

## How this works

Each region of the world has a general description (\*\* some still pending as we research!! \*\*), but not all countries do. This is because we definitely don't have characters from every country in the world and would prefer to leave it up to a mun with a character from a certain place if they would like to flesh out that country! Some countries are listed on here despite not having characters from them simply because certain muns are knowledgeable of the area. For instance, Pet has family in Croatia and Montenegro so she chose to write the descriptions of those areas despite the fact we don't have characters in play from those countries.

If you're interested in writing about a specific country, please message the admin team! We'd love to expand our world :)

## EUROPE

### The British Isles

*Includes the United Kingdom and Ireland*

The UK is a place that much of the world has modeled their magical laws after (or, y'know, have been forced to adapt the same ones). Taking a rather middle-of-the-road stance, England (and Scotland and Northern Ireland) have restrictions on the kinds of employment Magicks can hold (barring them from things like the military, medical fields, and government positions). Magic cannot be practiced in the open, but may be practiced discreetly in private residences and clearly labeled business, which must have a permit. Read the [in-depth policy](#).

#### **The Republic of Ireland:**

One of the biggest sources of tension between Northern Ireland and The Republic of Ireland is their differing views on magic and the border between the two is the scene of a lot of violence. The Republic of Ireland clings to their ancient ideals and traditions instead of (what they consider) forsaking their views for a more English way of life. In fact, several Irish elves hold important office positions. Magic is practiced freely throughout the country with minimal laws (which are only in place to protect both Magicks and Mundus.)

#### **Mona:**

Mona is a small, isolated island off the coast of Wales near Cardiff. It is currently hidden from the outside world by a complex spell that was put into place nearly 1000 years ago; the island cannot be found through radar or satellite technology and its existence is unknown to all except those who live there or hail from there. You can learn more about the Isle of Mona [here](#).

### Northern Europe

*Includes Finland, Norway, Sweden, Iceland, and Denmark*

Northern European countries are quite accepting of magicks, with many Scandinavians claiming that Roskilde was one of the first unofficial magic-friendly towns. Many famous sorcerers have come from Scandinavia, and they have a high population of Winter Fairy Colonies. Most still follow the magic-friendly town rule, though Sweden recently "legalized" the practice of magic as long as you are

registered as a magic-user. Roskilde and Christiania in Denmark and Arendelle in Norway are known Magic Friendly towns.

**Iceland:**

Quite magic-friendly on the whole, there are a few frost fairy colonies scattered throughout and many magical creatures. People may practice magic openly within reason.

**Greenland:**

Greenland contains a magic community of mostly sorcerers—concealed, you may only enter it if you're brought by someone who has been there before and can only find it if you have already been; there are other magic-friendly towns scattered throughout.

**Norway:**

Norway is relatively friendly to Magicks, though this varies by region. Rural regions are home to the Northuldra people, among whom elemental magic is common and accepted. In cities and suburbs, magic is more regulated and Magick rights are frequently debated. Arendelle, one of the most well-known Magick-friendly cities in Norway, was a haven for Magicks for many years, especially given its proximity to the Norsjo Pixie Hollow. However, ties to the Magick community fractured starting in the early 2000s under the Sommers administration and especially after the destruction of the Pixie Hollow. Now, Magicks in Arendelle struggle to protect their rights and the city has seen many Magicks move away in recent years.

## Western Europe

*Includes France, Germany, Switzerland, Belgium, the Netherlands, Austria, Hungary, and Luxemburg*

These countries have, historically, been very conservative about magic, the lingering effects of the church's influence felt throughout. The Dark Ages in particular saw the Catholic Church executing many Magicks and driving them to other regions of the world. Recently, many have started to tentatively allow Magicks -- though usually they must be registered with the government. Nevertheless, Ingary, a sorcerer-only city-state in Europe, is nestled in the Alps.

**France:**

France is probably one of the strongly opposed magical countries in Europe. They do not look upon magic fondly (and are rather frightened about it on the whole.) As such [Cygne](#), France's only official Magick Friendly community, is very hesitant to allow Mundus within its borders.

**Germany:**

Has a rather conservative view on magic. Everyone who has magic must be registered with the government. If you are registered, there are places where you may practice (within private residences and specifically permitted areas).

