

OVERVIEW

FableVerse exists in two parts.

The first part is a world of wonder and whimsy. A world of fairy tales and children's fables. Innocence sits side by side with ignorance. As there exists a second part to the world, one that is hidden away behind the child-like facade. Bloodshed. Horror. Eldritch monstrosities deep in the woods and secrets lost at sea.

The world of the FableVerse is a world where death is not a certainty. One's life is not constantly ticking down to an inevitable end. Death exists, make no mistake, but one can not find death by waiting out a clock. The creatures in the FableVerse are not bound to the shackles of time.

CITIZENS

Every citizen in the modern day FableVerse is a herbivore by default. The act of eating meat is extremely rare and often frowned upon by polite society. As this can only be done through the cannibalization of other citizens.

HOOVEN: Sheep, Goat, Cow, Pig, Deer, Moose, Horse

FEATHERED: Chicken, Duck, Turkey, Songbird, Dove

SCRATCHES: Rat, Rabbit, Mouse, Squirrel, Groundhogs

HISTORY

As stated previously carnivores no longer exist in this world. This implies they did at some point exist. Not only did they exist, but for the longest time, they were the only creatures that existed.

In this land where life continues indefinitely, the creatures that once walked the world were known only as predators. Sharp-fanged, razor-clawed, and apex by nature; these beasts could never fully appreciate their immortality as they lived in a world where only the strong survived. This was a world of constant war and bloodshed. If you wanted to eat, you had to kill your dinner. Just as your dinner had to eat, so it too wanted to kill you. And, you had to eat. Not eating obviously meant starving to death, but even more threatening, this risked not growing strong. If you were not strong, you would just be eaten and someone else would grow stronger instead. Being weak was a death sentence.

SOULS

Predators, as they were known, had something called 'Souls'. A Soul is what gave a predator its strength. The larger the soul, the more powerful the predator. The size of a Soul could be increased by killing and eating another creature with a soul. To keep all life in balance, having a soul did one other thing to a predator. It gave them empathy. This empathy and caring for the lives of other living things is what prevented one predator from killing endlessly. Even the strongest predator around felt this empathy and couldn't kill needlessly. In fact the two; strength and empathy, went hand in hand. The strongest of the predators was always the most empathetic. This empathy meant the strongest predator alive would always willingly lose to the weakest. Thus keeping all things in constant balance.

WOLVES

It was believed the wolves, clever and cunning, had the largest souls. Thus why only they had the magic powerful enough to create new life. With this power and care for all life the wolves would offer a solution to end the bloodshed. an option for peace and a chance to truly enjoy immortality. The wolves would create a new life form. This life form would be given the name of 'Prey'. Cloven-hoofed or rodent-like in nature, Prey existed only to be eaten. As such, they were created without souls. They held no concept of life or death. This ignorance was meant to protect the prey. Even despite lacking souls and as such not being seen as real living things by most predators, so strong was the wolves' empathy, that they felt the need to protect this 'prey'.

PARADISE AND ITS FALL

It was the empathy that originally kept order that led to the downfall of the Predators. At first, it seemed like there was peace. Though the weakest of the predators still had to kill and eat other predators until their souls were large enough to properly reach enough empathy to enter into this new way of life, once a predator became strong (and empathetic) enough, it could live the rest of eternity eating only prey. This was meant to be paradise.

Slowly but surely the predators stopped giving birth. Without the bloodshed, there was no need to continue a legacy, you got to be your own legacy in paradise. The weakest predators eventually either died being the last of the food for their fellow predators, or had eaten the last of their fellow predators and thus became the last members to join the others in paradise.

In paradise, everyone ate the prey provided by the wolves and as such, the need to fight went away. Though their souls never decreased in size, without the constant fighting their bodies grew physically weaker. Death was still present as immortality did not equal immunity to injuries. It was sad when a predator in paradise died, after all the empathy had by all made every passing a truly tragic event. The bodies of the dead predators would be divided up and eaten by all the others, a means to honor and redistribute their power among the remaining Predators.

