



Workbook

Lore

What are the main sources of power in your game world?

What are the ways player characters experience this power?

How does magic work in your game world?

Spiritual energy, AETHYR, suffuses the planet traveling along Ley Lines between the portals. New branches can be created to bring a more plentiful supply to a location, but these areas create points of weakness in the line and need to be maintained/monitored.

What relationship do you want players to have to magic?

AETHYR has become an industry all on its own. Not only is it in the atmosphere and ground, but society has incorporated it as an energy source. Not everyone is born in the SPARK to become a Guardians, but many people are born with a latent ability to manipulate the energy around them. There is also a place for retired Guardians to go for research or government, etc. to put their powers to the betterment of society.

How does an everyday person in your world feel about magic?

AETHER is seen by many to be useful but also dangerous. Most people interact with it in minimal ways or just as a backdrop to their lives, not thinking about it until something terrible happens.

How does your game lore express the value of Teamwork?

AETHER is interestingly easy to combine, especially when done through different means, i.e. Wizard + Conduit, since each of these distills the energy in a different way. AETHER wants to be whole, wants to be more.

How does your game lore express the value of Self-Expression?

How does your game lore express the value of Difficult Choices?