

The Compendium

A collection of various historical, geographic, and magical documentation detailing the world of *Crown's Reverie,* and the continent of *Arum.*

—

ARUM

ARUM, The Land of Lasting Dawn — a vast, central continent of the sphere. A garden of ancient forests, monolithic mountain ranges, verdant jungles, and lush oases thriving in deserts of gold. This realm is home to hoary kingdoms and a thriving populace. Powerful aethers flow bountifully across the realm, through veins of water that nourish the lushness of all life as it grows, and sending inspiration on winds of hope to fan the flames of man's prosperity. The balance of these four cardinal elements — water, earth, wind and fire coalesce as *The Light*, a divine energy that maintains tranquility throughout the land, keeping disaster at bay while strengthening the border between the realms of light and dark.

Over a thousand years have passed since the primeval princes sealed away the evil entities that once threatened the world. Banishing dark horrors from the land and founding an alliance to protect and maintain order for future generations as "The Coalescent." This preservation and reverence of water, earth, wind and fire continue to harmonize light's radiance. The descendants of these princes rule their domains — Luxgarden, B'harav, Glasvald, Huangshan, and Aslaug — while in constant commune with the elements. Thus blessing them with guidance and powers that allow them to keep their people on an ever-luminous and prosperous path.

Eos is also home to many other nations and countries, independent of The Coalescent union. While many of these lands foster peace and civility with the light kingdoms, many do not. In fact, most of Eos is home to not humans, but beasts and other creatures that pose threat to humanity, be they of The Coalescent or not.


N
W
E
S

THE COALESCENT

LUXGARDEN



The central kingdom of Luxgarden is home to the Sanctum of Light, and is the seat of coalescence, the harmony in which elements combine to create light's divine energy. It is the nexus where all magical aether congregates most potently throughout Eos. For this reason, many mages study at the tower academy of Arkanturm, located in the capital city of Castellan. Mages from across the continent enroll at young ages, and upon graduation are revered as master magiers. Luxgarden's lands blossom a brilliant green, filled with fields of wheat and trees of golden plumage. Buildings of white stone and saffron roofing line the cities and towns, as mustard coloured ivy climbs along the walls like embroidered filigree. The idyllic countryside is home to many farms and orchards that dot the path from east to west.

Prince Albrecht — Keeper of Light — reigns from within the impossibly tall, blinding towers of The Sanctum. Having taken up the burden of rule from a very young age, he has grown in grace and dignity to become a master tactician and diplomat. Luxgarden has protected The Coalescent from many threats over the years, prevented invasion and pacified uprisings from independent nations seeking to claim the blessings of Light for themselves.

The kin of Luxgarden are generally very happy. They give thanks to The Light every day, recognizing its existence as the harmony of all elements conjoined as one. Mages keenly believe this to be true. In fact, many believe the coalescence of light includes the presence of elements believed to be "dark" and often misinterpreted as "evil." For this

reason, the mages of Arkanturm encourage the practice and study of all aetheric schools, including ice, ash, illusion and death, even if many choose to specialize in the magic aligned with the nation from which they hail. Magiers of Luxgardian heritage usually remain unattuned to a particular element, and choose to cultivate their ability to harness each with equal aptitude.

The dominion of Luxgarden is the youngest among The Coalescent, having been established soon after the primeval princes sealed away the essence of the demon lord, with the first monarch apparently hailing from ancient Gleize, a southern nation independent of the union that in recent years has made attempts to invade and seize control of Coalescent territories. This historic belief has inspired many Gleizian conquests over the years, as the country's leaders believe The Light is rightfully theirs.

B'HARAV

The southeastern kingdom of B'harav is known as the *Azure Jewel* of the golden coast. Jeweled palaces of gold, pearl and cascading water sit as a crown upon the mouth of the river Ah'zraq, built atop the sandy keys welcoming travelers to the city of Ah'zradash. Infamous for its naval fleet, Ah'zradash serves as a home for merchants across the world to congregate and sell their wares. Prince Mehdim — Vessel of Water — proves a stern and stubborn ruler. He has sired many children, all of whom agree that the prince's disposition is as unpredictable as the ocean waves. Regarded as the mightiest prince the kingdom has ever known, he continues to honor and uphold the alliance between the B'haravi people and the Bajir, sons of Mut — cat-like, beast men that once stalked the desert as hunters, many of which still do. Mehdim, like many of his predecessors, boasts that should Aslaug bare its fiery claws, the B'harav will be the ones to put them in their place, and does not hesitate to offer military aid to Coalescent affairs.