**Austria:**

Has a rather conservative view on magic. Everyone who has magic must be registered with the government. If you are registered, there are places where you may practice (within private residences and specifically permitted areas). [Knobelberg](#), located in Austria, is a small Magick Friendly Town mainly populated by shapeshifters.

**The Netherlands:**

Rather magically friendly, most places in the Netherlands have an open opinion on magic. Of course, there are some places where it can be practiced more freely than others, but the general

consensus is friendly towards magically-inclined people and creatures. (Excluding “unnatural” magic such as vampires and werewolves.)

**Ingary:**

A city-state in the Alps settled by sorcerers, Ingary has a dominant sorcerer majority. As such, the culture revolves around magic. Ingary was originally a sorcerer-only community throughout ancient times, but opened its doors to other Magicks during the Dark Ages, then to Mundus sometime in the Renaissance. [Read more here.](#)

## Southern Europe

*Includes Spain, Portugal, Italy, Greece*

A region divided. Some of the strongest European magical traditions come from Southern Europe -- as well as some of the strictest policies that other European nations modeled. Prior to the Dark Ages, the Greek and Roman empires flourished with magic. There are still traces of this throughout the region, though more religious Mundus are highly cautious. Southern Europe is also home to many famous magical sites, drawing many magi-archaeologists to the region.

**Spain:**

Spain follows England’s example. Magic users must be registered and may practice privately. It is frowned upon to speak openly about magic or to practice openly. (Exceptions include certain country celebrations.)

**Portugal:**

A bit more open than Spain, with more places where practicing openly is allowed, but not much. Magic users must be registered with the government.

**Italy:**

The Italians have a very contentious relationship with magic. Once, the country was heavily influenced by magic, but after the rise of Catholicism, magic was pushed away. Several people have fought back and continue to fight against oppressors. Laws are constantly changing back and forth as new politicians are voted in and out of office, usually falling in line with the current Pope’s influence. Places like Rome are the site of frequent magic protests. The roads of Rome once poured with magic, but now the city falls under Mundus powers. Florence, however, is still Magick-Friendly.

**Greece:**

Most of Greece practices magic rather openly, though it is highly regulated. Many people are very superstitious and regard old ruins as extremely magical sources of power. The Temple of the Muses resides here (though hidden by enchantments.) One of the most famous communities of sorcerers, Piperi Island, is nestled on the coast.

## Eastern Europe

*Includes Russia, Poland, the Baltic States (Lithuania, Latvia, Estonia), Belarus, Ukraine, Slovenia, Slovakia, the Czech Republic, and Moldova*

Eastern Europe tends to be very conservative when it comes to magic. After the Russian Revolution -- with many Mundus blaming the influence of sorcerers and other Magicks in court on their poor conditions -- magic was outlawed in many parts of the Soviet Union. Unfortunately, this belies the rich magic tradition in Eastern European countries, which historically have been some of the safest places for “dark Magicks,” like vampires, unseelie, werewolves, and others, as they fled from Western European countries

and the influence of the Catholic church. With the crumbling of the Soviet Union, Magicks have slowly, tentatively begun to fight for more rights, though places like Russia still remain conservative.

**Russia:**

Though the country boasts a rich, magical tradition, basically all magic was outlawed with the Soviet Union, as many Mundus revolutionaries blamed the high status of some Magicks as the reason for their oppression. Russia still has many magical communities tucked away in the vast expanse of its countryside, though in urban areas, Magicks continue to fight for their right to practice -- and in some cases, even to exist.

## Southeast Europe

*Includes Croatia, Serbia, Montenegro, Bosnia and Herzegovina, Kosovo, Albania, Romania, and Bulgaria*

Magic never really went away from the Balkans -- even when under Soviet influence, even when the Catholic Church loomed over. These countries adopt perhaps the most lax policies in Europe, save for Scandinavia. Former Yugoslavia was notable for being a satellite state of the USSR that did *not* persecute Magicks, though more limitations were imposed than before. Nowadays, some areas still remain influenced by Western Europe or Eastern Europe, but a few countries boldly follow the traditions of yesteryear, allowing not just sorcerers, fairies, and Gifteds, but what are traditionally considered “dark Magicks.” With little restrictions, however, comes little protections and some governments have turned a blind eye to discrimination against Magicks. Turmoil in the region during the 1990s was particularly bloody for both Mundus and Magicks.

