

The Blooming Continent

The land our story takes place home of many nations, people, and natural wonders. This is just the beginning of our shared world and as your characters develop, more blank spaces will be filled in.

Religion

Deities of Dauthea are divided into two categories: Aspects and Divines. Aspects govern fundamental forces of the universe and there are only a dozen known currently.

- Youth of Starlight, aspect of love & hate
- The Great Dances, aspect of growth & decay
- Disharmonious Concordance, aspect of violence & peace
- The Bloodstained Dreams, aspect of pain & pleasure
- The Ethereal of Twilight, aspect of light & shadow
- Mystic Annihilation, aspect of order & chaos
- Rings of the Monolith, aspect of hope & despair
- The Cursed That Reached, aspect of fate & choice
- Ruthless That Forgets Agony, aspect of thirst & plenty
- The Librarian of Mirages, aspect of oath & abandon
- Agility of the Astral Vault, aspect of natural & artificial
- Uniform of Silence, aspect of travel & settling

Divines were once mortals before being worshipped after their death until they were given some divine power to share with their followers. Divines number in the hundreds and only have power for a single feature of the world, such as a race, a city, a culture, or even a household. Fiends are created when divines are corrupted via the worship of their followers or when the divines are forgotten they will attempt to survive by becoming terrifying beings of power.

Example divines: Xoiti, Queen of All Dragons; Anann, the Great Tactician; Markin, Demonlord of Swarms; Dalor Blazeheart, Founder of the Blazeheart Dynasty

Calendar

360 days a year, 12 months a year, 6 days a week, 25 hours a day. New year is traditionally at the beginning of the planting season. Number of days a month varies and at the end of each season there is a holiday that is not a numbered date.

Months: Months are from bastardization of the titles of Aspects. The length of the months is based on the movement of other planets in the solar system.

1. Yothh: start of spring
2. Twyla
3. Rooni
4. Deamce: start of summer
5. Cunkur
6. Ahilan
7. Fyrgat: start of autumn

8. Lopar
9. Rachi
10. Buold: start of winter
11. Vlut
12. Unnyt

Days of the week are based off the effect on the tides of the two moons

1. Jeztday: highest tide
2. Falkday: mid-tide
3. Nurday: low tide
4. Xaiday: lowest tide
5. Kybiday: low tide
6. Roskday: mid-tide

Years are marked starting from the beginning of the current era. Current Year: 1252 of the Awakening Era (AE)

The eras:

- The Elder Days: time immemorial, age of gods and miracles
- The Passing: fall of the Elder Days and the dark age that followed
- Phoenix Era: various peoples begin to rebuild and develop again
- Age of Dust: the dark age following the Phoenix Era, it is unknown what started this era
- Era of Wyrms: when dragons ruled the world and dragonborn and kobolds were created
- The Twilight Years: when mortals finally overthrew their draconic masters.
- Awakening Era: current era heralding an age of advanced scientific and arcane achievement.

Nations

- Freehold Consortium: An alliance of northern city-states that broke away after the civil war that become The Warring States.
- Queendom of Saris: Eastern desert and coastal nation known for that chosen sovereigns that are magically appointed to ensure they are good of heart.
- Republic of Tholia: Fledgling nation that just overthrew their royal family, the Mebets, in a bloody revolution.
- Blazeheart Dynasty: Ancient enduring empire along the western coast that is run by various dwarf clans.
- The Warring States: A succession crisis of the royal family of Vretanis resulted in a power vacuum that has turned into a continuous warfare and shifting alliances between warlords and wannabe monarchs.

Peoples

- Gerblins: A diverse race of small anthropomorphic mammalian people, most commonly cat, dog, or bat-like.

- Orcs: All female race after the end of The Last Horde and their divine Gruumush was finally abandoned for good. Highly diasporic, found in every corner of Dauthea and working towards a brighter more peaceful future.
- Dragonborn & Kobolds: Created by the Great Wyrms during the Era of Wyrms.
- Gnolls: Brutal hunters dominated by their tribe's matriarchs.
- Elves: Gender-fluid beings that relish a good time with any and everyone.

Geographical regions

- The Spires: Massive mountain range in the northern region of the continent.
- Roaring Steppes: Cold, vast grasslands dominate the center of the continent.
- The Southern Vale: Southern peninsula of the continent.
- Sarisian Desert: Eastern central desert.