B'haravi revere the grace, beauty and insurmountable power of water. The arid sands and scorching heat of the desert remind them to be grateful for its blessings everyday. The people of the water kingdom also revere the legendary being they call "Naga," a giant onyx serpent said to have scales of sapphire and gold that sleeps at the bottom of the Sapphire Sea. The Spelldancers of B'harav chanel the waves through displays of dance, and wield magical curved blades. However, their abilities are not limited to just spells of the water school. Dances invoking various magics are taught throughout B'harav, each having accompanying melodies and rhythms.

To the west, pyramids of the ancients adorn the sands, as golden studs throughout the sandy waves of the Sea of Gold, the treasures of which are guarded by powerful djinn. While to the east grows a lush jungle, serving as the border between B'harav and

Huangshan. The jungle is home to many ancient ruins of Bajir origin, and is appropriately guarded by a faction of Bajir known as the Bastet, who rebuke the alliance their brother faction of Sekhmet holds with humanity.

GLASVALD

The western arm of Eos is home to a vast, dense forest whose canopy seems to float among the clouds. Glasvald, Haven of Wind stands tall on the western coast, protecting the land from the harsh, westerly gusts that dance across the sea. The people of Glasvald are quite refined, enjoying and partaking in the arts, cuisine, and lavish gatherings from within their decorative tree-carved chateaus. Many artisans and performers hail from this region of the world, with praises of Glasvaldian talent ringing all across the continent.

Prince Renaud — Muse of Wind — inspires his people from the canopies of Fort Verduaine, wishing them to soar with poise and dignity, with a song ever playing in their hearts. It is no surprise that song remains the conduit for wind mages of Glasvald to perform their magical abilities, with many possessing an accompanying musical instrument to enhance and focus their displays of power. These Minstrels usually hold preference to the lyre, as it is one of the national symbols of Glasvald, and is also used to represent the aetheric school of wind.

The glades of Glasvald are an enchanting place where one wandering may swear to hear a melodical hum, dancing through the air wherever they go. These forests are home to the famous white peacock, a symbol often depicted in Glasvaldian art and culture, the feathers of which are coveted across Eos. The woodland is also home to fae and other critters, such as the mur, a micelike race of men native to the arm's south. Since ancient times, the mur have protected the splendors of the forest from would-be desecrators, however, the forests of Glasvald are not the only region where mur can be found. They now exist in all parts of Eos, and possess a natural fear of the cat-like bajir.

North of these forests are rolling hills and shires of endless green grass and flowers, which many fae, mur and other creatures call home. Humans are scarcely found in the north, and only the brave — or foolish will travel there, as the inhabitants are renowned tricksters.

HUANGSHAN

The stoney, lush pillars of Huangshan serve as protection to the grandest city on the continent, Huangseng. A land of monastic scholars, the disciples of Earth are a flourishing, disciplined people that keep tradition close to heart, while remaining flexible and adaptive to the unpredictable nature of life. The Blossom of Earth — Prince Jian — grows fortuitous in the mountains of his domain, as a monk in one of the many stone monasteries throughout the kingdom, as was his mother's dying wish. His mother, Princess Lian, ruled Huangseng for a prosperous, but short time. She and her twin sister, Qinara suffered their entire lives, plagued by chronic ailments that eventually led to the death of both. A council of elders rules in the prince's place, as he continues to grow and understand the splendors and lessons of life.

The city of Huangseng spans much of the eastern coast and is believed to be the oldest settlement on the entire continent. While further inland, between the rocky pillar-like mountains and among the coiling rivers between them, sit rural fishing villages, farms and ancient temples dedicated to beings the Huanshanians revere as guardian deities.

Huangshan believes the power of earth is found in every natural thing. From soil, to seed, to flower, to moth, even the physical laws of nature. Both the flourishing mountain, and bustling city are an equal representation of earth's beauty in the eyes of the Huangshan. Geomancers of this nation harness the forces of rock and life for protection, with many spells of the earth school falling under the enchantment category. However, earth magic is also capable of gross devastation. While some of the magically inclined youth of Huangshan cross the continent to study at the Arkanturm, most prefer to devote themselves to the mountainous monasteries, where they train in both mind and body to master the physical and aetheric ability that they are capable of.

