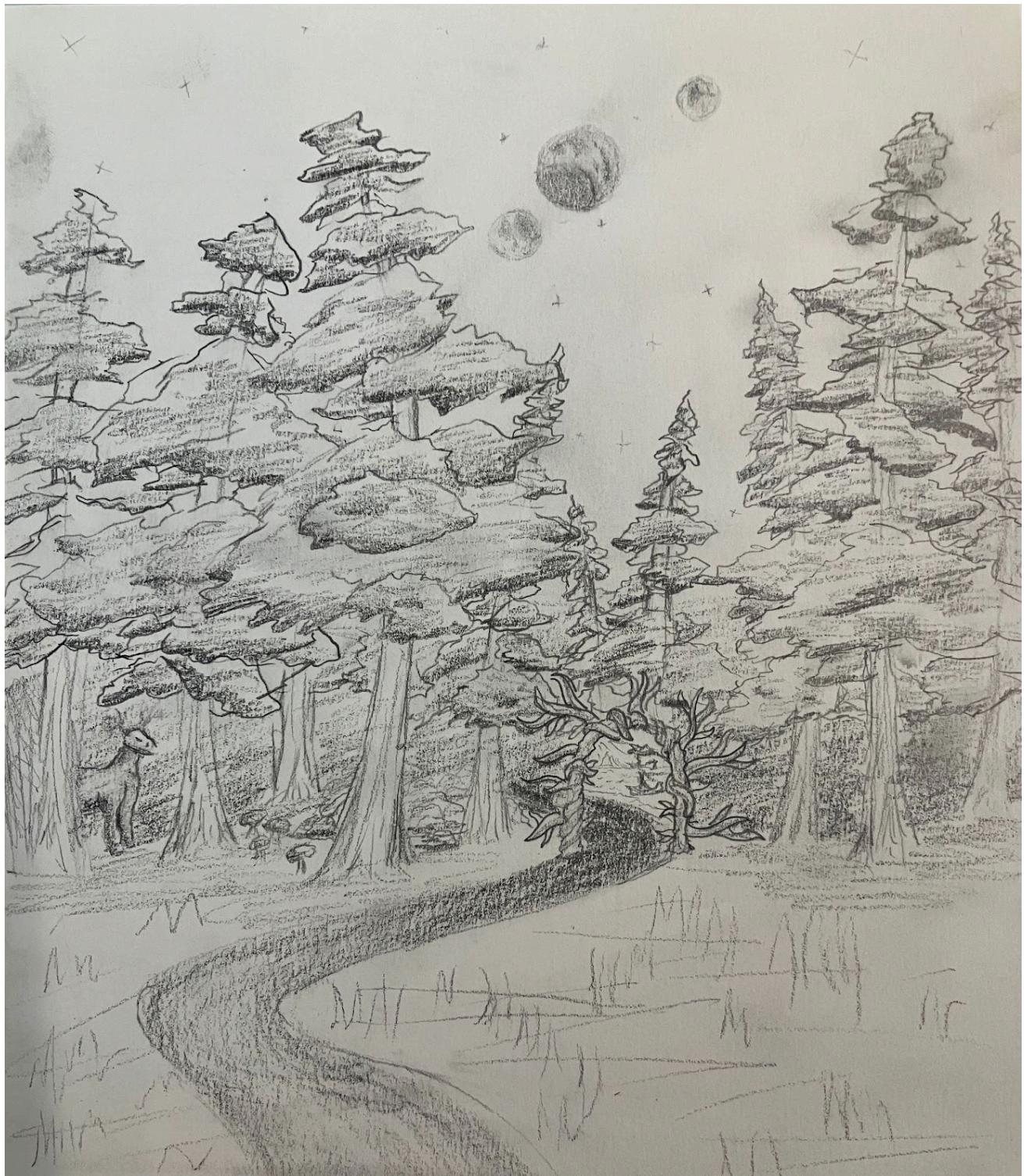


Khalyn: A Complete Lore Book

Created by: Kyla Driscoll, Colin Gallagher, Owen Lacey, Chris Mason,
and Quinn Sandberg



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Table of Contents

Project Goal:	5
Pillars of Our Goal:	5
The Southern Salt Flats.....	6
Terror Birds.....	6
Fluxians.....	6
Valinara.....	7
Aethriss.....	7
Eeren.....	8
Eludor.....	8
Culture and Government:.....	8
Confederacy of Fluxians.....	8
Conflux:.....	8
Resource Guardians:.....	8
Traditions.....	9
Companion Ceremony.....	9
The Rite of Prowess.....	9
Relevant Characters.....	10
Relevant Stories / Lore.....	10
Craftable Items.....	10
Fluxian Craftable Items:.....	10
Craftable Items By All Species Within the Salt Flats:.....	12
The Frostfigures.....	14
Frostballs.....	14
Spire Forests.....	15
Snapmaw.....	15
Whispermaw.....	15
Fairy Wing Forests.....	16
Fungal Overgrowth.....	17
Blue Smokies.....	17
Burnshroom.....	17
The Fae Wilds.....	18
Government.....	18
Relevant Stories / Lore.....	18
In-World Items.....	18
Relevant Characters.....	19