**Croatia:**

One of the more conservative countries in Southeast Europe. Magic cannot be practiced in public areas. Joining the EU has only heightened the scrutiny on “dark Magicks.” Still, the coast of Dalmatia is riddled with pockets of vibrant, thriving magical communities...Pixie Hollows nestled in the rocky islands, sorcerers who practice in isolation, mermaid kingdoms below the Adriatic... you just need to know where to look...

**Montenegro:**

The wilds of Montenegro reject any Western European regulations and look to the traditions of the old. They laugh in the face of a registry, though that also means no protections in place when it comes to dealing with discrimination. Montenegrins are notorious for taking matters into their own hands when it comes to dealing with vampire attacks and similar incidents.

**Romania:**

Romania is one of the most Magick-rich countries in Europe -- and perhaps even the world. Primarily populated by sorcerers and Gifteds, Romania is notable for also being a haven for vampires, werewolves, and unseelie. Mundus politicians try to regulate the practice of dark magic, but most of them are scared.

## ASIA

### East Asia

*Includes China, Hong Kong, Taiwan, Japan, South Korea, North Korea, and Tibet*

Magic was once thoroughly integrated into East Asia, through rapid industrialization in the 19th century -- as well as the colonial influence from European forces -- have made some magic obsolete. Contention rises from a rapidly industrializing world that feels held back by antiquated traditions, though many will

argue it is the magic and traditions that have allowed East Asia to flourish. In its most extreme versions (ie, North Korea), Magicks are persecuted and oppressed.

**China:**

Magic is a big part of Chinese culture, to the point where historically most Mundus worked closely with sorcerers in issues of health, finance, and community. As China industrialized, however, many Mundus pointed to magic as a force holding them back. This was only fueled with Western influence. During the Mao Zedong rule, Magicks were actively sought out and imprisoned. Nowadays, while many dark Magicks (vampires, werewolves, etc) are still prosecuted, fairies, sorcerers, and Gifteds tentatively live alongside Mundus in cities (though they are heavily monitored by the government). In the countryside, however, magic flows freely and is a huge part of cultural ceremonies. The Order of the Dragon has a strong presence in China and continues to fight for rights for all Magicks.

**Japan:**

In the cities, magical rights have been overshadowed by huge technological advancements which tend to combat magical ideals. More so than in China, magic is often looked down upon by urban dwellers and Mundus heavily involved in industry. In the countryside, however, magic is still highly revered, with many old Magick families that can trace their bloodlines way back. Magic exists around temple sites and other magically inclined places. Laws are lax about magic, but it is frowned upon in major cities where technology rules. Still though, you can find pockets of intense magic in cities where some traditionalists hold to magic tightly. Mundus still seek out magic solutions, though it is less integrated into daily life in urban areas.

**North Korea:**

Strictly anti-magic. Anyone found practicing magic is imprisoned on sight, with “dangerous” Magicks (vampires, werewolves, shifters) executed. The lowest population of Magicks in the world.

**South Korea:**

In larger cities, magic may be practiced in the appropriately regulated places and kept behind closed doors. Mundus have a fear and respect for Magicks in equal measure, with some people falling on either side of that spectrum. General feeling is wary but out of sight, out of mind. Sorcerers are more accepted than fairies, which makes South Korea a bit of an outlier as it is more often the opposite.

## South Asia

*Includes Afghanistan, Bangladesh, Bhutan, India, the Maldives, Nepal, Pakistan, and Sri Lanka*

Superstition in South Asia comes both from local tradition and colonialist influence. Already suspicious of shapeshifters and other “dark” Magicks for being unnatural, the region’s fear of magic only heightened with British Imperialism. Nowadays, South Asia is tentatively allowing for more Magicks, though fear of shapeshifters still persists.

**India:**

India has many superstitions concerning shapeshifters and other Magicks. Because of this the general attitude towards magic is an intense fear, and there are very few openly practicing Magicks. Communities like the Vaaghs are hidden within the forests and do not reveal themselves to the general public.

## Central Asia

*Includes Mongolia, Kazakhstan, Kyrgyzstan, Tajikistan, Turkmenistan, and Uzbekistan.*

At the crossroads of Europe, China, and The Middle East, Central Asia's views on magicks are varied as the cultures and food traditions in the region. Attitudes toward magic in Central Asia comes from a mixture of local traditions fed by folk beliefs and Islamic influence and lingering Soviet Era anti-magick attitudes. Turkmenistan is the harshest overall country on magicks, whereas Mongolia is the most relaxed among them. Large swaths of the land in this part of the world is populated by very few people, so these rural areas often develop their own culture and norms around interacting with magic than the urban areas. Sometimes they're more conservative but sometimes the local human and human-adjacent (faeries, elves, etc) magicks of the area are important parts of the community and locals are more relaxed.

