**Grimoire of the Destined (working title)**

**WORLD DETAILS: Ashelian Continent, Gantus**

**Gantus**

Gantus is a planet pretty much like Earth; a planet out of the trillions and trillons of stars in the Milky Way Galaxy. It is situated third in a solar system in which the sun is known as Arcturus. Its orbital period is 260 days and the length of one day is 30 hours. It’s got four seasons and climate extremes range from as low as -30C/-22F to as high as 50C/122F. The climate is shaped irregularly across its three continents: the Ashelian Continent, the Larsan Continent, and the Baltherian Continent.

The game takes place in the Ashelian Continent.

**Ashelian Continent**

Out of the three continents, the Ashelian continent is the most varied in regional climates. Its three regions, known politically as Ishtar, Bar-Oniel, and Kaful, have climates similar to Russia, the UK, and the Middle East respectively. The Shaheeda mountain range serves as natural borders for these three regions, and for some reason, also serves as the climate barrier. The temperatures in the mountain range remain surprisingly neutral at around 15C/59F. Whether the climate barrier is a work of magic or not, most leading intellectuals in the continent are at a loss explaining why this is so.

The Ishtarian region has the highest average elevation, marred with tundra, snowy peaks and plains. The Bar-Oniel region is covered in plains, forests, and strangely, small pockets of swamps. The Kaful region is dry and arid, filled with hot air and burning sands.

According to the Archeological Guild of Kaful, ruins litter the continent, left behind by an ancient civilization. To this date, this civilization and their way of life remains to be an enigma, and the guild continues to find answers and learn from their ways.

**Three City-States:**

1. **The Metropolis of Ishtar**

a city clad in asphalt, cement, and metal that prides itself in technological innovations. The center of government, the Coven of Ishtar, was once the Aressus Mining Company, which at a time before the city’s golden age, was close to bankruptcy. Under the leadership of Zacharias Aressus, a mining team suddenly went missing one day while en route to survey a rock formation 10 miles northeast of the city. After a failed search attempt, the team mysteriously reappeared five days later, claiming they had found an ancient ruin which carried technology they had dubbed “the relic of the gods”. Analyzing and making use of the relics, the city suddenly exploded tenfold in development, officially becoming a city-state. The company changed to its present name and thrived from business with the government and neighboring towns, creating augmented weapons, tools, and medicine to improve the quality of living for thousands of people. In the span of five years, the company held a monopoly on the entire city-state’s economy and the government gave Zacharias a seat in parliament in a show of gratitude.

Being under many generations of businessmen, Zacharias was a charismatic man, making many powerful friends during his tenure in politics. He used every inch of his political power to gain supporters, and in turn, the Aressus clan became defacto leaders of the metropolis. A giant white spire had been constructed in their honor at the site in which the relics had been excavated, and has since been their residence and seat of power for many decades. Though Zacharias had passed on, his sons and daughters had taken the mantle, but in recent years, their rule is starting to wane. Businesses are unable to grow because of the Coven’s longstanding monopoly, and a large majority of metropolis citizens are lulled into a false sense of security to work for the Coven. Those who aren’t able to secure a job (due to lack of openings or otherwise) are forced out the main roads to live in slums at the outskirts of the city-state, disillusioned by the supposed utopia that Ishtar was. The gap between rich and poor are widening every day, and rumor has it that a rebellion had begun to form within the slums. The Coven’s well-equipped army had been established in these slums as a security measure, to keep close watch at these outcasts and harassing them all the while.

With tension simmering between the government and its impoverished populace, a revolution was imminent.

1. **Bar-Oniel**

a lush green kingdom lying south of Ishtar, blocked by the humongous Shaheeda mountain range, which is a demilitarized zone. The city-state of Bar-Oniel abhors human progress in favor of war and religious piety. As a result, they’ve been stuck in a medieval age of bows, swords, spears, axes, and a strong faith. Its citizens are a righteous, god-fearing bunch, and are inherently detestable of the other two city-states, this ignorance stemming from their lack of knowledge of the outside world. They truly believe themselves to be a chosen people, and spit on others who weren’t born of their blood.

Since ancient times, Bar-Onielites have been known to attack and invade other cities, taking manpower and resources from them as taxes in order for the empire to thrive. The royal family, House Rotschild, rule with tyranny, keeping its citizens in place with mock trials of captured enemies and periodic witch-burnings in the name of their gods. In Bar-Oniel, only the strongest survive, and alliances are considered a sign of weakness.

In order to strengthen its people and quell unrest, the city-state has a mandatory conscription of young men at the age of 15. Young girls are enrolled in trade schools by 13 in order to be productive members of society. Only a handful are picked specifically to lead, but are still taught to be subservient to the royal family.

