

Ludanor

The Isles

Ludanor is an archipelago of ten isles. These isles take over an entire side of the World.

- Ludanor Isle - Ludanor Isle is the mainland, located in the northern hemisphere of the world. It houses mainly humans of the Lédin Empire, proud and advanced.
- Ilador - Ilador is the isle of Elves, considered to be the central of all magics. It is the second biggest isle of the group, widely divided in various kingdoms, mini-nations and landscapes.
- Eck - Eck is a barren isle, known only to house primitive creatures. The proud, isolationist Orcs live in these lands, housed underneath the surface inside great walls, fortresses and mines.
- Winder - Winder is the isle of sirens, victim to Ilador's chaotic magics. The inhabitants were once fish and it was rarely visited by fishermen. Now, these fishes were mutated by darker magics, the isle cracked into fragments. Various sirens now hold their home here.
- Alakâr - Alakâr is a lush forest, located at the equator. It is considered the third biggest isle, housed by various exotic animals. A subspecies of humans live here, adapted to the heat and bright sun. Many of the cities are mainly wooden, and from the lack of rock at the surface, stone buildings are rare.
- Khaldanîr - Khaldanîr is considered the great mountain. The few travelling dwarves speak of the great halls hidden inside the mountainside. It is widely considered as the most secluded isle of all.
- Brightland - Brightland is a small, remote isle closer to the northern pole of the World. It has few inhabitants, those being exiled humans. These humans have used their scarce knowledge of technology to create a limited, primitive form of an electric system, and walled up the entirety of the isle, claiming it is theirs. Their futuristic technology is hidden away from the public.

- Gemini - Gemini is a completely barren and lifeless isle. It is extremely hot, due to various coal deposits underneath the surface. It is located near Ludanor Isle. It was said to be an outpost of Dwarves a hundred years past.
- Pudnir - Pudnir is the fourth biggest isle of Ludanor, and is also known as the home of giants. These giants are proud, lazy and seem to be mostly primitive.
- Aldanar - Aldanar is the home of birds. It is located between Ludanor and Ilador. It is favored by both as a source of exotic pets and is widely protected by law. Hunting is completely forbidden in this isle.

The People

Humans - One of many common species in the mainland of Ludanor, the Humans are often fair-skinned and light-haired, living mainly in the northern hemisphere of the Ludanor island. They are a proud, isolationist species, mostly disliking Elves and Dwarves, only tolerating trade routes. They widely distrust magic and favor their technology and cunning over it; this does not mean that mages are completely unknown in Human lands. There are very few humans known to become mages, only to fall insane from its potency.

Elves - Elves are a diverse species. They are mostly secluded and masters of magic of all kinds. Despite being disliked for their pride, sarcasm and overly noble attire, they are often trusted loosely as healers and battlemages when in war. There are many provinces in elven lands, and many of the northern ones have strong diplomatic ties to Ludanor Isle. The provinces depend heavily on the magical attunement of the people.

Dwarves - One of the three “major” species, Dwarves are extremely rare outside of their home unless they have specific reasons. Either they are out on diplomatic missions, trade routes or exile. Exiled dwarves were considered casteless, stripped of armor, weapons and clothes (down to underwear), and their beard would be shaved down to an inch, signifying them to be childlike and untrustworthy. Dwarves favor Elves more than Humans, an amount of them utilizing magics to speed up the process of mining materials. They are known as the number one export of metals and minerals in the Ludanor archipelago.

Orcs - Orcs are lesser known but common, tolerated in all but elven lands. They abhor magic, have many conflicts with elves and are overall considered savage, despite their overall very successful military.

strategies. They have medium ties with Humans and are often hired as bodyguards, mercenaries and guardsmen.

Sirens - Sirens are a lesser common species that stay on the fractured Winder. They were once primitive animals, twisted and turned by powerful magics to become sentient. They have no concept of honor and tend to do nothing more but bother sailors. Sirens are exclusively female and are considered immortal. They are known as silver tongues and stereotyped as harlots with golden voices.

In Detail

- Ludanor Isle is a big isle, roughly 7,412,629km² in size. It is widely regarded as a continent, but is ruled as a singular country with many, many provinces. It is led by a main empire, named the Lédin (Pronounced leh-dinn) Empire, and has an estimated 12,981,700 inhabitants. The isle is temperate, the north being much colder than the south, the mountains in the north capped with ice and snow. The south is considered warm and temperate, with large coastal regions and shipyards. It is often visualized in three layers, from north to south: Ice>Forest>Coast.
 - The Humans of Ludanor Isle are widely considered a proud bunch. They are often stereotyped as snide, rude peasants, with an obvious divide between rich and poor. However, being one of the largest centers for commerce on this side of the World, Lédin's humans have had much equality in their riches. Many if not all inhabitants can afford a home or at least a plot.
 - The currency of the Lédin Empire is the Lud, a paper currency that was intended to replace the weight of a coin purse. The greatest and most prominent bank is the Empire's Reserve and is widely considered to be the most secure money-storing facility on the Archipelago.
- Ilador is a smaller isle and has an overall surface area of 1,100,881km². It is located to the southwest of Ludanor Isle and has a mountainous wall around the mainland, a long tunnel leading into it. It is split into various provinces, each of them attuned differently to a kind of magic. It is generally known that pure magic exists at the northernmost point, this one being also the capital, then splitting downwards in pairs of two. The first are the basic elements, being water, fire, earth and air, then a third pair of Life and Death magic.
 - The Elves of Ilador are considered to be a sniveling and annoying bunch. Many of the necromancers and life-magi (Dubbed as 'Zoimancers') are favored in both military and churches, the former even set to work in select few necropoli across ancient towns in the

Ludanor Isle. These necromancers would serve as custodians and janitors, utilizing their dark magics to quite literally reach out into the spirit world, formally requesting the dead to aid them in exchange for a chance at walking the world of the living again. These Necropoli are often considered haunted and wicked, especially at night.