### **Kyrgyzstan:**

Kyrgyzstan was once a place where magic was practiced openly. Despite being geographically isolated by its highly mountainous terrain, as part of the Silk Road, Kyrgyzstan had all kinds of magicks and mundus alike passing through for centuries. It was during and after periods of conquest by larger regional powers that magicks experienced periods of greater restriction. Opposite to many places in the world, rural areas of Kyrgyzstan are much more lax on magicks than cities such as the capital of Bishkek. Only about one-third of Kyrgyzstan's people live in urban areas and some families in Kyrgyzstan maintain a seasonal semi-nomadic lifestyle. The rural and nomadic populations are more culturally decentralized in their attitudes toward magicks. Pixie hollows and other magick enclaves and their sovereignty are generally respected. However this can change on a dime if land developers or foreign investment have interest in the land these populations live on. Despite the stigmas that exist in Kyrgyzstan's capital, if a sorcerer wants to actually make any money with sorcery, they have to move to Bishkek because there's actually clientele there— unless there's maybe 1-2 other sorcerers selling services in their rural town, but even then. This makes the inter-magick relations incredibly disjointed as sorcerers, fairies, gifteds, elves, and others struggle to live among each other in large enough groups to build inter-community solidarity. And in many rural pockets of the country the magicks there see no need. Life is good for them, what do they care about the city?

### **Turkmenistan:**

Turkmenistan's dictatorship is rather oppressive of magic. You will probably not see magic used publicly and sorcerers have to offer their services covertly. Fairies from hollows within Turkmenistan's borders don't really venture outside of their forests as the hostility gives them little interest in doing so. Gifteds likely wouldn't disclose their status as magicks readily.

## **Southeast Asia**

*Includes Cambodia, Laos, Myanmar, Peninsular Malaysia, Thailand, Vietnam, Andaman and Nicobar Islands (India), Brunei, East Malaysia, East Timor, Indonesia, the Philippines, and Singapore.*

Southeast Asia is a region of balancing contrasting views. The region has always been distrusting of unnatural, dark magic; colonialist influence has only increased these views. As the countries in this region have reclaimed more of their history from European powers, they've started to reintegrate sorcerers, fairies, and other Magicks into their traditions. However, there is still high unease and superstition when it comes to "dark Magicks," who are often shunned for being unnatural. Some countries are more open to the types of Magicks who are welcomed (this usually has something to do with how influenced the area is by the West).

**Cambodia:****Singapore:**

A Magic-Friendly city-state. Originally colonized by Britain, Singapore started out as a Magick-Friendly city in the British tradition, before declaring independence and finding its own path. Adopts a strict registry, with vampires, werewolves, and certain other Magicks completely barred from the country, but allows those registered to practice freely. [Read more here!](#)

## Northern Asia

*Includes Siberia*

**This section is under construction -- please contact the main if you have any questions!**

## The Middle East

*Includes Bahrain, Cyprus, Iran, Iraq, Israel, Jordan, Kuwait, Lebanon, Oman, Palestine, Qatar, Saudi Arabia, the Syrian Arab Republic, Turkey, the United Arab Emirates and Yemen*

The region tends to take a conservative approach to magic, though some totalitarian regimes have cracked down on Magicks with higher scrutiny than before. Political turmoil makes attitudes towards magic inconsistent, but as a whole, the region is cautious. Many blame the influence of the West on the new attitudes towards Magicks, though superstition percolated throughout the region even before colonialism. Nevertheless, while the Dark Ages in Europe all but shut out Magicks, the Middle East flourished with magical culture and discoveries. Some look to reclaim that once and for all. In certain areas, magic is revered in the forms of ancient sites and temples; where djinns roam and other mythical creatures are respected and left alone. Many of the countries in this area have a high amount of magical objects hidden within them that draw magiarcheologists from all over the world.