Other Major/Playable Species.....	20
Chimeragon.....	20
Society and Cultures.....	20
Government:.....	21
Religion:.....	21
Craftable Items:.....	22
Aquarians.....	24
Society and Culture:.....	24
Crafting:.....	24
Government:.....	24
Galatians.....	25
Society and Culture:.....	25
Craftable Items.....	26
Ignasians.....	27
Society and Culture:.....	27
Government:.....	28
Craftable Items.....	28
Relevant Lore:.....	29
Interactions between Galatians and Ignasians:.....	30
Governments:.....	30
Constitutional Monarchy.....	30
Confederacy.....	30
Oligarchy.....	31
Pirate Republic.....	31
Pirate Code:.....	31

Introduction

This is the complete lore book for the fictional world of Khalyn, created by five Worcester Polytechnic Institute Students. This lore book is the foundation for the creation of four interactive media projects throughout the 2024-25 school year, as part of the requirements for WPI's Major Qualifying Project.

Each student specialized in different areas of Khalyn and interactive media. Their specialties can be seen below:

Student	Specialty (Interactive Media, Khalyn)
Kyla Driscoll	<i>Echoes of the Salt Flats</i> : A Tabletop Roleplaying Game (TTRPG) Wildlife Species, Culture, Traditions, Rituals, Craftable Items
Colin Gallagher	<i>Echoes of the Salt Flats</i> : A Tabletop Roleplaying Game (TTRPG) Major Playable Species, Culture, Traditions, Mechanics, Craftable Items
Owen Lacey	<i>The Murder of Duke Hala</i> : Live Action Roleplay (LARP) Major Biomes, Characters, Relevant Stories/Lore (The Fae Wilds), Graphite Artwork
Chris Mason	<i>Letters From a Pirate</i> : A Narrative Archival Research Puzzle (NARP): Governments
Quinn Sandberg	Audio Drama Relevant Characters (Nix & Fluffy)

Project Goal:

This project aims to construct a world and experience through deep research using non-traditional elements.

Pillars of Our Goal:

1. Construct a World
2. Research worldbuilding
3. Finding a way to include crafting
4. Create an experience/game from our world
5. Playesting our experiences
6. Explore the interactions of interactivity and wordbuilding in the various media experiences

Biomes

The Southern Salt Flats

Unnaturally flat, with very little to distinguish one area from another. The Salt Flats surround the mountainous region at the South Pole where the world portal is underneath the mountain. Surrounded on the northern sides by an ice wall over a kilometer tall, the Salt Flats are remarkably warm once you get more than a few kilometers from the wall.

Terror Birds

Terror Birds are fierce, loyal companions to their Fluxian. Each Terror Bird is born under the care of their companion Fluxian due to the Coming-of-Age Ceremony.

Physical Traits: Terror Birds grow to be a full height of 8 feet. They are tan in color, often blending into the surroundings of the Salt Flats. They have sharp retractable talons and take 3 months to hatch from their eggs as newborns.



Fluxians

According to legend, Fluxians have lived on the Salt Flats for as long as they can recall. No one knows where they were before the Salt Flats, but old tales claim they survived only because of the Terror Birds. There is no stronger bond than that of a Fluxian and their companion Terror Bird, with most Terror Birds passing away when their partner does. Most Fluxians only live to be 70 years old and reach full development at age 7. When recording age, Fluxians count their age based on how many Anumnal Festivals have passed, not by the specific day of their birth. Thus, Fluxians celebrate age collectively as a community.

To complete day-to-day tasks, Fluxians can take on two additional forms besides their primary Fluxian form. These forms vary for each Fluxian, however, there are 4 total forms that Fluxians can adopt in addition to their primary form. Each form has unique abilities that Fluxians will use in their day-to-day lives. Fluxians can only take on one

form at a time. Fluxians may take on the following forms: Valinara, Eeren, Aethriss, and Eludor.



Valinara

Valinaras are 18 inches tall and weigh about 18-20 pounds. They are a mix of earthy brown and silvery-gray tones, having short fur and pointy, tufted ears. A Valinara can retract their claws to move quietly or can use their claws to climb. They stand on 4 mighty legs and have a large movement speed. Valinaras are primarily useful for scouting and spying.

Aethriss

An Aethriss is a scaled creature with four legs. They can tuck their legs against their body when they need to move fast, but otherwise, they waddle around the world on their tiny legs. Their scales look silver in the sunlight, catching the light and the attention of other creatures as the sunlight bounces off the scales. The scales act like scars, telling different stories with spirals and lines based on the type of activity performed at the time of injury. This happens on each scale individually, and there is

rarely a repeated pattern or multiple patterns on a scale. An Aethriss is primarily useful for standing watch.

Eeren

An Eeren is tan, muscular, weighs 50-80 pounds, and stands on four legs. They are not very tall, coming in at about 3 feet tall, but their strength makes up for their height. They have two long, twisting horns that follow the path of their head down to their neck. Eerens also have a spectacularly strong jaw that can bite through rock and can bite through most animals. Eerens are primarily useful for hunting and gathering rock-like materials. Individuals who shift into Eeren are primarily useful as Resource Guardians.