- The currency of the Elven isle does not exist. Instead, Elves tend to settle agreements with enchantments and knowledge. All elves are considered naturally affinitive to magic.
- Eck is in the center of the archipelago, right in the equator. The isle, quite small in size at only 632,172km², is devoid of any life on the surface, other than various adapted animals such as snakes, crocodiles and scorpions. The Orcish race hides out in the harsh desert underneath the surface, allegedly taking inspiration from dwarves. These pale-skinned, 2.4-meter tall humanoids would spend most of their time forging weapons, armor and other utilities. They are widely recognized as masterful smiths.
 - The Orcs have no set currency and instead favor trading due to their inherent poverty. Few Orcs return to their homeland after leaving and are considered rich due to the lucrative pay they would get. Orcs are also known to be above average hunters.
- Winder was once an island, roughly 1277 years ago. Elven magi intended to test various spells on the uninhabited isle only to destroy it, the inhabiting pond-fishes turning into sentient, larger female creatures that would haunt the seas nearby to do nothing but bother, and occasionally even kill passing sailors.
 - The Sirens of Winder have no currency. They have no economy either. They are largely known to indulge in carnal pleasures and are considered to be “exotic and good-looking” by some sailors, and are also considered to be exceptional singers.
- Alakâr is close to the equator of the World, in the tropical zone. A larger isle with no mountains, Alakâr would be 212,591km² in size, covered in lush forests and wide coasts. The few inhabiting humans have been living in this isle for the past 1277 years and are descendants of exiled knights, families and criminals. Due to the lack of strong minerals close to the surface, Alakâr humans have to resort to wooden buildings, stone being very rare in the area and in turn a sign of status. They are known to share strong ties with Orcs, who occasionally docked in the area.
 - Alakâr has no known currency, but it is widely accepted that its inhabitants trade in either favors or materials. Alakâr humans are well-accepted leatherworkers, but do not export nor import anything.
- Khaldanîr is the great mountain of Ludanor. While considered the “great mountain”, it is actually a mountain range of five, dubbed the Five Sons of Khaldanîr. The greatest mountain rises to 11.6km in height, the second to 8.3 and the third to 5.2. These mountains, about 100 meters over their center, have a tall gate that would show the entrance to the Dwarven capital. The city

would descend many kilometers and is layered accordingly. The peak had been mined away, a tall plateau installed instead, which would honor no other than Khaldanîr, the first Dwarven king. The lower one goes, the poorer the inhabitants would get. The lowest level is a mine, dedicated to unveiling hot, raw minerals for exports.

- Khaldanîr uses the Coin as a currency, which equals to roughly 1.25 Lud. Coins made of bronze are equal to cents, silver coins are equal to a 1.25 Lud and a golden coin equals to 125 Lud. The Dwarven kingdom exports most of the raw minerals to many of the neighboring isles.
- Brightland has a surface area of 3,982km² and is considered the smallest isle of the Archipelago. Located in the very far north, it suffers from near inhospitable cold and its few inhabitants keep themselves sheltered in stone walls and dead wood. They have developed a primitive form of electricity but fail to publicize it.
 - Brightland uses the Lud as a currency.
- Gemini is a barren isle and has a surface area of 4072km². It is arguably small but holds many coal reserves that are now aflame, and beneath it is rumored to have a layer of solid diamond. The isle is close to the equator, but lacks any sand or lush forests due to its temperature, which is roughly 70°C on the surface.
- Pudnir is an isle to the west of Ilador. It has a surface area of 360,092km² and is home to Giants, who tend to avoid the public and live in serenity in their homes made of stone, caves or other things. They are quite protective and stand at roughly 4-5 meter tall, but some are reportedly 6 to 8 meters tall.
 - Pudnir has no currency. However, visitors are known to trade favors and tools for supplies with the Giants that inhabit the isle.
- Aldanar is a slightly bigger isle at around 3990km². It is between Ludanor and Ilador and is one of few trade routes between the Elves and Humans.
 - Aldanar uses the Lud. The Elves working there have adopted the currency for the sake of convenience.

Sentient Species

Humans

Humans are humans. There is nothing special about them.

Elves

Elves are a near-human species with longer ears, often very long hair and very saturated eyes of varying colors. They are usually the same height as humans (That being the average of 1.85 meters for men, 1.7 for women). They are often very slim and considered handsome by many. They have a natural affinity for magic and are often seen in occupations revolving around magic, whether it is a Court Mage, an alchemist, a healer or a keeper of the dead.

Dwarves

Dwarves are a humanoid species that is stocky and strong in nature. They are roughly .9 to 1.4 meters tall, and are incredibly muscular. They are often pale and have slightly bloodshot eyes that are commonly blue or brown in color. Their hair is normally black, brown or white. Dwarves are very fond of honor and are often willing to go past their racist and isolationist views if someone can prove their worth and loyalty.

Orcs

Orcs, similar to Dwarves, live under the surface and spend most of their time in cavern systems and underground towns. They stand at roughly 2-3 meters tall and have a pale skin, often fading to an ashen black. They are often seen with bald, shaved heads and sometimes with long, flowing hair. They are considered, relatively as strong as Dwarves. Orcs favor their smithing and fighting techniques above all and will take great pride in both. Orcish women are equal to men and often feel offended if not at a disadvantage if assigned to positions that weren't in their element. Female Orcs are commonly calmer and less ill-tempered, unlike their male counterparts.

Sirens

Sirens are a female-only species of amphibian humanoids that were created through magical influence. They lack any hair, instead having long tendrils or fins across their head, neck and back, along with angular, elven-like faces and yellow-glowing eyes. They speak in no accent, often sing and harass sailors.

Giants

Giants are a tall, primitive species with a bluish white skin. They often pride themselves with tattoos and tend to travel around their territories frequently. They speak Giantspeech, a primitive form of Commonspeak.

Gods

There are three Gods watching over Ludanor, each of them representing one part of life.

Life - The god of Life is a human-like, green skinned God that watches over all things living and creates life anew. They are known to create many immortal species, and are counterweighted by Death.

Death - The god of Death is also human-like, but often depicted as a skeleton, covered in robes or surrounded by dark smoke that holds it together. Death is responsible for easing the dead into the spirit world, bringing an end to all life to balance the World and is the patron of all Necromancers.

Magic - The god of Magic is formless, their body broken by the intense magical aura contained within their soul. They are responsible for the energy permeating the world and are the patron of Elves and all magi.

Mortality

All gods are immortal, omnipresent and invincible. They are thought to be war heroes and saints that had ascended to godhood for their powerful deeds. All gods are unkillable and are unable to directly contact the populus in most cases. The exceptions are few religious leaders spread across the World.

Origins

Humans

Humans were created by Life and Death as one of many attempts to create sentient, thinking beings. With Life volunteering to be the outer shell and appearance of the Human, Death chose to be the core that shall return to the soil at some point in time.