All it took was one unintentional slip up. A single piece of meat found its way to a prey. Whether this was an accident or intentional, that is not known. All we know is that a single piece of meat was eaten by one of the prey, and with it, that prey was given knowledge it was never meant to have. A taste for power it was never meant to wield. and worse, without a soul proper, this prey had no empathy to stop it from killing more than it could eat.

The predators had lost their physical strength, their ability for combat was gone. Even the wolves, with their near infinite magic, were powerless. For as stated, 'having empathy meant the strongest predator alive would always willingly lose to the weakest'

It started with one prey, then as the bodies of slain predators began piling up, other prey began eating the corpses. Soon enough, the prey and their lust for this new found strength drove them to kill and consume the very beings that created them.

THE ENLIGHTENED

Prey that had eaten the meat of the predators were known as The Enlightened. When there were no more predators left, the prey that had eaten the flesh of their creators and had this taste for power, began attacking the other Enlightened. Though the transfer of power was much less intense, it was still enough to fuel this bloodshed. Greedily trying to consume as much power as one could.

This went on until there was one enlightened left. the strongest of the prey. It would gain nothing from eating the remaining prey who had not known the taste of meat and so it went off, having no others to vanquish. No more power to be gained. No one knows what has happened to this being, as it hasn't been seen in hundreds of years.

MODERN FABLEVERSE

A land once again full of peace and harmony. Prey live among themselves in happy bliss, knowing not of death nor the long forgotten history behind creation and immortality. Still lacking souls and by proxy empathy, these creatures are kind enough by their own nature. The world now exists like that of a children's story. Bright, cheerful and yes, childish. Naive by nature, these creatures spend days and nights only having to worry about cookies missing from a cookie jar or a red ball going missing. So little are their troubles and so disconnected from their past, that this world is nothing like it once was.

At least, on the surface that is. Beneath the happy world of sunshine and delight exists a darker side. One not spoken of in polite conversation. Pushed aside as to not ruin or taint the beautiful purity of the world. A side of the world where prey that unknowingly embraces their lack of empathy exists. Those dealing and partaking in everything from prostitution, drinking and murder all the way to sacrificial rituals and crimes too horrid to even mention. As stated, Prey in the FableVerse have no empathy. No concept of life and death. The value of life in others is not a concept Prey were ever meant to have. No one fully knows what causes a prey to break bad, sometimes all it takes is for a good, kind hearted prey to one day decide it has more fun stabbing its friends then it does playing catch with them.

REMNANTS OF THE PAST

There is a next chapter to the FableVerse, something is coming. We don't know what, as the future isn't written, but we do know this. The wolves were cunning. Once the first prey became enlightened they foresaw their paradise's downfall. As such the last of the wolves used their remaining magic to cast their souls out of their bodies. Hiding away a small pocket of power that The Enlightened One would never get to. These souls hoped and planned to eventually find new bodies in the very same prey they created. Not all were successful in this endeavor. Those that failed remain lost souls, cursed to wander the land until they do manage to find a body that accepts them. Those that succeed, become something entirely new.

WEREWOLVES

When the soul of a wolf enters the body of a prey, it creates a unique hybrid, known only as a werewolf. It is the hope that these 'werewolves' might be the key to bringing back the Predators. A key to finding and with any luck, killing The Enlightened One. If they are successful in this endeavor they get The Enlightened Ones' power. With the power

placed back in creatures with souls and a capacity for empathy, balance can be restored.

As they are currently, werewolves have smaller souls, barely a fraction of the power and empathy a wolf of the past once held. Despite being weaker than the ones who created them, even the weakest werewolf has no problem slaughtering an entire village of prey. In fact, that itself is the problem. Being so weak, these newly created creatures barely have any empathy. Once transformed into their more predatorial form, a werewolf becomes feral. Mindless and destructive. This form only knows it wants to consume, yet it hungers for a power no amount of slaughtered prey will give it. It is the hope that once The Enlightened one is slain and its flesh consumed by the werewolves, they will have the power to control their forms and take back their minds.