Eludor

Eludors stand about 6 feet tall on four legs, with a skinny body. They have a sleek, short coat that takes on the color of their surroundings very easily. An Eludor has short nubs of antlers that are primarily used for headbutting. An Eludor is primarily useful for carrying materials.

Culture and Government:

Fluxians are, as some may say, old-fashioned. It is uncommon for Fluxians to keep handwritten records; instead, they share their tales verbally from elders to the young during the Anumnal Festival.

Confederacy of Fluxians

The Salt Flats are part of a Confederacy of Fluxians, consisting of five major tribes. Governed by a council of experienced Fluxians, the Confederacy oversees sustainable resource use while protecting nearby villages from external threats.

Conflux:

A council of experienced Fluxians, each specializing in a different set of Fluxian Forms. This council ensures that all aspects of life and survival are considered in decision-making.

Resource Guardians:

Special roles for individuals who shift into Eeren, known for their ability to mine valuable resources, ensuring their sustainable use and trade.

Traditions

Each year, there is a month of celebrations that marks the new year. During this month, Fluxians gather and hold a multitude of rituals and events directly linked to their culture. This is considered a holiday, and preparations take weeks. During the holiday, every Fluxian is expected to attend, with no exceptions granted. Multiple rituals take place during the Anumnal Festival, including the Companion Ceremony, Rite of Prowess, Nature Reverence, and Threads of the Past.

Companion Ceremony

During a Fluxian's 7th Anumnal Festival, they attend a Coming-of-Age ceremony called the Companion Ceremony. This ceremony takes place once per New Year's Festival and typically occurs during the first week. During this ceremony, they must wear a traditional outfit that corresponds with their age. The 7-year-olds line up according to the family name and, one by one, walk up to the large nesting area. They will then choose an egg that calls out to them, and they will be the Fluxian's companion for the rest of their lives. The newly mature Fluxians will then have to take care of their egg until it hatches in one month. Terror Bird eggs typically take three months to hatch; however, the eggs are laid two months in advance to prepare for the Companion ceremony. All Fluxians, regardless of age, are present to observe this ceremony.

The Rite of Prowess

When Fluxians are 25 years of age or older, they are required to take part in The Rite of Prowess. The Fluxian teens watch the rest of the young Fluxians while older members learn how to hunt in all of their shapeshifting forms. This typically takes place for one day during the second week of the Anumnal Festival.

Threads of The Past

Each night of the Anumnal Festival, Fluxians gather in the heart of the Salt Flats at 7 p.m. (in-game) for the elders to pass on folklore to the youth. These stories are from events that have occurred during their lives, as well as those that were passed down from the elders before them. This is how all the history is shared between the Fluxians, so most stories are told each year. Each night, four to five stories are told, which can take two to three hours. After the sharing of folklore, Fluxians return home to rest before the next day's activities.

Nature Reverence

During the last week of the festival, Fluxians spend a great deal of time in one of their other two forms while completely immersed in the wilderness. This event lasts for three days. It is meant to help Fluxians gain an appreciation for the natural world surrounding them and to become one with their alternate form. This allows them to develop a deep appreciation for their counterpart.

Relevant Characters

Name: Nix

Race: Fluxian

Age: 9

Visual Description: Heterocromia: brown left eye, blue right eye, mid-length multicolored hair: one side fiery red, other cool ocean blue

Who They Are: A reckless hero of a child who is stubborn to a fault and refuses to be told they cannot do something. They struggle with rejection sensitivity and any “no” feels like everyone hates them.

Name: Fluffy

Race: Terror Bird

Age: 2

Visual Description: A smaller sized Terror Bird who never lost his baby bird fluff. His wings are not fully developed, never growing much larger than those of a newly maturing Terror Bird.

Relevant Stories / Lore

The mountain at the South Pole has cavern systems running through it, and deep within the mountain a glassy pool of crystal light pours energy out from the Fae realm into the mortal world. Tales of visitors from the other world with large antlers or bird-like appearances are whispered between the locals.

Craftable Items

Fluxian Craftable Items:

Memory Mirrors

- Materials
 - Polished Salt Surface: for the mirror itself

- Precious Resource: A beautiful crystal only found in the Salt Flats is a rare underground material.
- Frame: Made from wood, bone, or other sturdy materials, pending Storyteller's approval.
- Special Case
 - It needs to be crafted where the Anumnal Eve Festival happens.
- Usage
 - Requires a Wisdom or Intelligence check (storyteller discretion)
 - Can only be activated during the Threads of the Past Ritual
 - Can only be used between the hours of 8-10 pm.

Shifting Shelters

- Materials
 - Salt Bricks: For the structure, providing a sturdy yet flexible base
 - Flexible Fabric: lightweight, durable fabric that can expand and contract. Since it is a finite resource, this material may need to be sourced from nearby areas or traded.
 - Wood or Bone: For the framework and support structures
 - Magical Components: Enchanted items or runes that allow the shelter to change shape and size.

Whispering Winds:

- Materials
 - Glass Bottle: Crafted from sand, which might be the forum in nearby areas or traded
 - Cork or Stopper: To seal the bottle
 - Bone or wood, salt, and natural adhesive
 - Enchanted Wind: Capturing using a ritual that binds wind to a bottle.