Elves

Magic, completely excluded from Life and Death's plan, was spoiled by their action, and decided to take matters into its own hands. Using humans as a blank canvas, it attempted to form its own lifeform, unique and blooming, with part of its essence imbued in them. First considered absolute failures, Magic soon realized that these long-eared, angular and weak humans had a strong affinity for magic, and soon gave them their own island.

Dwarves

Dwarves were similar to Humans, but created much earlier in an attempt to create a sentient species. They were based on Life only, with modifications for strength at the cost of some height.

Orcs

One of many attempts at creating life, Magic completely malformed the Human canvas at first and created the pale-skinned, tall and strong Orcish species, but failed to grant them a magical affinity. He discarded them to the barren isle of Eck and expected them to die, only for them to rise despite his carelessness.

Giants

Similar to Dwarves, Giants were created prior to most living beings as a first attempt at sentient life. They are considered to be closest to the Gods' appearances, with tall, muscular bodies, skin colors varying from white to green, yellowish and even black and a rock-like resistance to weapons.

Sirens

Sirens once were amphibian creatures on the island of Winder, but were violently mutated from elven magical exposure. The isle itself was fractured, but the denizens survived and their minds were augmented from the magical powers.

Magic

Magic in Ludanor is quite secluded, as only one species has a natural affinity for it.

Overview

Magical energy is visually formless and lacks any smell. It emits no heat, but exudes a white light from within. It is often reported to look like a white, glowing ball that gently undulates while emitting light. Due to it being drawn from the soul, many undead beings are unable to cast it.

Forms

There are many forms that magic can be forced into:

- Elemental Magic - This includes fire, water, earth and air.
 - Fire Magic -- Fire magic, also known as Plasma magic, is almost always a pure flame in one's hand, emitting no smoke and a faint reddish glow. Other forms of fire magic can be electricity and pure plasma.
 - Water(and similar) Magic -- Water Magic is always seen as a liquid globe in one's hand, or a liquid layer over the palm.
 - Ice Magic -- A subform of water, Ice magic is often seen as icicles forming across the hand, or a frosty mist coming from the palm and fingers.
 - Earth Magic -- Earth is always shown as various small rocks forming across the hand. Sometimes various rocks orbit around the hand, while a small amount of dust falls from the palm.
 - Air Magic -- Also known as sky-sorcery, it is always shown as a visible, white wind spiraling around the hand.
- Magics concerning Life
 - Life Magic -- Under the umbrella term of Restoration and Conjuration, Life Magic is seen as an art of magic that creates, sustains or prolongs life in a natural manner, usually in the form of rejuvenation.
 - Death Magic -- Death Magic is to a degree the opposite of Life Magic. It counteracts many of the uses that Life Magic has: It can end life, but also crudely create it in the form of undeath and can be used with elemental magics for poisonous sub-forms.
- Pure Magic

- Magic that doesn't apply to these categories is considered "Pure" magic. This implies that there was no prior incantation or ritual to shift the energy into a specific form. This is often the basis of many magical students as it is the easiest to control, but at the same time a very volatile kind of magic in the wrong hands.

Many magi that are experienced and old will inevitably ruin their bodies and mind with it. In turn, there was a way to prolong their existence and sanity -- at least to a degree.

Effects of Magic

Due to the nature of Magic, all kinds will eventually rupture the body completely, leaving the soul to either pass on or stay alive in the form of a Lich. However, before that happens, the body undergoes various mutations prior to breaking. These mutations depend on the form of Magic.

- Fire Magic
 - The body would slowly undergo various mutations -- Hair would slowly begin to burn, until it would be almost wholly replaced with flames, up to the roots. Beards would also become fiery, veins would be visible through the skin as they would begin to glow, extremities would eventually be colored darker and the eyes would soon flare up in the later stages of mutation. At the inevitable break, the body would violently erupt in flames, the fire-tinted soul either passing on or vanishing into a phylactery before returning as a Lich.
- Water/Ice Magic
 - The body would eventually feel colder, the air around extremities becoming foggier and the skin becoming paler. The eyes may get a blue tint, the beard and hair would get an icy finish before eventually freezing over, the veins would be visible in a blue glow and extremities would eventually become a blue hue, freezing over with a sheet of ice -- However, limbs would still be able to be used. At the inevitable break, the body would completely freeze over, leaving a statue of itself behind, along with roughly five to ten meters of ice surrounding them. The soul would pass away out of the body or into a phylactery before returning as a Lich.
- Earth Magic
 - Due to the nature of Earth magic, the body would eventually seem dirtier and dirtier as the skin would begin to form splotches of rock on the body, along with an earthen texture. The eyes would likely turn silvery. The mage's shoulders would broaden over the

course of weeks, stones slowly appearing on the shoulders, then chest and arms, then eventually the hands, encasing the fingertips with small rock-spikes. Over the course of the mutation, the hair and beard would eventually become stone as well, and the rocks would tighten and malform until they were skin-tight. At the inevitable break, the body would be reduced to a statue, and the soul would have a mere moment to conjure forward a small memento or effigy nearby. The soul would then pass on or return to a phylactery.

- Air Magic
 - Air magic would slowly weaken the body over time, giving it a slightly translucent view as the magic breaks it. Hair would get lighter and eventually flow around, the winds around the person would be a little stronger and the body would slowly become ghost-like, as if it was a spectre. The eyes would have a white glint at the end before the body would simply vanish into various whips of wind, leaving a black orb behind. The soul would then pass on or return to a phylactery.
- Life Magic
 - Due to the strange nature of Life magic, the body undergoes strange mutations involving all forms of life, and are mostly randomized. An example would be that the body would grow a few centimeters in height, and eventually change skin color from a pink to a greener color, prior to slowly growing a set of longer, uncomfortable claws. Hair would eventually become akin to a bush, slowly sprouting forward leaves. At the break, the body would be encased in wood, forever staying in a specific position. The soul would leave the body, but can eventually choose to return to it in the form of a forest creature. Many argue that this is also a form of Lichdom.
- Death Magic
 - Death magic has a unique effect on the wielder. They would slowly become decrepit, aged and weak, their eyes would eventually get a violet or red glow to them and their fingernails and hair would grow to a degree. Movement would become painful and at some point faint signs of rot could be seen -- Not that it would be painful -- And their hair would eventually go white. These corpse-like necromancers tend to stay in their coven most of the time, as movement hurts in the later stages. At the break, a Death Mage would simply pass in his sleep, his body beginning to rot hastily as most of the skin, flesh and sinew is gone. Afterwards, the area around would begin to decay for a time.
- Pure Magic
 - A Pure mage would eventually see cracks across their body, along with inevitable white glowing eyes and a strange aura surrounding them. These mages would eventually lose

their entire body in later stages, only remaining as a glowing blob before dying off completely, or becoming a Lich.