Virtually no study has gone into what causes werewolves to transform into their predatory state. As things currently stand this seems to happen at random. Should a werewolf have gained enough power, it should be able to transform freely in and out of forms. However no such werewolf of that power and control has shown itself to exist.

THE OCEAN

The ocean is a vast and empty world. At least, to the prey that have no need to explore its depth it is. All life, everything, starts from the cradle of life that is the ocean. It is rumored that in the depth of the sea lay colossal predators. Cephalopods, crustaceans, and leviathans alike predating the Predators of the Land. It's possible these sub-nautical titans were the very ones who created the Predators. Though if they did, how or why is unknown. These oceanic creatures, if they exist, go by the name The Ancients.

The water of the sea is not safe for consumption. It is known by all that one must drink fresh water from moving brooks, streams or rivers. To drink from the open sea risks one getting sick, delirious and in most cases, death awaits those who drink too much of the brine.

There are strange qualities in the ocean water. You do not go swimming in the ocean. This is also known by all. Ponds and lakes are perfectly fine and make for fun activities on hot summer days, but you do not go swimming in the ocean. Those who enter the ocean do not return and that which comes back were never meant to be. It is said madmen will use the ocean's water in dark rituals, claiming the Magic of the Ancients reside in it. If this is true, whatever this Ancient magic is, it is not meant for Prey to toil with.

THE SKY

Coming soon.

GEOGRAPHY

The world of FableVerse is inconsistent by design. The land is ever changing as a reflection of how many classic fables can be adapted into different settings while still being the same story. Ultimately 'The Three Little Pigs' is the same story if it takes place in a grassy field versus on a beach versus in a whimsical forest. The key elements of the story stay the same, allowing for the setting of the story to be so widely varied. However, just as there are elements that keep the story consistent across all iterations of it, there is consistency in the rules that make up the world of the FableVerse and its geography.

1. The landmass itself is a supercontinent, akin to a pangea, with a handful of small islands rotating around it. Surrounding this landmass is an otherwise endless ocean.
 - 1.1. While the shape of this landmass may shift around and change, as with the exact number of islands surrounding it, there is only ever one supercontinent in this world.
2. If you were to draw two perpendicular lines, one horizontally and the other vertically, across the center of the landmass you would divide the world into quarters. Each quarter of the world is a different season.
 - 2.1. The upper left corner is summer.
 - 2.2. The upper right is spring.
 - 2.3. The bottom left is fall.
 - 2.4. The bottom right is winter.
3. Rather than the seasons changing, the landmass itself will move and change.
 - 3.1. This movement is not observed or recognized by any inhabitants of the world. You will never see a tree or river moving across the ground.
 - 3.2. It is more accurate that if the story being told at the time requires a forest to be a part of the setting, then a forest will have traversed across the world to appear.
4. There are things called Landmarks that behave differently in this world. There are two types of Landmarks. Minor Landmarks and Major Landmarks. Landmarks are things that force some level of consistency in the world.
5. The more people who know something's location relative to them, the more likely it is to become a Minor Landmark.
6. Minor Landmarks are very common. They stay in the same place relative to other minor landmarks.
 - 6.1. An example would be a bunch of buildings that make up a town. This collection of buildings will move all around the world but the buildings will all stay near one another. Minor landmarks are not limited to just buildings. For example if the town has a giant tree in the center of it and everyone would notice if this giant tree went missing. It would become a minor landmark too

and travel with the town around the world.