Mimic Masks

- Materials
 - Flexible Salt Crystals: Polished and shaped to form the base of the mask.
 - Enchanted Fabric: Allows the mask to change appearance and mimic voices found near the fae portal.
 - Binding Agents: Natural adhesives to hold the components together
 - Morphing Sculptures
 - Responsive Salt Crystals: Specially treated to react to touch or environmental change.
 - Binding agents: Plant resin, animal glue, or salt paste

- Decorative Elements: Natural dyes or other materials for aesthetic purposes

Craftable Items By All Species Within the Salt Flats:

Salt Tablets

Salt Tablets are compact, portable sources of essential minerals, designed to provide nutritional benefits and support overall health. These tablets are suitable for all species and can be used in various

- Materials:
 - Compressed salt
 - Natural herbs or minerals
- Usage:
 - Salt Tablets are ingested to replenish essential minerals and electrolytes, especially in situations where there is a risk of dehydration or mineral deficiency.
 - These tablets help maintain electrolyte balance, support hydration, and provide necessary nutrients that might be lacking in the diet.

Salt Enclosures

Versatile and durable structures made from salt bricks and wooden frames. Designed to provide secure and stable environments for various purposes. These enclosures are suitable for all species and can be used in a variety of settings.

- Materials:
 - Salt bricks
 - Wooden frame
- Usage:
 - These enclosures can be used for a variety of purposes, such as storage, animal shelters, or temporary housing. Their design can be adapted to meet specific needs.
 - The thermal properties of salt bricks help regulate temperature within the enclosure, making it suitable for different climates.

Salt Paints

Salt Paints are versatile and eco-friendly paints made from natural ingredients, suitable for artistic and decorative purposes. These paints are designed to be used by all species, providing a sustainable option for creating vibrant and unique artworks.

- Materials:
 - Salt

- Natural dyes
 - Water
- Usage:
 - Preparation: Mix the salt, natural dyes, and water to create the desired consistency and color. Adjust the ratios to achieve different textures and shades.
 - Application: Apply the salt paint using brushes, sponges, or other tools to various surfaces such as paper, wood, or fabric. The paint can be used for artistic creations, decorative projects, or even functional items like painted pottery.

Salt Bricks

Salt Bricks are durable building materials made from compressed salt and water, suitable for constructing various structures. These bricks are designed to be used by all species, providing a sustainable and versatile option for building.

- Materials:
 - Compressed Salt
 - Water
- Usage:
 - Salt bricks are used to build walls, shelters, and other structures. They can be stacked and bonded with natural adhesives or mortar to create sturdy and long-lasting buildings.
 - Due to their thermal properties, salt bricks can help regulate temperature, making them suitable for both hot and cold environments.

The Frostfigures

Near the mountains, the land has formed strange figures out of ice. Any trees or stone outcrops get covered in a layer of frost and ice. People who travel the region also get covered in this strange frost, leading to the area, and the people who live there being called the Frostfigures. The strange frost doesn't seem to have a clear origin, simply appearing from the air, or flaking off of normal snow and ice.

Few people choose to live in these regions. Those who do are regarded as strange, often hermits or outcasts who left society and chose to live as far from it as they can. Some people theorize that the ice statues that form are their work, or the work of the gods trying to create a monster to punish them. Others say that they are spirits of the damned trying to return to the world.

Frostballs

Affectionately called frostballs by travelers, this small creature curls up into a ball in any crevice of the ice statues it can find. When the creature can't find a crevice to curl into, it will wrap itself around the shoulders of the ice statues. They are 25 inches long, has short legs with paws and claws used for climbing. Frostballs are teal in color with white tips from the frost.

Spire Forests



The area is characterized by the Spire trees, tall conifers that reach hundreds of meters into the air. These trees lose their leaves under extreme heat, leaving an alien environment of wood spires during the summer. Smaller trees and other large plant life scattered around, forming a relatively thick canopy that shields the life underneath.

Inhabitants turn dead trees, both fallen, still standing, and stumps into buildings. With trunks that can be up to 15 meters across, these buildings become single-piece structures that are incredibly water-resistant and warm. Spire wood is hard and difficult to work with, but tools and furniture made out of it will last for years, often outliving the maker.

Snapmaw

A large hairless mammal that roams on 4 legs, is 150-200 pounds. The Snapmaw Stands on hind legs when threatened or hunting, and is 7 feet tall when on its hind legs, or 5 feet tall when standing on all 4 legs. It has a strong snapping jaw with retractable teeth, and will only use teeth if the jaw doesn't kill the prey. The Snapmaw additionally has small protruding horns next to its ears, and thick calloused feet to be able to walk on forest floor.

Whispermaw

The Whispermaw is the same size and shape as spire needles with scales that they can shed in times of need. It has sharp teeth, used to tear something apart very quickly. When stalking its prey, one can often hear the slithering of the creature, but will likely be unable to see it due to its camouflage with the spire needles. Whispermaws will bite their prey to sedate them, then, once sedated, will use their teeth to tear the prey apart.

Fairy Wing Forests

A section of forests where the fae has leaked through in spots. Trees will appear to have fluttery wings made of silk. Some glow at night. Travelers will sometimes vanish, then reappear months later as if no time has passed, or slip around a tree and come back as if it has been years. While people generally avoid living in these forests, they often set up camp nearby in the hopes of getting gifts or favors from a passing fae.