Enchanting

Enchantments in the World are purely magical and last eternally upon being bestowed, or until disenchantment. Enchantments can be done for every possible kind of use, from private to public and military uses. Enchantments are divided into three main spectrums:

- Blessings
 - Blessings are universally harmless enchantments that benefit the user and all subjects. Examples can be healing enchantments and stamina-enhancing enchantments.
- Charms
 - Charms are harmless, but not vitally beneficial enchantments that act more as utilities. Examples can be telekinetic gloves, glowing rings and necklaces and durability enchantments.
- Curses
 - Curses are universally harmful enchantments that can bring a variety of bad omens, from bad luck to injuries, deformities and an untimely death. They are often found on items, but not bound to them and in turn can be cast on subjects themselves.

Many nobles treasure blessings and charms for their armor and items to be protected from assassination attempts. The enchanting process takes roughly ten to twenty minutes time, and requires various ingredients also found in alchemy, along with a magical incantation to bind the item to the person's soul, making it only useful to them.

Anti-Magic

Magic must always be countered by something, of course, else the kingdom of Ilador would have taken over the entire world already. The counter of magical energies is known as 'Anti-Magic', and while not a

substance in itself, it is a form of magic used to siphon and cancel magical energies and spells, dispel wards and auras and whatnot.

Forms of Anti-Magic

Anti-Magic comes in many forms -- It is usually discerned between four types:

- Siphons
- Dispel
- Ruptures
- Cancellations

Siphons are often cast by demons and mages, and are used to drain magical energy from one being, item or spell to themselves. This process harms the body, but in turn raises awareness temporarily and grants the caster the spell's powers.

Dispel are used to weaken wards, illusions and other idle auras. This process weakens the structure of the spell and in turn causes it to fall apart, leaving latent magical energies to siphon.

Ruptures are a stronger form of dispels, able to rip apart a spell completely. This process takes time and effort, and usually causes explosions and other harm to the surrounding area. Living beings and items affected by ruptures will cease to exist completely.

Cancellations are a form of rupture, but far less extreme. It is an arduous process that involves dispelling auras of magic, draining magical energies and carefully destroying the magical energy within something without harming it. It is often used by Elves as a rite of exile, forcing the exile to never cast magic again by quite literally removing it from their spirit.

These Elves lose their eye colour completely and often gain a paler hair colour, either a weak, pale blond or a grayish black, matte and bright brown and so on. Elves like this are often branded with an exile's sigil on their palm as well, and are surprisingly more trusted by humans.

Liches

Liches are considered undead by many, but technically are still alive -- Their souls are not attached to their bodies, nor have they passed on. With a lengthy ritual, an experienced magus can surpass death for a certain amount of time and transcend into Lichdom by binding their soul to a phylactery, which grants them the ability to conjure forward a physical body dependant on their magical prowess.

These liches fall under different categories depending on their experience as a magus.

- Elemental Liches

An Elemental Lich is one that was powerful in the arts of Elemental Magic.

- Churaf
 - A fire-based Lich, the Churaf is often shown as a being made of pure flames, burning stones, magma or similar. It glows vibrantly and often has no legs, instead hovering atop a tornado-like lower body.
- Afanc
 - The Afanc is the classification for a water-based lich, and often consists of pure waters, foaming and glowing in a blue color. Many times, they wear golden bracelets. Sometimes, they can manifest as icy creatures, often humanoid.
- Golem
 - Colloquially known as Golems, earthen Liches are most of if not all the time stony, humanoid statues composed of various rocks and earth.
- Zilantian
 - The Zilantian is an air or wind-based Lich that always takes the form of white streaks of wind flowing around a humanoid shape, often with clouds occupying the silhouette.

- Life-based Liches

A Life-based Lich is one that was powerful in either Life or Death magic.

- Revenant
 - Revenants are Liches concerning Death magic. The shadowy essence in their soul always manifests in darkness, and often makes them appear as formless blobs of darkness, sometimes in the shape of a vertical tear in the sky. Sometimes, Liches can harness body parts around them to create physical forms, often in the form of skeletons. In rare cases, the formless Liches could control entire bodies,

sometimes even their own, to continue their existence. Their surroundings would slowly be plagued and withered.

- Phoenix-Born

- One of many names, the Phoenix-born Liches are givers and harbingers of Life and Life only. They often are shown as formless, golden wisps, and sometimes even as holy humanoids inside their covens. Their surroundings would sprout to life slowly.

- Pure Liches

- A “Pure” Lich is a Lich of Pure Magic, and is often shown as a white blob with undulations across its form. Sometimes, they can assume forms similar to ghosts and spectres, glowing in a bright white or blue color.

Undeath

Undeath in Ludanor and the World is a product of resuscitation using Death Magic. The corpse would be filled with dark magic and the soul would be - voluntarily or not -- put into stasis, now in rudimentary control of the body. In most cases, it is unable to talk, run or even fight correctly and performs as if dazed. Due to the nature of Death Magic, the undead cannot channel magic through themselves.

Corporeality

Despite the normal resuscitation requiring a body, it is possible but difficult for a Necromancer to curse a subject to return to the world of the living as a spectre -- A ghost. These are able to interact in rudimentary ways with their environment, think, speak and move as they wish, and are in select cases able to channel magic through themselves. The state of decay does not limit the possibility of undeath. Many Necromancers tend to use dark magics to hold together mere skeletons for primitive guards and soldiers.

Voluntary Undeath

There are a select amount of people that, from their service in the world of the living, are more than happy to aid Necromancers and others through the Spirit World. While a few Necromancers are utilized in crypts,

these are often seen meditating in the halls for a spirit's answer, prior to summoning them if their call is heard. Most of the time, these undead differ massively from their involuntary counterparts, both in appearance, gait and way of thought. A voluntary undead is often seen as a corpse-like pale human with matte, somewhat greasy hair and blue-glowing eyes. They tend to avoid contact and focus on their work.