ASLAUG

Among the ferocious, harsh peaks of the Asloggi mountains, amidst the snow, ice and terrible creatures that inhabit this once volcanus domain, the glory of man thrives in a blaze. The mighty flame worshippers are resilient and devout people, that are as battle strong as they are wise. Stone lodges and fortresses line the northern coast and mountain ranges, which house hot springs reserved for use by the elitely regarded Asloggi soldiers. From within the stoney, cold walls of Loggraudr Fortress, Prince Balam — Marshal of

Fire — burns hot with ambition. Ambition he wields as a torch, guiding him and his people toward the future.

Much of the continent's metal is mined from the mountains shared across the borders of Aslaug and Huangshan. The Asloggi people keep reserves of weapons crafted from these metals for themselves, be they fortress dwellers or farmsteads as the tundras at the base of the stoney enclave are home to dangerous beasts and creatures. Villages and towns throughout these lands rely on protection from warriors, enlisted by their prince to ensure their survival.

Despite fire magic being a prominent subject of study for mages, spellcasters of any kind are viewed with much suspicion and distrust in the fire kingdom, as the Asloggi hold brawn and martial ability with utmost importance, and see pyrokinesis as a perverted and heretical display of fire's power. Asloggi believe that true mastery and reverence of fire comes from its use as a symbol and a tool, to create light, provide warmth, smelt weapons, and by utilizing its destructive capabilities through controlled, calculated instances.

Many Aslaug believe fire to be the true manifestation of light, not only for its obvious luminosity and powerful qualities, but also as its creation is not possible without the consumption of air and earth, which relies on the bounty of water for conception. They see Luxgarden as an arbitrary kingdom that holds an unjust amount of influence and power over the others, and believe The Coalescent is nothing but a feathery term for *"Empire"* and while Luxgarden insists upon equality and harmony, the other kingdoms are nothing more than subordinate vassal states.

ALLIES AND ENEMIES

Prince Albrecht

— Keeper of Light —

Age: 27
Born in: Castellan City
Nation: Luxgarden
Height: 183 cm/6′
Occupation: Crown Prince of Luxgarden

The reigning Prince of Luxgarden, Albrecht, son of Adelbrecht, has led the Kingdom of Light since a young age. His mother, Qinara, was a princess of Huangshan and died in the summer of Albrecht's tenth year, resulting in his father's emotional decline and eventual abdication of both throne, and Blessing of Light unto Albrecht. Though he loves and respects his father, Albrecht harbours slight resentment and a deep longing for the childhood he was never able to fully experience.

The prince is an exemplary leader and tactician, having studied during his early years at Castellan's military academy. His aptitude for combat and diplomacy, alongside his charismatic and caring heart, have won him the devotion and love of his people. Admiration for the young prince flutters across all corners of Eos, even among nations not of The Coalescent. He has led efforts to protect Coalescent territories from siege and other threats over the years, winning his first battle as a teen. Eight years ago, the southern nation of Gleize sought conquest and expansion. Albrecht, alongside the princes Renaud of Glasvald and Mehdim of B'harav, quelled the Gleizian forces and reversed the subjugation it had wrought through the southern belt of Eos. It is by this event that Albrecht met his companion and unofficial bodyguard, Ganix.

Albrecht spends much of his time communing with the divine energy known as "The Light." His royal blessing provides him with powerful healing and smiting abilities, which he bestows unto knights of Luxgarden that prove themselves worthy. When he is not engaging in royal bureaucracy or praying in The Sanctum, he can be found in the courtyards of the keep, watching the squirrels play.

Ganix

Age: 28
Born in: Samothrak, Gleize
Nation: Luxgarden
Height: 190 cm/6’3”
Occupation: Unofficial bodyguard to Prince Albrecht

Once believed to be the strongest Gleizian warrior, Ganix rose to fame as an indomitable pitfighter in the city of Samothrak. Known throughout Gleize as “The Black Lion,'' he has slain terrifying beasts and formidable rivals in the pits. He was conscripted into the Gleizian forces at a very young age, as all low born males are required, these soldiers are called “kouros.”

The nation of Gleize is controlled by a council of 12 nobles, each with immeasurable wealth and claims to wield mythical powers. This council is known as “The Pantheon” and is generally viewed as slavers and fear mongers across The Coalescent and other nations. Most Gleizians also believe this to be true, but are unfortunately too afraid and powerless to voice these views.