Others view these areas with suspicion and hatred. Town mobs have been organized to burn the fairy trees to the ground. These rarely turn out well, with the mob members often getting lost in the fae, or simply turning around back to where they came from. Fires will go out as soon as they light or only spread back to the people who lit them. "The fae protects its own", or so the saying goes. Anyone who succeeds at destroying a fairy tree is often seen as cursed or evil.

Fungal Overgrowth

Whatever this terrain was, it is now covered in fungi. All types, but mostly low-lying ground cover. The air is distinctly musty and sometimes toxic. This biome is spreading across the tropic, only held in check by the efforts of the locals, and winter weather killing off the weaker edges.

Some of the mushrooms can be harvested for food or medicine, and those have been protected and cultivated in large patches near cities. People who spend a long time working with the mushrooms will sometimes have spores take root on them, growing from folds in their skin, or out of their ears or hair. Some people try to prevent this, but some accept the infection and learn to grow with it. Tales are told of elders who become more mushroom than person and retire to grow and change among the fungi.

Blue Smokies

Blue smokies range from 2-5 feet in diameter, quickly releasing spores when threatened. The Blue Smokies often feel threatened by minuscule things like moisture in the air, and are lethal if inhaled. They can form fairy circles, and their spore clouds are light blue.

Burnshroom

Burnshrooms have a round, flat top that touches the ground until threatened, where it will rise from the ground, shooting multicolored acid. 'Young and dumb' humanoids traditionally collect the acid from burnshrooms, using them to burn holes in their clothing, dying the area around the holes. This tradition additionally gives a status to the humanoids based on the color of the acid collected.

The Fae Wilds

The Fae wilds are split into emotion-based biomes. Traveling through those biomes affects people with that emotion, driving them to act differently than normal. The people who live there are often driven by the emotions of their homes. They can appear as any species, but most inhabitants of the wilds are sentient, including what is normally seen as plant life. Finding a way to communicate with the trees is a different issue.

Government

The Fae Wilds are ruled over by Dukes, each corresponding to a concept, such as Neutrality, Honor, etc. There are six Dukes, each ruling a “Realm” or biome of the wilds. They generally do not war with each other, except when they do, often with little reason or explanation.

Relevant Stories / Lore

Years ago, the six Dukes conspired to cast out the gods of the land, banishing them through a portal of their own creation to another world. From the resulting emptiness, they conjured up new gods, which now rule over the land of the mortals.

This banishment happened near the site of what is now Leavenstone Manor, where Duke Hala resides. His presence keeps the door propped open and the effects of such a major work of abjuration suppressed.

In the mortal year 1447, Duke Hala del’Rhomar was murdered by his fellow Dukes. Interference by adventurers from another realm led to his daughter, Sophia, succeeding him as the Duchess of Resolution in Conflict. However, the dark acts that took place in the Manor of Leavenstone caused it to be Haunted, darkening the skies and calling up monsters from the deep.

In-World Items

Each duke carries a scepter of their power. In their own hands, they can do nearly anything, while in others’ hands it works as well as everyone involved expects it to. Duke Hala does not carry his with him, but has instead left his holding the splintered portal “open,” leading to another world, allowing the old gods to escape and maintain a connection.

Relevant Characters

- ~~Duke Hala del'Rhomar, Duke of Neutrality in Conflict~~ (Deceased, and replaced by his daughter)
 - Duchess Sophia del'Rhomar, Duchess of Resolution in Conflict
- Duke Korath el'Emir, Duke of Acquisition
- Duchess Marryl vel'Nomai, Duke of Judgment
- Duchess Riva al'Firen, Duchess of Whimsy without Restraint
- Duke Zarus, Duke of Decay and Endings
- Duke ???, Duke of Stories without Meaning

Other Major/Playable Species

Chimeragon

Chimeragons are either scaly or furred, depending on the environment they are born into. If a Chimeragon is born in an icy region, they develop fur; however, if they are born in a warm climate, the player may choose between fur or scales for their character. Chimeragons are typically very confident in themselves. When making decisions, Chimeragons can either make a snap decision or can spend hours to years laboring over the potential extremes of the situation. During a Chimeragon's younger years, they participate in rigorous training to learn magic and survival skills. When playing as a Chimeragon, the player will have advantages to those skills. During this coming-of-age training, Chimeragons craft their first weapon, hunting tool, or piece of armor. These items are typically personalized and remain with the Chimeragon for their lifetime. This is the most sacred piece of equipment they will ever own. Chimeragons must be age 14 to evolve and choose their evolution form. Chimeragons are primarily useful for the knowledge gained through rigorous training.

Evolution Form	Attributes
Wingless Aquatic Chimeragon	- Water resistance - Double movement in water
Wingless Frost Chimeragon	- Cold Resistance
Wingless Fire Chimeragon	- Heat Resistance
Winged Chimeragon	- Lightning Resistance - Flying Capabilities

The Chimaragons are a tight-knit community in most places in the world. The rich and powerful Chimaragons were able to take over the grand multicultural city 20-plus years ago, which they renamed Scalebridge Metropolis, when it was a constitutional republic, but now it is an oligarchy.