The Ishtarians are their sworn enemy. They’ve been at war with the metropolis for over a century; the tide of war had gone back and forth in each other’s favor. In recent years, however, the technological advances of their enemy had held them back much more frequently as of late, and with the Bar-Onielites’ inferior weaponry, the military have relied on numbers and effective strategy as their saving graces. As a result, the royal family has disdainfully asked for a ceasefire in order to regain their military strength. For the Ishtarians, this was the perfect opportunity to better their technology, and so both city-states agreed to the terms.

At the time the following events of the game begin, both city-states lay dormant, preparing for another all-out war. Meanwhile, a growing number of its citizens have started to lose hope with the royal family and its unchanging beliefs, and, fearing the outcome of another war, found ways to flee the city-state. Many have died doing so.

1. **Kingdom of Kaful**

Of all the city-states, only the Kingdom of Kaful fits the ideal description of a utopia. The peace-loving Kafulians are an open-minded sort, welcoming everybody to its gates regardless of who they are. It’s here where many Bar-Onielites have defected and since then have gone on to lead fulfilling lives. Though occasional fights have broken out between the Ishtarians living there and the Bar-Onielites, the city-state is one of the most stable and livable in all of Gantus.

The royal family of the city-state, the al-Aqsa family, are known to be fair and just, and put themselves on the same level as its citizens in order to provide for what’s best for them, often leaving the palace grounds in order to mingle with the public. They’re able to defend themselves, however, in the case of an attempted abduction or assassination. If it is too much for them to handle, the royal guard patrol the cities every day to provide backup.

Though the city-state sits in the middle of a desert, it has thrived with a mixture of the technology brought from Ishtar, the religion and military prowess brought from Bar-Oniel, and the open-mindedness and business skills of its native Kafulians. The people there live tolerating (if not in harmony with) one another.

With the kind of freedom its citizens have however, certain individuals have brought it a step further: sky pirating. The clear and open skies of Kaful have given the Ishtarians the liberty to use their technology to build large flying vessels known as Sky Barges, which are in demand by merchants throughout the city-state and outside the continent of the three city-states. This gave thieves and bandits the perfect opportunity to rake in more profit by investing in their own flying craft to intercept and steal both barges and their cargo. Knowing what they know from ground thievery, sky pirates and their craft are difficult to tell from actual merchants, so transporting goods by air have been a risky and relatively new endeavor.

Currently, the family is devising laws to police the skies in order to safely transport trade goods, but as these laws are yet to be passed, sky pirates are free to roam the skies and hunt their quarry.

**Seven Towns:**

1. **Kingcoast – Bar-Oniel**

Bar-Oniel’s very own port city. Any colonies that were invaded by Bar-Oniel make their connections here.

1. **Yerzmyey – Ishtar**

A snowy city high above the mountains north of the city-state. It is a vacation spot, but research areas are situated in its outskirts.

1. **Volara – Bar-Oniel**

A farming and livestock city that produces food for the city-state.

1. **Circe – Ishtar**

Peaceful town away from the cold, known for housing many creative people. Rich in food, arts, fashion, and entertainment.

1. **Phoenicia – Kaful**

Major trading port under Kaful jurisdiction. Its traders are said to be masters of language and arithmetic.

1. **Gul-al-Kharum – Kaful**

Mining town that produces most of the city-state’s raw mineral supply.

1. **Aftgaard – Bar-Oniel**

A town near the demilitarized zone. As such, many soldiers live here. This town also houses a red light district with Ishtarian influences, but the Bar-Onielites don’t know that.

**Magics and Worship:**

Magics have gone the way of fairy tales. It is said that in the olden days, men had direct power over the elements. These powers were used both as a tool and as an instrument of war. It was also said that masters of these elements could also call on the power of divine aspects, which required a special pact in order to be summoned. These pacts required a special sacrifice, but in turn, these aspects provided their casters overwhelmingly devastating powers. Though most of this information is based on oral mythology and hearsay, many true and complete records of such acts had been lost in time. Any shred of evidence left (recovered from excavations or abandoned tomes) of magic did, however, point to a race of creatures known as “The Everlasting”, and it could be that these are the divine aspects spoken of in these myths.

In modern times, only the Bar-Onielites have kept their belief in gods intact. The religion, known as the Church of Yfadna, is polytheistic with a central figure in the eschatological hierarchy. The church teaches Darwinist values, indoctrinating the people to believe that the weak shall be crushed under the might of the strong. Many fables regarding the gods corroborate this ideology. The people are taught that strength and character are highly valued in the eyes of Yfadna.

**The Everlasting:**

Not much is known about the elemental avatars of yore, other than myths will tell of powerful magic-users being able to summon them to do their bidding. Whether or not they were real, many archeological digs seem to mention them in many different forms, one way or another.

**Military Power:**

Because Ishtar and Bar-Oniel have been at war with each other for a very long time, they both have powerful armies to command. Kaful has a smaller sized hybrid army, which benefits from goods traded from the other two city-states. Being a very commerce-based civilization, Kaful places less emphasis on war and more on diplomacy