fifty to sixty years old.

### **「Lizardfolk」**

Lizardfolk tend to live in small communities. They are known to dominate swamps, but they can be found outside these swamps in rather large numbers inhabiting the world with other humanoids. The lizardfolk of the swamps are known to be vastly different from those of the city. Those in the swamps are seen as more traditionalistic, ritualistic, and devout, while those in the cities are seen as more progressive, expressionistic, and adventure-hungry. Lizardfolk are known and valued for being loyal, brave, and ambitious. Even the most conservative among them seem rarely content with how the world is, and they often aspire to change it for the better. Lizardfolk tend to live only a bit longer than humans, usually dying at the age of 120.

### **「Minotaurs」**

Minotaurs are beings whose origin is somewhat speculated. The common theory is that they were a group of humans who dedicated themselves to protecting fey portals throughout the world. In exchange for their services- or perhaps as a curse for reasons we simply do not know- the fey made them into the mighty minotaurs. Minotaurs are very few in number, and while not ostracized, their strange appearance frequently puzzles other races. Whether by some instinctual calling or just happenstance, many minotaurs happen to be nomads. Minotaurs live about double the lifespan of a human.

### **「Shifters」**

Shifters are so few in number that little is definitively known about them. It is believed that most of them occur as a result of fey interference. Whether this interference has an exact goal though is entirely unclear. Whatever the case, any race can become a shifter, and shifters take on a variety of forms. The ability to shift can be passed on hereditarily, and this has caused extremely niche pockets of shifters throughout the world. First generation shifters are studied with extreme curiosity by most scientists throughout Fantasia. While shifters tend to live longer than their nonshifter counterparts of the same race by a few years, it is unclear if this is from their abilities or some other phenomenon.