Society and Cultures

Education/Training: From a young age, Chimaragons are trained in various skills, including combat, magic, and survival. Education is holistic, focusing on physical, mental, and spiritual growth.

Young Chimeragons craft their first weapon or piece of armor during the coming-of-age ritual. These items are often personalized and imbued with magical properties to enhance their abilities. The Chimeragons preserve their culture, history, and religion by setting up education centers/schools for Chimeragons across the world. Since they physically change depending on where they are born/live, Dragonids are also open to integrating beneficial aspects from other cultures. This adaptability allows their culture to evolve without losing its essence, making it resilient and dynamic.



Government:

- Most Chimeragons live in the failed Constitutional Republic that is now an Oligarchy.
 - They host grand festivals and ceremonies that are held to celebrate the power and achievements of the ruling class. They feature elaborate displays of wealth, including parades of the finest crafted items and performances by the most skilled artisans. They have to serve for two years

Religion:

- Ancestor Worship: Honoring ancestors is a significant aspect of Dragonoid spirituality. Rituals and ceremonies are conducted to seek guidance and blessings from the spirits of the forebears.
- Nature Reverence: Chimeragons have a deep connection with nature and often perform rituals to honor the natural world.

If you are a Dragonoid:

There has been a disturbance from the magic of the fae that has affected you. You start as a wingless humanoid dragon. Depending on where you live determines what ability you get. For example, when you choose the ice location, you get fur instead of scales since that will keep you warmer. However, you can choose fur or scales in a tropical biome. When you reach the age of 14 or a religious ritual, you can develop into either a serpent, a frost Dragonoid (wingless), a wingless fire Dragonoid, or a regular winged Dragonoid, based on the region you live in.

Craftable Items:

Hunting Gear

Chimeragons' Elaborate weapons and armor are intricately designed pieces combining functionality and artistic craftsmanship. These items are effective in hunting and serve as symbols of cultural heritage.

- Materials:
 - Metal: For the weapon blades and armor plates.
 - Salt Crystals: For decoration and magical enhancement.
 - Leather or Cloth: For straps and padding.
 - Magical Components: For imbuing items with magical properties
- Usage:
 - These items are fully functional and can be used in hunting. The high-quality metals provide durability and protection, while the elaborate designs can intimidate opponents and boost the morale of allies.
 - In addition to their practical use, these weapons and armor are often worn during ceremonies and special occasions to signify status and honor.
 - Artisans can customize the weapons and armor with unique designs, symbols, and patterns that reflect the wearer's personal achievements, lineage, or cultural significance.

Amulets and Talismans

Chimeragons' Amulets and Talismans are mystical items crafted from salt crystals and metal, imbued with magical components to provide protection, luck, and spiritual benefits. These items are deeply rooted in cultural traditions and are often worn or carried for their enchantment.

- Materials:
 - Salt Crystals: For the main body of the amulet or talisman.
 - Metal: For settings and chains.
 - Magical Components: For enchantments.
- Usage:
 - These items are typically worn as necklaces, bracelets, or carried in pouches. They are believed to offer protection, bring good luck, and provide spiritual benefits to the wearer.
 - Often used in rituals and ceremonies, these amulets and talismans can be charged with specific intentions or blessings to enhance their power.

- Artisans can personalize the amulets and talismans with unique symbols, engravings, and decorative elements that reflect the wearer's personal beliefs, achievements, or cultural heritage.

Crown Jewel

The Chimeragons' Crown Jewel is a magnificent and regal piece, symbolizing power, authority, and cultural heritage. Crafted from precious metals and adorned with salt crystals and precious stones, it serves as a centerpiece in ceremonial regalia.

- Materials:
 - Precious Metals: Gold, silver, or platinum for the base.
 - Salt Crystals: For decoration.
 - Precious Stones: Diamonds, rubies, etc.
- Usage:
 - The Crown Jewel is worn during important ceremonies, coronations, and other significant events, symbolizing the wearer's authority and status.
 - The Crown Jewel can be customized with specific symbols, engravings, and arrangements of gemstones to reflect the lineage, achievements, or personal preferences of the wearer.
 - This piece holds deep cultural meaning, representing the heritage, traditions, and artistic excellence of the Chimeragons. It is often passed down through generations as a treasured heirloom.

Aquarians

Aquarians used to be humans a long time ago, but as the world started to change from the magic disturbance, they had to adapt to their flooded lands. During the changing times, they adopted a pirate lifestyle. They primarily live on a floating city on the waters near the tropical biome like Venice.

Aquarians have developed webbed fingers and toes, gills on their necks, and fish-like scales as skin because the town gets flooded at least two times a week. Their webbed fingers and toes give them a natural swimming speed that is faster than most land-dwelling species. Aquarians can breathe for hours underwater before needing air to stay alive

Society and Culture:

Aquarians perform storytelling rituals where elders gather as a Community during full moons to share the moonlight reflecting off the water. They have annual underwater art festivals where Aquarians create sand and/or shell sculptures, with themes changing each year to reflect different aspects of their history and culture. Additionally, Body Paint Competitions are held, where individuals or clans showcase their body paintings, telling stories through their designs.