**Turkey:**

Major cities like Istanbul lean more progressive, and several rural areas have locally good relations with their pixie hollows, but the actual practicing of magic within the country is generally taken very seriously. You may practice behind closed doors and talk about it openly, but magic is not seen on the streets except, perhaps, during special celebrations. Magic was more openly practiced during certain periods of the Ottoman Empire, though restrictions were stricter on non-Muslim ethnic groups. The sultans often had court sorcerers, and divination and astrology have remained popular in modern day Turkey. Conditions have gotten more fraught for magicks in the last twenty-five years.

# AFRICA

## North Africa

*Includes Algeria, Egypt, Libya, Morocco, Sudan, Tunisia, Western Sahara*

Once one of the most magically rich places in the world, North Africa currently takes a very conservative approach to magic. Exact attitudes towards Magicks vary by country, with general political unrest heightening existing tensions. Certain countries are more open to Magicks than others, with Egypt tentatively embracing its once flourishing magical culture, but because of political instability attitudes shift constantly.

**Tunisia:**

## Southern Africa

*Includes Angola, Botswana, Eswatini, Lesotho, Malawi, Mozambique, Namibia, South Africa, Zambia, and Zimbabwe*

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### **South Africa:**

The exception that proves the rule. South Africa is still heavily tense when it comes to magic. European colonizers are fiercely against openly practicing magic, but Africans, both Magick and Mundus, believe that they are simply ignorant. Just a few decades ago, the protests were fierce, but with more lenient magic-friendly leaders, the tides turned and though still heavily segregated, magic is practiced in many parts of South Africa freely.

## West Africa

*Includes Benin, Burkina Faso, Cape Verde, The Gambia, Ghana, Guinea, Guinea-Bissau, Ivory Coast, Liberia, Mali, Mauritania, Niger, Nigeria, Senegal, Sierra Leone, and Togo*

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## East Africa

*Includes Tanzania, Kenya, Uganda, Rwanda, Burundi, South Sudan, Djibouti, Eritrea, Ethiopia, Somalia, Mozambique, and Madagascar*

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## Central Africa

*Includes Angola, Burundi, Cameroon, the Central African Republic, Chad, the Democratic Republic of the Congo, the Republic of the Congo, Equatorial Guinea, Gabon, Rwanda, and São Tomé and Príncipe*

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# THE AMERICAS

## North America

Many Magicks fled persecution in Europe in order to find new life in America and North America likes to tout that it is very Magick Friendly. They forget, however, that many extreme anti-Magicks (the Puritans in Massachusetts, for instance) also came to North America; that European Magicks and Mundus alike nearly eradicated First Nations traditions; and that the entire continent was basically built on the backs of slave labor. The result is a region that is still torn by conflicting ideologies, one that promises freedom and acceptance but denies its bloody past inherently built on discrimination.

### **Canada:**

Canada is not quite as open to the United States and Magicks must register, but they also have anti-discriminatory laws and plenty of places where magic can be practiced legally as long as it is properly regulated. The result is that all Magicks are allowed and protected, provided they do not harm people -- if they register with the government.

### **The United States:**

A safe harbor for Magicks persecuted elsewhere, the USA is heavily populated with Magicks, though that doesn't mean they are accepted everywhere. Federal law states that Magicks do not



have to claim their status (unless applying for certain positions, ie—doctors, law enforcement, government officials, etc), but anti-discriminatory laws are left to a state's discretion. There are places more open to magic, such as Northeast and the West Coast, and places which are heavily against it, such as the Midwest and the South (though within these communities are also pockets of tolerance.) Unlike most of Europe, the United States' greatest sanctuaries for Magicks tend to be large, urban areas. Cities like New York City, Atlanta, San Francisco, and more are specifically designated as Magick Friendly. While the United States boasts proudly of how it accepts all Magicks, many citizens know that reality is quite different. Growing anti-Magick tensions have only increased in recent years.

- Some smaller Magick Friendly towns: [Gravity Falls, Oregon](#); [New Mushroomton and Detroit, Michigan](#); [San Fransokyo, California](#); Plains View, Nebraska; Radiator Springs, Arizona; Silver Key, Florida
- Larger cities that are Magick Friendly: New York City, Philadelphia, Atlanta, San Francisco, Los Angeles, Portland, Seattle, Charleston (SC), Orlando, Baltimore, Santa Fe

### **First Nations:**

Since First Nation Reservations don't function under federal, state, or province law, rules on magic vary from reserve to reserve (and even within tribes within reserves) but the general consensus is that magic is perfectly allowable, as long as it is respected and used properly.

