**Concept:**

This world is meant to be based around NKU. All of the nations and a number of the nations (as of May 4, 2023) are based off of buildings on campus. Ideally a lot of the towns and significant NPCs will be named after important faculty and staff. This is meant to be a collaborative project to help create a world where the NKU Table Top Gaming Club can host one shots and run campaigns for their members.

**Calendar:**

Rather than months, Nokus operates on a seasonal calendar. The year is split into four seasons each being approximately 105 days long. The people of Nokus do not use a standard week so all dates are written as day/season/year. Years are denoted as either within or before Common Memory. The Common memory is functionally what the oldest people in Nokus can remember and what the stories they share with others. While there are some creatures that are older than the Common Memory there is some magical force preventing them from recalling or sharing information from before that time.

**World:**

Nokus is a single massive continent with a wide array of diverse cultures and beliefs. The different nations of the land have varying levels of magic and technology from the people of Mephys who have grown to rely solely on their magical abilities to brave the Ashish Mountains to the people of Fargill which have to rely completely on their innovative spirits to survive in the icy tundra beyond The Great Ward.