Lichlings

In very rare occasions, a centuries old Revenant is able to raise a comparatively weak, magically adept spirit. These ghosts appear as 1.85m tall, robed and hooded humanoids with no sexual distinction. Their voice is neutral and even-pitched, but can change pitch depending on intonation and other factors, such as anger and other emotional stimuli. These Lichlings are able to attune themselves to a magical element, or remain attuned to death, and in turn serve as ghostly necromancers. The greatest amount of Lichlings raised was 5, by the Death-King Leodir of Ilador.

Demons

Demons in the World are involuntarily (and sometimes voluntarily) mutated beings, often violently twisted and tortured by magic, in turn gaining definite attunement to it. These demons are so well attuned to the kind of Magic they were tainted by that they can utilize it without 'breaking' like most mortals. In turn, they also are biologically immortal. Depending on their previous species, Demons can have various forms, and depending on power, are able to shapeshift into the most obscure of creatures.

Demonic Types

There are many kinds of demons, but they are always distinguished by element, and in turn are represented with it: Fire-related demons burn and scorch their surroundings with their mere presence, leave burning footsteps, have flaring eyes and sometimes a hot temper along with expertise in fire-magic. Frost demons are ice-cold, able to unleash frost novas upon landing from a great height, can turn into frozen statues and emit a white-blue mist. Air demons are incorporeal and invulnerable to conventional weapons, only harmed by Silver and Mithril, the latter able to contain their spirits. Earthen demons are three to ten meter tall golems with limited sentience but remarkable strength, and sometimes even burn violently.

Death demons, or Revenant-Spectres, are often partially rotten or pale, with blue glowing eyes and a strange dust falling from the rotting areas. 'Life demons' per se do not exist, but are instead demons of Pure magic, able to harness and malform the pure magic they exist with to heal and support anyone they wish.

Known Demonic Types

There are many demonic types more common than others, and in turn they have gained a name and reputation for their abilities:

- **Succubus** - Succubi are known for their ability to shapeshift into practically any female, sentient being they know of. They often appear as radically beautiful women and when not shapeshifted are usually 1.87m tall, with horse-linked, hooved legs and a thin, longer tail. While able to become pregnant, many choose not to by either becoming sterile through magic or other means. A succubus-born child will always be a Succubus or an Incubus.
- **Incubus** - The opposite of a Succubus, the Incubus has mostly the same traits as a Succubus, yet is a large, burly man with hooved legs and a pair of horns. His hooved legs are sometimes covered in a layer of fur. These Incubi often reach up to 2 meters in height.
- **Imp** - Imps are often small, mischievous pests that have long, thin limbs. They originate from a variety of species, including Humans, Elves and Dwarves. They harness fire or pure magic and often are digitigrade, with long horns bending over their head in a goat-like fashion.
- **Dark-Knight** - Fashioned from humans, Dark-Knights are a male-only form of Demon that serve as foot-soldiers most of the time. They undergo a variety of sub-mutations, but their most prominent feature, among others, is their height -- They can reach up to 3.5 meters in height, and are extremely bulky, often with ashen, dark-red or blue skin. They have four fingers and lack sexual organs, instead relying completely on magical corruption, which some are versed in.
- **Doomsayer** - Doomsayers are roughly five to six meter tall humanoids with dark skin, glowing eyes and large, bull-like horns. They have long wings, often with a wingspan of twice their height, able to grant them flight. These demons are often formerly humans, Orcs or Elves, all of which magi that failed their ascendance to Lichdom, yet haven't died. Their hooves often glow with magical energy. They are commonly seen as leaders of their demonic brethren.
- **Hellhound** - The Hellhound, while an extremely varied species, is a form of canid demon that is relatively recent in terms of demons -- Created a thousand years ago by the Doomsayer Herrax,

these beings are an amalgamation of a wolf-like skeleton, a battle-dog's soul and copious amounts of flesh-weaving. These beings can range from 86cm to 3 meters, often either with or without fur, strange skulls, lack of eyes and other grotesque features.

- **Siren** - As mentioned before, Sirens are one of the most common types of demon, often either formerly fish or Elven women. They carry a beautiful voice and sometimes are very well versed in frost magic.

Leadership

Most demons lack an official leadership and are either loners, travel in packs to harass and terrorize travellers or bargain with mortals to have dirty work done in exchange for handsome rewards... most of the time. Occasionally, a powerful demon may choose to rally its lesser comrades into battle.

Naming

Demons, both modern and ancient, tend to simply take whatever letters they can and mix it up with an existing name. An idea would be Xarxas, Zenakh, Lurxat or Lédax. This can, naturally, vary with genders.

Sentience

When speaking about "Demons", one will most of the time refer to the sentient, once mortal being tainted by magic. However, animals can suffer the same fate, as seen by the Sirens of Winder, who can be classified as Demons. Sometimes, these animals become horribly aggressive and fearsome with their new mutations, and sometimes they don't.

Measurement of Power

Demons cannot be scaled by a single glance most of the time. Even the most selfish of demons know to hide its powers away from onlookers, and sometimes these are able to infiltrate normal

society. A most powerful demon can shapeshift, conjure forward wings of darkness (or even flesh), and likely dons a set of horns and a strange skin color (Red, blue, cyan, green, violet etc.)

An experienced demon-hunter can, after some inspection, measure the power of a demon using their traces: Footprints, the wrought havoc and impression from onlookers enough can give them a good idea of the power a demon has.

Appearance

Demons can appear in a variety of ways, but most of the time the corruption of magic leaves cliché and predictable mutations: Long claws, glowing veins and eyes, wings (Sometimes flightless) and hooves. However, the most common sign of corruption is actually a strange skin color, i.e. dark-blue. These corruptions go on to glowing veins, longer fingernails, harder bones, then eventually the growth of external bone matter in form of horns, spines and whatnot. At some point, wings could appear, albeit only in the latest stages of development.

But How to Defeat a Demon?

An experienced fighter knows that some creatures, specifically sirens, are extremely vulnerable to silver and Mithril. Mithril itself is already enough to scare off most demons, and contact with it burns horribly due to its magic-absorbing properties. If killed by Mithril, a Demon's magical soul would be transferred into the metal, both empowering the blade magically but wearing it down physically.

Culture, Technology, Etc.