- 6.2. The traversal of a town across the world is how seasons would change. When it's time for things to warm up and summer to arrive, this is not due to weather patterns or the rotation of the planets. Instead a town will simply move to the summer quadrant of the world.
 - 6.3. Time is very loose. There is no set number of days that have to pass before the weather changes. The group consensus and expectancy for the weather to change is what drives the town to move. When a town full of people expect it to start getting colder the town will begin moving towards the colder part of the world. This is all done subconsciously, as a town cannot will themselves into a new season.
7. When enough people know of a Minor Landmark it becomes a Major Landmark.
 - 7.1. Major landmarks do NOT move. They stay put in the world as things move around them. This is due to the fact they are known by so many it is to the point that if it moved around this would create observable inconsistency.
 - 7.2. For example if you have a town known far and wide as the holiday themed town, where a jolly individual happens to live and gives out presents; that town is at risk of becoming a major landmark and would be stuck in place on the map.

This inconstant environment makes mapping out the world of the FableVerse a difficult task. It begs certain questions such as, "How do addresses work in this world?". We need look no further than a simple childrens nursery rhyme. 'Over the river and through the woods, to Grandma's house we go!'. This is exactly how one would know the address to a location in this world. Addresses are relative to known locations and listed as a set of instructions.

A citizen in the world of FableVerse would be cautious when giving away their address and it is widely considered to be quite rude to give away someone else's address on their behalf. This is especially important because there is an inherent risk when too many people know someone's address (See Rules 5, 7 & 7.1). However these risks are not known by anyone within the world. FableVerse works off of assumption and subconscious thought. It is impossible for a citizen of the world to comprehend these rules let alone even be aware of them.

HOLIDAYS

Harvest Feast
Spooky Night
Giftmas
Egg Festival
Summer Fest

DRUGS & ALCOHOL

Coming soon.

RELIGIONS, CULTS & FACTIONS

Werewolves, and for that matter, the Predators that came before, are not a commonly known topic rarely spoken of to your average prey. So few know of the true rumors of The Ancients and virtually no one knows of werewolves as anyone who has seen one rarely lives to tell the tale. Those who speak of Predators do so revering them as Gods. This is the closest the FableVerse gets to having a religion. Though there are countless religions, cults and groups out there, the largest and most prominent ones are listed below:

- **Flock of the Big Bad Wolf** - It is the belief of the Flock that there was one predator, not many. Most likely this predator was a wolf and this wolf was indeed the one that created all prey. While this wolf was around, everyone slept and when the wolf left everyone awoke. Being asleep is a gift and we are reminded of this gift every time we dream. Someday the wolf will come back and put the whole world to sleep. Where everyone will dream in peaceful bliss forever as their physical bodies are eaten away, no longer needed.
- **Followers of The Immortal One** - Followers believe the Immortals existed and that only one remains now. The fact one prey ascended to Godhood means anyone else can. This group is usually popular among criminals and other prey that lives in the darker sides of the FableVerse. Doing anything illegal is often seen by the Followers as ways of showing strength. To take what you want, harm others and enact violence is to act like a Predator. The extremists might even go as far to kill and eat other prey. Believing if one wishes to have the strength of a predator, they need only activate it by living as one.
- **Heralds of Paradise** - Heralds warn us of 'the end of days'. Often viewed as a cult by some, and an annoyance by most. Paradise is another word for Armageddon to the Heralds. It is the belief the predators existed, but it's not clear what they did. What is clear however is that they brought about peace with that peace came the end of the predators. The same belief shapes their opinion of the Immortals. They existed and served some purpose but what that purpose was doesn't matter. So too did the Immortals bring peace and with peace came the end of their kind. They know the prey they see around them day to day exists, and right now if they let peace come to the world, there comes with it the end. This is why members of this group can often be seen holding signs about the end of the world. Standing on street corners screaming in your face. They do this because this causes the most chaos and upsets the most people. They want people to be upset and riled up, because so long as chaos is in place there will be no peace. No peace means paradise will never come.
- **Worshippers of the Deep Waters** - There are those who choose to worship the sea and its endless mysteries. Whether they wish to gain the same power their Gods had by appeasing more ancient deities of the dark depths, believing that to be where true power came from or they are your humble family who merely pray over dinner to an endless ocean they don't fully understand, the