## **Central America**

*Includes Belize, Costa Rica, El Salvador, Guatemala, Honduras, Mexico, Nicaragua, and Panama*

The beliefs from ancient ancestors were handed down and continued to be prevalent throughout Central America. In some countries, magic is a bit more regulated, but for the most part, Magicks are not persecuted outside of isolated incidents.

### **Mexico:**

The country is open to magic, mostly because people who are descended from races such as the Mayans have a heavy prevalence of sorcery. Astronomy is also a big part of Mexican sorcerer customs, and it is an important element to prophecy, which is what they are famous for. Additionally, there are many magical creatures and beings that populate the Americas, though the sightings of them vary greatly as well as their reason for existing, and beliefs in *nahuales* (spirit animals) are widespread. Most of Mexico is rather open about its magic practices, with ancient Mayan sites the most heavily populated locations for Magicks. Mexico City has a colorful variety of Magicks throughout it, as well.

## **Caribbean Islands**

*Includes the West Indies, the Dominican Republic, Haiti, Cuba, the Bahamas, Jamaica, the Cayman Islands, the Virgin Islands, among others*

Most of the Caribbean islands have lax laws surrounding the practice of magic, though the type of magic that is acceptable wavers, since many are superstitious of "unnatural" Magicks. Some regions are still colonies and feel the effects of imperialism more than others.

### **Cuba:**

Cuba's views on magic have changed with time. It used to be an accepting place where Magicks could escape and live their lives normally among other Magicks and Mundus without fear. With the revolution and the dictatorship, the former safe place became a dangerous to live in if you had abilities, which made most of the Magick population leave the island in fear of what might

happen to them. Nowadays, Cuba is slowly trying to go back to the way they were, although it hasn't been as successful as they'd like it to.

## South America

This section is under construction -- please contact the main if you have any questions!

### **Avalor:**

A magical country in South America. It has always been open and accepting of all magic--including Vampires and Werewolves. Has a monarchy, currently a dictatorship since the rightful rulers were overthrown. Read more about [Avalor!](#)

### **Brazil:**

Brazil is really open about magic. Magicks are not forced to register and it is not uncommon to see them using their abilities out in the open. There are little to no laws concerning Magicks and, over all, Brazil could be considered a safe place for Magicks and Mundus alike. Pretty much all of the country is magic-friendly, but it is more common in those cities near the sea.

### **Colombia:**

Magic in most parts of the country is related to evil and darkness. Magicks in this country must be registered and are not allowed to openly use their abilities. The different carnivals celebrated along the year are the only moments when everyone is allowed to be themselves and come out of hiding. Places like the Sierra Nevada de Santa Marta mountains or the Amazonia Jungle are the most known of them, but almost every indigenous reserve in the country is magic-friendly, although visitors must be approved by the tribes' elders in order to enter.

### **Peru:**

Magic in Peru has always played a big role in the country's culture. It comes from their ancestors and they have kept it as an important part of their lives. There are little to no regulations for Magicks and most of its Mundus population lives in harmony with them.

### **Venezuela:**

Venezuela is highly against magic of any kind. There are small Magick groups that still live in the country, although not many, that keep their abilities a secret in order to not call unwanted attention. Before the dictatorship, it wasn't as bad, but it has never been exactly open about magic.

## AUSTRALIA AND OCEANIA

### Australia

Many Magicks were sent to Australia from England. That coupled with the Aboriginal people's open attitude towards magic means that Australia has a highly concentrated population of Magicks. In large cities, Magicks are registered and lightly regulated, but the general opinion is rather accepting. In rural areas, wild magical creatures roam free. Australia has some of the world's rarest magical creatures.

### New Zealand

A magical land. The population of Magicks outnumber that of the Mundus population. A place of giants and elves, the country is the backbone of many mythological stories. It is one of the few places rather untouched by Mundus influence.

## Pacific Islands

*Includes the Melanasian Islands, Micronesian Islands, and the Polynesian Islands*

European colonialism does still plague this region -- as well as lingering Japanese Imperialism -- but for the most part, magic has been such an integral part of the culture that even in areas still under British or American jurisdiction, it is still accepted and prevalent. In independent nations, Magicks are revered and celebrated.