Culture naturally varies heavily from isle to isle. In this case, we'll exempt Sirens as they lack a culture as a whole.

Humans

Humans live in an Empire -- The Ludanor Isle is the biggest one and can be considered a continent, and at first was divided into many nations that were then combined into an Empire, that constantly changes the name depending on the surname of the Emperor. The current empire is the Lédin Empire and is led by the Lédin family. The head of state is Rigoris Lédin. Due to their smarter nature, Humans are technologically advanced in comparison to others, donning various mechanics to help their everyday lives such as steam-operated buses, coal-operated, rudimentary trains for transporting minerals across the country, muskets and advanced armor against long range. Humans are known for their weaponry and vehicle exports, and have few but successful Mithril mines in the northern area.

Elves

Elven society is led by a Meritocracy, and is divided into various sub-nations per se, depending on the magical alignment. Every Elven nation is led by a Lich that governs the use of magic, along with various officials that take care of taxes, exports and imports

and so on. Elves are major exports of enchantments and have the only Mithril mine on their isle, set in the northernmost area. Elves tend to avoid using technology and instead use their magical alternatives, specifically pure magic, in all their mechanisms, meaning that all Elven provinces allow a set amount of pure mages into their lands for services.

Dwarves

Dwarven society is an outright monarchy that is led by a royal bloodline that may change depending on the state of the king. While dwarves are incredibly sexist and female dwarves are often exempt from political positions, exceptions include the military and steelworks, and of course monarchy. If the current king dies of any cause, the queen may take over as a regent and remarry to continue the bloodline, unless a child was born -- in which case the child will become ruler once fit. Currently, there have been ten royal bloodlines over the course of a thousand years. Dwarves are major exports of all kinds of minerals **except for** Mithril, which is nowhere to be found in the more southern isle. Dwarves have major imports from humans, specifically parts for vehicles which they reuse for mechanisms to help them carry minerals, molten metals and other things more easily.

Orcs

Due to their disorganized society, Orcs have chosen to return to more primitive ways of life with less necessary paperwork. Living underneath the surface, they have constructed a tribal system and are led by a chieftain, currently the 75-year old Calgraz, who oversees necessary supplies and military. Various big men oversee distribution of food and drink, well-being of others and the distribution of homes or shacks. Orcs value a good fight and experience, so no matter the age, many Orcs will likely avoid confronting a chieftain if their life is good or if they know of his experience. Chieftains may be dethroned by others in a fair duel to either incapacitation or death. If it is to incapacitation, the former chieftain will live on as an advisor if requested, or be returned to citizenship with slightly better protection from others. Due to the rarity of magic in Orcish society and their distaste for it, Orcish mages are incredibly rare and are widely mistrusted unless they

can absolutely prove their mettle in a fight. Calgraz is an Orcish mage and was turned a Chieftain when he single-handedly defeated the last chief, Kalrak, in a duel to the death.

Giants

Giant society is very primitive and lazy. Led by a Warchief, the Giants pay tribute in form of food and/or drink, or coin monthly. Overall, Giants revere the God of Life for existing in the first place and tend to travel around their home for a long time before settling down at the end of their life. When encountering strangers, they are wary and avoid them, unless they know they mean no harm, in which they may even engage in trade.

Demons

Demons come from already existing races, and are always exiles or not part of their society anymore in the first place. They are an outright Meritocracy when united, with no mercy given most of the time at failure. They revere no gods due to the lack of support from them and instead sometimes worship the most powerful demon as a master.

Capital Cities

Every nation naturally has a capital city, at least every socially stable nation.

- Lédin Empire
 - The Lédin Empire's capital city is named Veldamar City, in honor of Veldamar I, the tenth emperor to have claimed the throne.
- Ilador
 - The capital city of Ilador is universally regarded as Akhel'geleb-dar, elvish for 'Pure City of the Highborne'. It is considered the largest city on the isle and spans across half the upper province, and hosts a variety of magical schools, stores, homes and whatnot.
- Eck

- The Orcs of Eck have various capital cities, varying depending on season. In the summer, their capital 'city' is the underground cave of Ganok-zah, Orcish for 'Ironwill'. In the winter, the caves become unnaturally hot due to a mineral beneath the living quarters, causing them to migrate up above the surface and onto the hopefully clouded desert of Eck. This capital is known as 'Tenak-zah', or 'Unending will'.
- Dwarves
 - The capital city of Khaldanîr is a multi-layered city set inside the massive Khaldanîr mountain-range. It has four layers in total, the highest one being for shops and taverns, the second for living quarters, the third for military operations and the fourth for the mines, which can go as deep as a kilometer below the water level.
- Giants
 - Giants, due to their nomadic culture, have no capital city.
- Demons
 - Demons lack capital cities as a whole, but will likely create outposts for their ilk should they be rallied by a powerful one. These can change in names and are often selfishly named by the leaders.

Alchemy

Alchemy is a great part of culture in Human and Elven societies, as it is the main source of medicine, potions and poisons. It is the process of grinding up ingredients like herbs, mushrooms and other flora or pieces of animals, mixing them with a milky substance and boiling it.

The Milky Substance

The milky substance mentioned is known as the base solvent, and once heated will go from a viscous, thick substance with a slightly bitter taste to a watery substance with no taste. The strange properties of this solvent keep it at this watery state even after cooling down. It acts as an acid to many things and dissolves these after some time is spent submerged in it, and with

enough ingredients, it can assume unnaturally effective properties such as accelerated healing and energy boosts or heavily poisonous effects.

However, if mixed incorrectly, the liquid can return to its viscous state and won't assume any properties.

After mixture and boiling, the liquid will assume a specific color, the brightness identifying the potency of the potion. Red potions are health-related potions, green are stamina-related and blue potions are potent antivenoms and serums against poisons. White potions are general medicine that isn't ingested but applied to wounds. It will act as a very potent disinfecting liquid when applied to an open wound.

Currencies, Payment and Compensation

- The Lud

The Lud is the most widespread currency and is used by the Human empire.

Everything below 1 Lud is converted into cents and groats, the former being made of copper and the latter of coinsilver, a common but worthless metal.

1 Lud is converted into 10 groats or 100 cents and 1 groat is converted into 10 cents.

- The Coin

The Dwarven Coin is similar to the Lud, but lacks a groat equivalent. Coins are

made of brass, silver and gold respectively, depending on their worth. One silver is converted into 1.25 Lud, a brass coin is rounded up to 1 cent, and a gold coin is

converted into 125 Lud.