Worshippers of the Deep Waters come in many different forms. Some of the extremists even go as far as drinking ocean water. Believing the deliriousness they experience is actually visions of the Ancients trying to communicate with them. Your average Worshiper is relatively harmless, caring more about an incomprehensible ocean than causing others misfortune. That is not to say this group isn't dangerous, for if you keep trying to get the attention of Ancient Deities unknown, you might just accidentally succeed. That is believed to be what happened once, the Worshipers got the attention of one of these fabled Ancient Ones, and in doing so, uncovered a way for prey to gain access to magic.

- **The Harvesters** - The furthest from any religion or cult, this group's ideals are not grounded in belief, faith, or stories of the past passed down from older prey. A Harvester is a prey who has figured out how to harness and use the magic of the Predators. When the wolves cast their souls out of their bodies, not all of them found new bodies. The Souls unable to find a host and forced to wander the land were scattered and scarce. Existing as pure vessels of powerful magic that until fairly recently existed unnoticed. It was thanks to the Worshipers of the Deep Waters that they discovered a ritual, one of unknown origins whose magic was far older than any predator magic. Performing this ritual allowed a prey to absorb the magic of a wolf's soul into their own body, granting them the magical power as if it were their own. Of course, this only granted them the power, not the soul itself. Just as the Enlightened were able to grow strong from eating the flesh of a predator despite being without a soul, so too can any prey wield magic without having a soul of their own provided they know how to absorb the souls of the wolves. Often these prey find themselves corrupted and never fully in control of the magic they possess, due to the fact they lack the needed soul to properly wield this stolen magic. The more magic a harvester attempts to gain the more they are corrupted and twisted. The most powerful Harvesters will barely be recognizable as the wicked magic will have twisted their form into that of an abomination.

Though all of these groups get some parts right and some parts wrong, your average citizen of the FableVerse is most likely not going to believe in anything. Your average happy-go-lucky family most likely wouldn't be religious or feel the need to associate with these groups because again a majority of the population is blissfully ignorant to the world around them. Specifically those that are happy-go-lucky have little to no concept of dying, an afterlife, or even questioning their own purpose or existence to begin with. As religion in a world without natural death, is seen more like historians who worship the past to better predict the future.

MUTATIONS, CURSES & DISEASES

There are multiple ways one can find their form changed or mutated in the FableVerse. This section aims to help clarify the distinct variations of how a prey may find themselves transformed and what those transformations look like:

- **Mutated**- The use of magic in the FableVerse is more often than not a dangerous gamble, where the caster loses more times when they win. Their volatile magic is virtually uncontrollable without a soul and using it too frequently or using more advanced spells corrupts the body of the caster, physically mutating them. Everything from extra limbs to the loss or gain of eyes, mouths, and various other organs can occur. In extreme cases dramatic shifts in the lengths of these

appendages may also take place. These abominations are most commonly seen among the highest ranking Harvesters.

- **Turned**- Those few prey who find the soul of a wolf bestowed upon them will ultimately undergo a transformation. There is the more obvious transformation that reshapes the entire prey's form into that of a bipedal wolf, with scarce attributes of their previous form present. Then there is the lesser change in appearance, always present regardless of form. Sharp fangs will grow in place of the prey's former teeth as well as reddened irises forever tainting the eyes. If the prey was rodent and or otherwise had claws previous to becoming a werewolf, they will be both more pronounced and much sharper post turning.
- **Drowned** - There is a reason it is known by all that one does not enter the open ocean. Doing so is fatal to most. The unlucky ones who survive and dare return to shore will find themselves no longer reminiscent of their previous form. Otherworldly appendages will grow out of these poor creatures turning them to alien nightmares. Writhing tentacles, barnicoles, hard shells and gills will appear on the body. It is believed the most devout Worshippers of the Deep Waters will willingly warp their forms in vain attempts to catch the attention of alleged ancients of eons past.
- **Afflicted**- In the FableVerse disease and illness is none existent. Or rather, it exists but not in the way you may think. Germs and bacteria have no place in this world, so when a prey falls sick or ill the cause has less to do with microorganisms and more to do with superstitious curses and or hexes. Spilling salt or breaking a mirror have far more dire consequences in the FableVerse than 'catching the flu'. Prey still refers to those affected by these ailments as being 'sick' and treat these cases as we would treat actual illness in our real world. The symptoms can vary from high fevers and the shakes all the way to greying skin and black ichor leaking from the facial orifices. 'Cures' or 'Medicine' in this world can be as simple as four leaf clovers and lucky horseshoes. Sometimes though, all one can do is just wait out the curse as you hope it runs its course and doesn't spread to anyone else.