Crafting:

Aquarians have invented technology that helps make their land and everything they make on it waterproof. They have developed a hydrophobic nano coating, used to repel water on everything from clothing to tools. Aquarians have developed coral resin, extracted from coral, to add a beautiful glossy finish to objects. Additionally, they use flexible glass when crafting to waterproof objects in an invisible way.

Government:

- Primary in a pirate republic government
 - Organized treasure hunts that serve as both training for young Aquarians and a way to discover new resources.
 - Have a Pirate Code

Aquarians, unlike the rest of the major playable species in this lorebook, were not used in the TTRPG. However, it was used in the NARP.

Galatians

Galatians have a crystal-like body, reflecting the icy climate which they primarily live in. Their glowing eyes help them see in the dark, frozen landscapes. They have a unique ability to generate and withstand the extreme cold, and a metabolism that prevents their bodies from freezing. Galatians are primarily useful for crafting structures, tools, and weapons, and creating art using durable, crystal-like ice. They are also resistant to cold environments. Living near the glacial wall, Galatians spend a large amount of time with the Ignasians, who live in the hot dry lands on the other side of the barrier. Galatians and Ignasians have a strong bond, sharing culture, traditions, and festivals with one another despite their significant differences.

Society and Culture:

- Cultural Practices:
 - Creating ice sculptures and ceremonial attire is central to their rituals, with ice carvings preserving tales of their history and cultural narratives.
 - The beauty and skill involved in their craftsmanship instill a deep sense of pride, as their creations reflect their identity and values.
- Craftsmanship and Economy:
 - They utilize durable crystal-like ice for structures, crafting tools, and weapons, emphasizing functionality as well as artistry.
 - Items such as frost armor, ice tools, and even whimsical snow globes highlight their resourcefulness and creativity.
- Community and traditions:
 - Ceremonies often involve ice sculptures that symbolize important events or figures in their history, reinforcing their communal ties.
 - Seasonal festivals provide opportunities for both fire and ice humanoids to celebrate their unique cultures, promoting collaboration and cultural exchange.



Craftable Items

Ice Salt Sculptures

Ice Salt Sculptures are dynamic art pieces combining the beauty of ice and salt crystals. They are designed to maintain their shape and appearance regardless of environmental conditions.

- Materials:
 - Responsive Salt Crystals: Specially treated to react to touch or environmental change.
 - Binding agents: Plant resin, animal glue, or salt paste
- Usage:
 - These sculptures can be placed in various settings as permanent art installations, showcasing their intricate designs.

Ice Salt Building

Structures that combine the strength of salt bricks and ice blocks are designed to withstand harsh environments while providing shelter and stability.

- Materials:
 - Salt Bricks: Made from compressed salt
 - Ice Blocks: large, sturdy blocks of ice.
 - Binding agents: Natural adhesives to hold the structure
 - Insulating Materials: Optional materials like straw or cloth for additional insulation
- Usage:
 - Useable once per day, lasts 24 hours.

Morphing Sculptures

Art pieces that can change shape, reflecting the fluid nature of the shapeshifters.

- Materials:
 - Responsive Salt Crystals: Specially treated to react to touch or environmental change.
 - Binding agents: Plant resin, animal glue, or salt paste
- Usage:
 - The morphing sculptures can be activated by the touch or specific environmental triggers, such as changes in temperature or humidity.

Ice tools

Practical implements crafted from ice and reinforced with salt and crystals. Designed for use in cold environments where traditional materials might be scarce

- Materials:
 - Ice Blocks: For the tool bodies
 - Salt Crystals: for reinforcing the ice
 - Binding agents: Natural adhesive to hold the ice's integrity
- Usage:
 - These tools can be used for various tasks such as cutting, digging, or building in icy environments. The salt crystals provide additional strength, making the tools more durable.
 - Artists can personalize the sculptures with different decorative elements and binding agents to create unique pieces.

Ignasians

Ignasians have ashen skin that allows them to withstand extreme heat. Their red eyes additionally allow them to see through smoke and flames without damage. Specializing in forging metals from volcanic rock and heat-resistant materials, it is no wonder that their main traditions revolve around fire-based art. Ignasians also express their identity and heritage through the intricate designs forged into their items. Ignasians are primarily useful for their ability to withstand extreme heat and their forging abilities.



Society and Culture:

- Craftsmanship and Artistry
 - Specializing in forging metals from volcanic rock and heat-resistant materials, creating a rich tradition of fire-based art.
 - Their craftsmanship includes intricate designs formed from molten materials, expressing their identity and heritage.
 - Religious practices may involve crafting idols that reflect their beliefs and deities
- Trade and Economy:

- Produce unique heat-resistant goods, such as fireproof containers for cooking and storage, heavy hammers for forging and combat, and thermal clothing designed for extreme temperatures
- Molten sculptures shaped from metal depict their myths and heroes, serving both artistic and cultural purposes while being valuable trade items.
- Cultural Identity
 - Festivals celebrating fire and craftsmanship are common, showcasing their artistic achievements and reinforcing community bonds
 - They take pride in their ability to manipulate fire, viewing it as both a tool and a source of inspiration.

Government:

Primarily reside in a Constitutional Monarchy

Craftable Items

Decorative Clothing/Armor

Combine the durability of metal with the aesthetic appeal of salt crystals, creating protective yet visually striking garments. These pieces are designed to offer both functionality and beauty, suitable for ceremonial purposes or as high-Statisticus attire.