- The Enchantment

While obviously not a currency, Elves trade goods for knowledge and

enchantments. These cannot be converted into the Lud, and in turn many elven stores adapted to use the human currency in case visitors come by.

- Favors

Favors are often a form of compensation for lacking the money to pay. Often enough, tavern-keepers will exchange a favor for an unpaid price, and giants always are ready to have favors done for visitors, as long as they mean no harm.

- Trade

Trading is a mostly common practice among less civilized people, adventurers and sometimes bandits. It involves exchanging items of sentimental or utilitarian worth for another, i.e. trading weapons, armor, hide, food and drink.

Mithril

Mithril has been mentioned many times by now, but never explained. What is Mithril?

The Dragonbone-Steel

Mithril is a very strong and magically resistant material sought after by many elves and mage-hunters alike. It is found exclusively in northern regions, and becomes increasingly rare the further south one goes, until it isn't found at all close to the tropical zone.

The Home of Mithril

Highly abundant in the polar region and far northern Ludanor Isle, the mysterious metal is found exclusively in the mountain ranges, buried deep and close to the center. It can be found very rarely in other isles, such as Ilador and Khaldanîr, and sometimes not at all despite the location of the area, for example with Brightland's location, which lacks all kind of Mithril deposits.

Properties of Mithril

Mithril is extremely durable for its weight, being roughly twice to five times more durable than plate armor in the same range of thickness, along with weighing much less. The

metal can also be sharpened much more, the edge sharp enough to 'cut through air itself' as various commoners state. Due to its magic-absorbing powers, Mithril is very favored by demon hunters, mage hunters and spellbreakers in the military. Magi struck by the metal would feel burns all over the wound, liches could be killed in few strikes with it and demons, specifically weaker demons, would have their very soul absorbed by the Mithril blade, weathering it to a degree while empowering the blade.

Enchanting Mithril

Despite this, it isn't impossible to enchant Mithril by embedding it with a magical spell while the metal is being forged, giving it a permanent, undispellable enchantment. Dwarven mage-smiths use their magical knowledge to enchant Mithril weapons with better cutting capability and other things to prove more useful.... and to gouge the price.

The Price of Mithril

As established, Mithril isn't uncommon in the World. However, the price is nonetheless gouged up by many salesmen due to its properties and the fact it is very hard to forge into a weapon. The price fluctuates from twice to five times the amount of steel, very refined pieces costing as much as eight times as much.

Dragons

Dragons are large, airborne reptilian beings from the other side of the world -- Known to the Lédin Empire as the Dragonlands, while Elves and Dwarves call them the 'Uncovered World'.

Biology

Dragons are large beings, ranging from any height starting from five meters up to

One-hundred. They have large wings that often span 1.5 times their body length and can come in various sorts of colors, depending on various physical mutations. All dragons are hatched from Dragon-eggs which are roughly a meter in size, and hatch as white, colorless whelps with red eyes. These albino-whelps, depending on their diet and surroundings, can then change the color of their scales accordingly. They don't have various horns, spines and thick, impenetrable scales.

While many dragons appear to be feral, ancient dragons can become wise and extremely cunning. Whelps undergo a metamorphosis at the age of three years, in which they would bury themselves beneath an amount of soil to begin growing at an extremely accelerated pace. They would enter a trance, and their bodies would grow to up to five to seven meters, in which they are considered young drakes. During this stage of life, they are extremely susceptible to any languages they can hear, and in turn can, with some time, understand many languages. Depending on previous influences, they can become extremely polite or hostile towards other Dragons and mortals.

After seventy years of aging, they would have grown by an average of ten meters if not more, and have grown various horns in all sorts of shapes and sizes. They would, depending on gender, either grow beards on their chin or longer horns across their brow -- Although, these beards are not necessarily common among many Dragons.

At the age of one hundred, the dragon would have grown to its average size of fifty meters, but depending on kind, it can vary greatly.

Due to their origin, they can influence various things around themselves, such as the weather, ground and even the air itself. Dragons are known to breathe fire in various vibrant colors.

Races

There are various different races of Dragons as well -- In dragonspeech, they are known as Drol-khad and Drol-mak, translated into Commonspeak as 'Stoneborn' and 'Windborn'.

The Stoneborn Dragons have four appendages, large wings and are commonly seen with darker skin as they are born within caves and lower altitudes.

The Windborn Dragons have two legs and long, boney fingers on their larger wings, which also act as arms. They are usually smaller than the Stoneborn Dragons, but in turn are swifter in the air and have differing patterns on their scales, along with less common colors such as red, white and blue. Nonetheless, both races can have the same scale-colors.

Origins

Dragons were an experiment on sentient life -- albeit not humanoid -- by the God of Life and Magic. They were settled on an undiscovered area of the World as they were thought to be unstable and very dangerous to the sentient life on Ludanor -- They were created one millennium after Humans were first attempted.

Culture

Dragons have little culture of themselves and are mostly secluded, but regard one of their kind as god-kings, who's word is to be ultimately followed. The God-King of the Drol-khad is known as Torokhion whereas the God-King of the Drol'mak is known as Visalion. The suffix -ion is translated into 'King' and serves as a title.

Dragons are often very greedy in their old ages, but depending on disposition, can become very viable allies that can sway entire wars by a single mention -- it was so how the Lédin Empire was first constructed, when Colirius Lédin mentioned his allegiance to the Dragon Balranog in a letter to the emperor Andren Viloris, who had been the former emperor of Ludanor.

Various dragons have been spotted across tens of thousands of years, sometimes in the north, south and mainly the east. These Dragons prefer the mountainous caves and rarely are seen outside.

Death

Death in Ludanor is often considered as the final gateway to true immortality by many Humans and Elves. Upon death, a spirit is normally forced into the Spirit World, a dimension in which the World is completely unaffected by anything. Spirits in the Spirit World often are aimless, yet some have managed to procure entire societies bent on eradicating each other for eternity. Many spirits that die in battle are forced to relive their final moments until Death eases them into their state.

The Spirit World

The Spirit World is the eternal afterlife of the dead. All spirits are brought to the Spirit World, unless returned to undeath or resurrected moments after death. It is a matte copy of the universe, its image thousands of years in the past, with various isles such as Winder and Gemini still intact, Ludanor Isle filled with ancient buildings, Ilador given a long-lost shore across its southern area. Many of the isles house thousands if not millions or billions of spirits that live, fight or wander in confusion. Ludanor Isle's only attempt at rallying its spirits was with the pseudo-government of the ancient emperor Elric Wyrmtongue, which still exists today as the Wyrmtongue Afterlife.