At the peace negotiation following the halting of Gleize’s conquest, Ganix was issued as an offering to The Coalescent. The Pantheon proposed that the gesture of relinquishing their greatest warrior was sufficient penance to atone for their deeds with. All present knew how absurd this notion was, even The Pantheon, but each was also aware that there was no appropriate action that could be taken which would not lead to bloodshed, and further loss. Since this time, Ganix and Albrecht have grown incredibly close and hold a deep respect and admiration for one another. Ganix remains outfitted in the chains and armor he wore as a kouros, while only wearing Luxgardian vestments for special occasions. He does this to honor his brothers that still remain in his unkind homeland, and so that he — and everyone else — does not forget who he is.

Commander Wolfe

Age: 60
Born in: Loggraudr
Nation: Luxgarden
Height: 190 cm/6’3”
Occupation: Commander of the city guard

Born in the capital of Aslaug, Loggraudr, Wolfe served as an Asloggi soldier during the nation's battle with Huangshan. He was among those taken prisoner during a

counterattack made by the rest of The Coalescent kingdoms, and it was at this time that he met the then-prince Adelbrecht and a friendship grew between them. Upon the pacification of Aslaug's uprising, Wolfe travelled to Castellan City with the prince, and met his future wife, Elaine, when he joined the city guard. The two eventually grew apart, but not until having a child together, Derek. Wolfe raised the boy mostly on his own, doing his best to balance single-fatherhood while rising the ranks to eventually become Commander of the Guard.

Wolfe watched Adelbrecht's fall from grace after his wife's death, and did what he could to help maintain decorum throughout the city upon his abdication. He even served as mentor and advisor to Albrecht during his early years as monarch, which he still does to this day. He is very proud of his son, Derek, and while the two are alike in a lot of ways, they have their fair share of differences. Wolfe is a self-proclaimed "boisterous old man," a title that none would disagree with, especially his son. His bellows of laughter can be heard throughout the entire castle, and usually originate from the kitchens.

Derek

Age: 32
Born in: Castellan City
Nation: Luxgarden
Height: 186 cm/6'1"
Occupation: Knight

Derek is the dignified son of the Commander of Castellan's city guard, Wolfe, and for as long as he has been alive has been completely devoted to Luxgarden and The Coalescent. He grew up in The Sanctum alongside Prince Albrecht and the two are lifelong friends, having studied at Castellan Academy together, though in different years. Derek served as a city guard for much of his adult life, but upon his 26th birthday proved himself worthy of knighthood. He is now Albrecht's most trusted knight, imbued with light magic by the prince himself, and he takes much pride and honor in his position. His father and Albrecht both tease Derek, telling him he is too serious and that there is more to life than crown and country. While he puts great effort into maintaining a chivalrous and knightly stature, he is prone to clumsiness and at times quite bashful.

Derek hopes to one day become commander like his father. He is a cheerful and at times bashful fellow, with a serious nature and tendency to overanalyze. He holds his duty to Luxgarden above all else and is easily flustered and embarrassed when he believes he has given into distraction. Something that has become an increasingly common occurrence for the strapping and virtuous knight. He has a fascination with the prince of Glasvald, Renaud, and looks forward to his frequent visits to Castellan City, often volunteering himself to be the prince's chaperone.

Lorenzo

Age: 19
Born in: Castellan City
Nation: Luxgarden
Height: 177 cm/5′10″
Occupation: Blacksmith

Lorenzo is one of the youngest, most renowned blacksmiths in all of Castellan City. He learned the trade under his uncle, and inherited his shop three years prior, which is conveniently located in the city's central plaza. He is very passionate — about everything in life, and spends almost every waking hour in his shop. Lorenzo is known for sturdy, reliable craftsmanship that is both ornate and representative of his attention to detail. Over the years, he has developed a keen friendship with Sir Derek, who exclusively trusts Lorenzo with repairing and fortifying his equipment. When he isn't hard at work honing his craft, Lorenzo can be found chasing after potential lovers, putting in time sculpting his physique, or chairing a meeting for the city's unofficial Prince Albrecht Fan Club. The blacksmith holds a strong and deep admiration for the prince, and is a fervid collector of Albrecht memorabilia and trinkets, none of which he holds more dear than a limited-edition print featuring the prince — of which he has two copies.