- Materials:
 - Salt Crystals
 - Padding Materials: Leather or cloth for the interior of the armor for comfort
- Usage:
 - Artisans can customize the pieces by selecting different metals, salt crystal sizes, and decorative patterns to create unique designs that reflect cultural or personal significance.

Salt-infused Metal Sculptures

Intricate art pieces that combine the strength of metal with the beauty of salt crystals, creating unique and visually striking sculptures.

- Materials:
 - Metal: Various metals such as iron, steel, or bronze for the base structure.
 - Salt Crystals: Large, clear crystals harvested from the salt

- Binding Agents: Natural adhesives or welding materials to attach the salt crystals to the metal
- Usage:
 - These sculptures can be displayed in various settings, both indoors and outdoors, where they serve as eye-catching art pieces.
 - Artists can customize the sculptures by choosing different metals, salt crystal sizes, and decorative elements to create unique pieces that reflect their artistic vision.

Salt Lamps

Decorative lighting fixtures that combine the natural beauty of salt crystals with the durability of metal, creating a warm and ambient light source. These lamps are designed to enhance the aesthetic appeal of any space while providing functional lighting.

- Materials:
 - Metal
 - Salt crystal
 - Light source
 - Binding agent
- Usage:
 - These lamps provide a warm, ambient light that can be used to create a cozy atmosphere in any room. They are ideal for use in living spaces, bedrooms, or as decorative pieces in public areas. Regular maintenance involves cleaning the salt crystal to prevent dust buildup and checking the light source to ensure it is functioning properly.

Relevant Lore:

Galatians and Ignasians coexist in a vibrant Constitutional Monarchy, where the rulers serve more as social figures than political leaders. This society is divided into two houses: one composed of upper-class nobles, representing the affluent and influential members of the fire and ice humanoids, and another dedicated to the voices of the people, ensuring that the company populace has a say in the matters affecting their lives. The fire humanoids, with their mastery of metalwork and fiery artistry, contribute to the kingdom's wealth and craftsmanship. In contrast, the ice humanoids offer their exquisite ice sculptures and durable structures, reflecting their rich cultural heritage. The cold and possibly icy region at a very high elevation, while primarily inhabited by ice humanoids, is often viewed with superstition, discouraging permanent settlements

but inviting travelers and explorers drawn by its beauty. This duality fosters a unique dynamic as the nobles often rely on the artistry and skill of both species to maintain their status and engage with the broader community. Social events and festivals are common, allowing for interactions between the upper class and cultural exchange, keeping the kingdom vibrant and interconnected, creating a captivating society where tradition, artistry, and community thrive under the watchful eye of their Constitutional Monarchy.

Interactions between Galatians and Ignasians:

- Collaboration and Exchange:
 - The interplay between Galatians and Ignasians fosters a dynamic cultural landscape, where both species share artistic techniques and trade goods.
 - Joint festivals and events help bridge the gap between their different elements, encouraging harmony and collaboration.
- Superstition and Legends
 - The Icy region, while largely avoided for settlements due to superstitions, draws visitors interested in the myths and artistry of the Galatians, leading to a mix of awe and caution.
- Cultural Identity
 - Together, the fire and ice humanoids create a rich tapestry of traditions that celebrate their elemental powers, craftsmanship, and community, thriving under the structure of their Constitutional Monarchy while maintaining distinct identities.

Governments:

Constitutional Monarchy

A Constitutional Monarchy is made up of a ruler who is more of a social presence rather than a political position and two houses. One house is full of upper-middle class nobles, and one is for the citizens. Additionally, Galatians and Ignasians are the primary citizens within the Constitutional Monarchy.

Confederacy

The Confederacy is made up of five major tribes that are connected through a spiritual story. While other tribes and villages exist in the Salt Flats, they are not part of the Confederacy. However, those not a part of the Confederacy are still under its protection.

The Confederacy is also responsible for the protection of the pole, and is mostly made up of Fluxians and their companions.

Oligarchy

The Oligarchy is a failed republic ruled by a small, wealthy group of merchants. During this time period, the oligarchy is still reeling from a recent civil war taking place approximately 20 years ago. During this civil war, they fought over a treaty with the Fae, despite the Fae living in Khalyn. Additionally, Chimaragons are the primary playable species that lives within the Oligarchy.

Pirate Republic

The Pirate Republic is located on a floating city at the North Pole, completely surrounded by water. Due to the Pirate Republic being on a floating city, Aquarians primarily reside there. Additionally, the citizens of the Pirate Republic are governed by a Pirate Code.

Pirate Code:

- Every person has a vote in the Affairs of the city
- If any person should desert or steal, they shall be exiled and marooned with one bottle of water, one ration of food, and one weapon
- No Person shall gamble for money
- Every quarrel must be held outside of the city
- Newcomers must go before the council. Those in violation will be punished fitting the council's choice
- All loot is shared among all citizens
 - Captains - 1 and $\frac{1}{2}$ share
 - Quartermasters - 1 share
 - Privateers (crewmembers) - $\frac{1}{2}$ share
 - Lubbers (those who do not sail) - $\frac{1}{4}$ share