

# World Overview

## World Overview

### Setting

The game takes place in a high-fantasy world with dark fantasy aspects. Set in the country of Zarathys, the country was once peacefully shared amongst four clans of magical races. Without any countries to border it, the expansive land was home to these clans. The Eisryn took up residence in the North, a cold and foreboding place that fit perfectly for their culture. The Celestyn sat to the west, a place of mostly flat land and temperate climate. The Florwyn took up the south, a region of a boreal forest. Finally, the Thryvokyn took up the northeast, closer to their ties with the Eisryn and the cold yet habitable environment. All of the clans stood clear of the direct east, a portion of the country that the mythology of the clans all held, the portion that was home to gods and beasts alike. It is also the place where the Vaelthari arrived and took up residence. When the game begins, the Vaelthari have been living in the country for centuries and have full civilizations in the east.

### Magic and the Essence Brew

Four magical races have lived on this land for ages and are rich in magical abilities. Their magic is so strong that it runs through every inch of their body. When parts of their body are removed while they are alive and then steeped as you would tea, Vaelthari can ingest the liquid to increase their magical abilities. Vaelthari are born without a lot of magic but have a small amount running through them. If one of the four magical races drinks the Essence Brew, they can also gain more magic.

## World-Altering Events

### Discovery of the Essence Brew

When the Vaelthari—a culture broken off from the elvish races in the country they fled—arrived in Zarathys, they discovered the magical races who had lived there since the dawn of time. When the Zarathys arrived with more advanced weapons and technology, they began to take the magical races as slaves, soon discovering the large amount of magic that they held. On a whim, an alchemist made a tea with the hair of a Florwyn and discovered that doing so gave him great magic, but only for a month or so.

When this discovery spread throughout Zarathys, the magical races soon started being kidnapped and held prisoner. The brew only works if the parts are taken from a live being, and

so slavery for the consumption of parts began to become popular. Many Vaelthari, especially the wealthy, regularly took to making the essence brew.

## Vaelthari War and New King

Soon after the Vaelthari arrived and began taking magical beings for consumption, the magical races banded together to defeat them and rid them of their continent. Outmatched by the more advanced race, however, the magical races were defeated and raiding of villages became commonplace.

With the Vaelthari winning the war, the wealthy elected their new king, and so began a monarchy in Zarathys that was not there previously. They took on slaves and servants, humans and magical races alike.

## Magical Races go into Hiding

Due to the wars and attacks they were facing, the magical races went into hiding, fearing for their safety. They split up amongst their own cultures, along with some humans who elected to go with them and found hidden places to take up residence. With their strong magic, many of the races were able to create wards around their towns.

Wards and hidden towns did not always ward off the Vaelthari, however, and they became more power-hungry over time. When the game begins, the Vaelthari are beginning to get more aggressive, finding towns of magical races to raid and take some people as prisoners.

## Races and Cultures

### Florwyn

A race of people who are druid-like and in tune with nature. They are loosely based on the ancient Celtic tribes of Europe and the Navajo tribe of North America. This race has skin that ranges from yellow to green and hair of much the same color. They are small people, making them better at climbing trees and slipping through small places.

### Eisryn

The Eisryn are a hardened people who live in an arctic environment. They are based on the Sami people. The Eisryn people have blue skin and hair that ranges from completely translucent to white and large bodies that allow them to endure the harsh climate while hunting and fishing for themselves.

## Celestryrn

An angelic and art-based race. They are based on ancient Roman culture. Celestryrn don't have one skin color in particular, but it glows as if glittered. Adorned with large, feathered wings on their backs, they also have the ability to fly. Their culture is one of art and elegance.

## Thryvokyn

An intellectual race that is well known for their intellectual abilities, and feared for their mental magic. They are loosely based on the system and ideals of ancient Confucianism. Their grey skin and ability to see in the dark allow them to live underground to hide. Their culture values learning and psychology. Though extremely powerful, the Thryvokyn are not usually captured by the Vaelthari due to their abilities to manipulate them and use mind magic.

## Vaelthari

The Vaelthari is a feudal society and is based on medieval European culture. Though called Vaelthari, they are actually elves who fled a war on their home continent. On their home continent, the Vaelthari were called Dark Elves and looked down upon. They rebranded themselves when they moved so that they were no longer lower class and could be the upper-class citizens of their country.

## Major Landmarks/Locations

### Aurethar

Aurethar is the capital of Zarathys and the location of the king's palace. The majority of its residents are Vaelthari, though humans are intermingled but mostly as servants and peasants. The only magical races that would be found here are slaves. Aurethar is a large city with winding streets that are densely populated. The classes are separated by districts and all have their own areas in which they live. The wealthiest live closest to the palace while the poorest live furthest away. Outside the large city walls, farms grow the food the city relies on. Florwyn slaves can be found here helping crops to grow more quickly.

### Oakspire

The hidden town that Senna lives in initially. This is just one of the towns that the Florwyn people have hidden in. It is in the middle of a dense forest and has a ward around it, making it appear that nothing is there at all. When people come near who do not have the mark of the oak, given by the elders of the tribe, they get an intense feeling of fear, leading them away from the area. With the mark of the oak, a mark that everyone who lives in Oakspire has, residents

are able to come and go as they please. The elders recommend not going out of the warded bounds, however, unless they have a specific reason to. The town is made up of wood buildings with roofs of grass, though the grass is enchanted so that it is strong and wind-resistant. The town also has a community garden, where they grow and harvest their food.

## Glinhearth

Glinhearth is a small town located on an island that holds a portion of the Eisryn people. The landscape is mountainous and treacherously cold. The Eisryn people hunt on land and by sea for their food and are able to grow very little for themselves. The island is surrounded by a thick fog that chokes anyone who comes near and is not of the Eisryn race. The Eisryn are generally not fond of humans and none live on the island. Many of the buildings are made up of packed snow and ice, similar to igloos, as well as stone and wood to be sturdy in the high winds that plague the island.

## Summary of Conflict in the World

The conflict is based on the mistreatment of magical races and the feudal monarchy that has overtaken the country. When the game starts, the aggression from the king is kicking up and the Vaelthari are demanding more magical races so that more Essence Brew can be made. To do this, the king starts to raid villages and kidnap people. These people are then taken to the capital and sold as slaves. An uprising has slowly been starting but has struggled to gain traction. Senna and Crispen are two people of magical lineage who are kidnapped to be taken as slaves. Aradel is a Vaelthari who helps them escape and together they help the rebellion. The rebellion and magical network have been passing along information and helping one another for centuries but have not gotten enough support to make a large impact. With the three companions and help from friends they make, they are able to work to take down the monarchy and start to save the enslaved people.