***Forever Land-***

Name of the world

Children never age.

Its divided into 4 areas

It was created by Iago, devoid of adults, in order to be a place for children to be safe. But the children are actualy kidnaped, and iago keeps them there because he’s lonely and has no friends.

It’s always night time.

***Midnight Masquerade-***

First world

It's a huge late night Carnival/festival/fair.

Terrain: Tile

Politics: The ring master oversee’s what goes on around

Buildings: Tents/ Rides/venders

Culture:

Flora:

Carmel apple tree’s

Maple suger tree’s

Some bushes

Dancing flowers

Fauna

Little Chocolate bunnys that come up and snuggle with you.

Enemys:

Ring Master

Freaks

Cyclopse

Migit

Giant

Bearded lady

Lizerd man

Acrobats

Jugglers

Clowns

Cursed Chests

Boundries:

Fences

Walls

Crowds

History

Strange qualities:

***SlumberWood***

The place where children go to sleep, its slightly on the edge of the maze. When you sleep, the vines look into your dreams, and if it sees that you want to leave or rebel, you’re dragged into the maze.

***The Aortal Rifts***

Once Dragged from the SlumberWoods, the vines will proceed to rip your heart out, or if you escape, you wander the maze endlessly and you will be turned into a chess pieces by a witch or have your heart stolen by vines. The think left behind will be a “Remnant” A mindless and powerful wraith. Iago Controls the wraiths, and because of that he is able to control them.

***Euphoria***

Euphoria is a large castle where Iago lives.

It’s huge an extensive.

Iago lives at the very top.

There are dungeons at the very bottom and go deep underground.

The castle is guarded by chess pieces.

Children he knows are fighting against him or have gotten close to the end of the maze he invites to his castle. And then he steals their heart himself.