Banishment from Death

Despite this, one can be outright banished from even entering the Spirit World. Spirits as such are known as the Banished, but are often called Withered Ones. These are restless living, tortured by their partially astral soul, bound to the world forevermore. Upon death, the Banished's body would wither apart into dust, only for them to be shoved into and outside of the Spirit World, into an unknown area. The Banished are rare, and often hostile, seeking a means to redeem themselves by murdering whomever they can. Banishing one from death is considered a crime against nature itself, and both the gods of Life and Death would object if they could. Necromancers are often practitioners of these curses.

To eternally return a Banished to death, one must practice a necromantic ritual known as soulbinding -- It would involve binding the soul of the Banished in question to a body, only to return it to death, overriding the curse. Despite its relatively easy premise, soulbinding is extremely difficult due to the time it takes for a Banished to enter and exit the Spirit World -- Not even ten seconds.

Halfbreeds

Halfbreeds are a colloquial term for beings conceived between two species. There are many half-breed species, most rarer than others.

Known types

- **Half-Elves:** Half-Elves are the product of intermingling between Humans and Elves. They often have strong blue eyes and more prominent ears, along with a slender posture and paler skin colour. These share the Elves' magical affinity.
- **Half-Orcs:** Half-Orcs are the product of Orcish intermingling between both Elves and Humans. These are often weaker orcs with a lack of tusks and sharp teeth, more buff than a human with ashen skin, smaller eyes and a thicker, shorter nose. They often look hideous, even for Orcs, with longer ears and barely an ability to speak. They often have a hot temper and are exiled if not killed on birth. Few Half-Orcs exist, and those that do are harassed and persecuted by other societies.
- **Half-Dwarves:** Also known as manlets, Half-Dwarves are the product of Elves or Humans intermingling with dwarves. These are often shorter than most of their kin, much shorter, just a head taller than Dwarves at average, often with larger beards, visible muscle and in an Elf's case, longer ears. Many Dwarves exile these Halflings, as they are usually a product of an exiled Dwarf conceiving a child.
- **Half-Giants:** Half-Giants are the product of Giants intermingling with Humans. Many Half-Giants are born from a diminutive Giant and a Human mother, either out of rape or in rare cases a relationship. Half-Giants are viewed almost like Orcs, yet are often favoured due to their size and muscle in comparison.

Culture

Halfbreeds usually assimilate into Human or Elven culture. Those that cannot take up a wanderer's life instead, or become mercenaries.

Half-Orcs are shunned by nearly all societies and in turn are prohibited to enter any towns most of the time.

Humans view Halfbreeds somewhat indifferently, at least between Elves and Dwarves.

Half-Elves are mildly disliked and expected to share the 'innate selfishness' of their partial kin, but often blend into society after making friends.

Half-Dwarves are viewed with confusion and in rare cases respect, yet most tend to avoid them due to fear of being attacked, as the prominent muscle can put off some people.

Half-Giants are outright feared, yet tolerated, treated with extreme kindness to avoid certain death. They often work as mercenaries but are rarely employed into Human guard forces as heavy duty enforcers.

Biology

In some cases, Half Breeds can exhibit deformities. Some Half-Orcs and Half-Giants are born with malformed skulls, thicker bones, or cancers within their body, and in turn are expected to die soon after birth.

In most other cases, Half Breeds share some prominent features between their parents' species. Half-Orcs may often have some form of sharper teeth or tusks, longer ears or a peachy skin, Half-Dwarves longer beards and prominent muscle tissue, Half-Elves the easily distinguished longer ears and magical affinity.

Creatures of Ludanor

Naturally there are creatures in every reality -- Spiders, wolves, the walking dead... Yet Ludanor hosts its own creatures, unique to itself.

Ashborne

The Ashborne, or Ashen Ones, are an unexplained creature made from pure ash. They are rare and dangerous, their bodies made from compact, misty ashes that emit a faint and heavy smoke. They seem to lack sentience, letting forward echoing groans and attacking without discrimination. They are bipedal and tend to attack with primitive, broken weapons -- Swords, flimsy spears et cetera.

Rumours say they come from a third dimension, a hellish, burning realm, hosting previously defeated demons and the souls of the Banished.

Frothing Viscera

Created from heavy magical radiation onto a corpse, Frothing Viscera is pure flesh given mind. It has lower sentience, and wishes to feed, little more than that. These creatures fester in the corpses of their hosts, only rising as guts and blood to strangle and feed upon a host. These monstrosities are barely able to move on their own, relying on other creatures to pull them along before feeding on them as well.

They are often found in murky swamp-woods on the isle of Ilador.

Trackhounds

Trackhounds are canid creatures, created from magical exposure, that evolved into horrifying, yet still loyal beings. Their manes have long quills, their digitigrade legs donning longer dewclaws

and their heads lacking eyes. Their entire head was covered in a thick shell made of a strong bone-like material, underneath only flesh. Its jaw splits down the middle, allowing the being to howl with extreme vigor to alert its pack or owners.

Its name comes from its acute sense of smell, allowed by its tongue, it being so sensitive it could track a man's scent almost weeks after he left the area. These canids also feast on blood, making them exceptional hunting partners for Orcs and Humans alike. With the endurance of a dire wolf and the loyalty of a hunting dog, these creatures were bred to perfection, despite their appearance.

Tree-Sprites

Tree-Sprites are unexplained, two foot tall creatures that roam forests from dusk all the way to dawn. They are seen in untended, wild forest-areas.

Their bodies are tightly wrapped in a layer of brown fur, their heads donning dog-like, floppier ears and larger eyes and a stubby, small nose. These beings seem to lack mouths altogether, and communicate with high-pitched, mouse-like squeaks. They are evidently beings of high sentience, and often wield a lantern, either in their hand or on a walking stick, filled with fireflies, and a smaller hatchet in their other hand. They are seen wearing either nothing or small loincloths, lacking any sexual organs. People believe them to be forest-demons, yet they actively aid travellers lost in the woods with subtle hints to civilization, rarely showing themselves fully.

They are thought to live within holes under the earth or inside hollowed out trees.