MAGIC

Magic has always run deep through the world of the FableVerse. From its origins in the deepest depths of the ocean, to what remains of it scattered across the land in the present. For all its capabilities and virtually limitless uses, there are only two kinds of Magic.

There are many names for these two kinds of magic; Light vs Dark. Creation vs Destruction. Some may even go as far to call it Good vs Evil, if one could even fall for such a joke that is morality. Alas, these labels are not entirely accurate. Perhaps no perfect label exists, but if one were to try to define this magic as accurately as possible in single worded labels; perhaps Affect vs Absence would be most accurate.

This first kind of magic; Affect, is the magic of change, creation, addition. Where there was nothing, now exists something. For example, the creation of life, something done by the Wolves when they created the denizens of the world, known as Prey. Other examples of Affect magic are, but not limited to; turning a small breeze into a forceful torrent of wind. Changing another's state of mind to magically charm them. The manifestation of fire. Yes, fire can be

used to burn away something, but the act of burning is just the simple nature of fire. The creation of the fire itself is where the use of magic is applied.

The second kind of magic; Absence, is the magic of stagnation, void, subtraction. To revert back to the status quo. While some may think this kind of magic is only defined by its uses of anti-magic spells, they would be both mistaken and severely limiting their own magical capabilities. For there is a form of creation to be found in this kind of magic. Though not in the traditional sense. For example, the creation of ice based spells. One can not create coldness. Cold is what is left when you remove all heat. Just as darkness exists as a response to the lack of light. Death is the absence of life. Anything that is created through the process of removal, falls under this domain of magic. Other examples of Absence magic are, but not limited to; Magically induced silence, the power of levitation, purifying toxins from a source.

While anyone can gain access to magic, those without souls of their own will find harnessing this power to be a difficult task. It doesn't make magic use impossible by any means, just that magic itself is unstable. There is always the chance a spell can backfire.

Being that there exists two categories of magic, it should come as no surprise there are currently only two known ways one can tap into the magic of the world. Either through harvesting the lingering souls of Wolves to gain access to Affect magic. Or by channeling the much older magic of Absence, through the use of ocean water. Most often those who chose to practice magic often dabble in both categories, as Absence magic is needed to harvest the souls of Wolves in the first place. However, given the massive difference in abundance of resources when it comes to ocean water versus Wolf Souls, more often than not, practitioners of the arcane will limit their use of Affect Magic in lieu of Absence.

TECHNOLOGY

The FableVerse exists in an anachronistic time period. The blending of magic and technology allows for the existence of electronics and devices to be present independent of the advancement of civilization. However, the overindulgence of science fiction in terms of futuristic gadgets should be limited. When deciding whether or not an item exists it is important to ask 'Does this item fit the aesthetic of a children's book' and not 'Does this item fit the time period?'

It is also possible for some items that have multiple purposes in the real world, to exist in the FableVerse missing one of those purposes. For example, a bicycle exists in the real world as both a child's toy and as sporting equipment. In the FableVerse such an item can exist as a child's toy, but the prospect of BMX does not.

GHOSTS, GHOULS & MONSTERS

Coming soon.