He fondly remembers the day the parade travelled through the city, the parade that welcomed Albrecht back from yet another victory. He was a boy then, and ran up to the horseback prince right in the middle of the procession, to present him with a small rose he had sloppily forged of iron. The prince smiled and accepted the metal flower, and offered his admiration to the boy. To this, Lorenzo proclaimed he would someday make his prince the most beautiful sword he's ever seen, thus igniting the first spark in forging the blacksmith's pursuit of mastery.

The Jailor

Age: ??
Nation: Luxgarden
Height: 177 cm/5′10″
Occupation: Blacksmith

CREATURES OF EOS

Lub-lubs

Lub-Lubs are gelatinous creatures consisting of fluid and slime. They feed on a variety of different things for sustenance, namely men and the genetic plasm they produce. They are capable of splitting apart into smaller lubs, as well as combining together to create larger ones. They exist in nearly every land and biome where virile creatures exist.

Goblins

Goblins are a pesky presence that span over much of the continent. These green, small creatures terrorize farms and travellers, and are recognized as a nuisance of lesser threat, but still a threat nonetheless, as organized groups have been known to kidnap human villagers for breeding purposes. Larger goblins, known as Hobgoblins are rarer and more dangerous, and usually command groups of goblins to do their bidding.

Trolls

Trolls are a distant cousin to goblins, existing in more central and northern areas of Eos, such as the central plains and mountains. They are far more dangerous than their cousins, some possessing minor shamanistic abilities. Unlike goblins however, they try to seclude themselves from human presence. Hiding in caves and other secluded areas.

Orcs

Orcs pose a larger threat throughout the land. Tribes of Orcs are scattered across the central interior, the south west and east into Huangshan, where they are referred to as Oni, and are red in colour as opposed to their regular green and bronze brothers. Orc and Oni are a savage, brutal kind that are intelligible to a degree and capable of strong shamanistic abilities. They have a notorious sexual appetite for men and mur, and frequently ransack lesser defended human settlements, stealing supplies, food, weapons and potential captives.

Mur

The mur are a humanoid, mice-like race that are said to have been born from acorns that fell from the tallest trees in Glasvald. They tend to live inside of tree hollows, or burrow

homes beneath them among the roots. Mur that live north of the forests dig homes into the sides of hills. Naming themselves after flowers, they can be highly intelligent, some mur even live as citizens in the human kingdoms and are capable of minor wind and earth magics. It is often that pleasure houses throughout Eos will have a resident mur or two, as many humans find them quite captivating. Mur possesses a natural fear of the bajir, who are their natural predator. However, some bold and courageous mur have been known to hunt the bajir for their own amusement and pleasure.

Fae

Noone knows exactly how many different kinds of fae folk flutter across the land. Nymphs and sprites of all sorts enchant the world in various places and forms. Younger fae are notoriously mischievous and possess lesser magics, while their elder brethren can be quite formidable.

Elementals

Different from fae, elementals are creatures embodying aether itself, taking the form of various constructs or other manifestations. These forms vary depending on the region of Eos from which the elemental hails. For instance, A fire elemental in B'harav may take the form of a djinn, while an Asloggi one may take the form of a magmatic, horned warrior. Light elementals however, only exist in Luxgarden and are very rare, serving as gargoyles.

Bajir

Bajir are a large, beastial cat-like race of men that are native to the south eastern regions of Eos. They call themselves "The Sons of Mut.'' Mut being the sphinx goddess from whom they claim they are descended. They exist as two factions — the lions and jaguars of Sekhmet and tigers of Bastet, the latter of which refuse to align with humans, as many Sehkmet do with the B'harav. The Bastet stalk the dense jungles between B'harav and Huangshan, guarding ancient ruins and hunting all that trespass. Bajir of both factions enjoy the pursuit of mur, the micemen that they believe Mut created as their natural prey and plaything.

Demons

Much like fae, there are endless manifestations of demonkind. Fortunately, few exist outside the dark-realm, and the ones that do are usually controlled entities at the hands of a master. Imps, Fiends, and Incubi are more common demonic forms. However, far greater, more powerful beings exist in unknown numbers. Demons usually favor a particular aetheric element and consume light-creatures to grow stronger. Many demons

in fact consume one another as a means to grow more powerful. Demonic possession is highly uncommon, as the forces that bind demonic entities from Eos remain strong, but there are many acolytes of darkness that seek to allow passage for these creatures to enter the realm.