Demagus Lore

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# Introduction

Quick disclaimer the guy who wrote this is an American from Southeast Wisconsin, as such the terms/jargon/units I use come from that context. Don’t think that will come up to much in this though

This was written to contain the lore for a world starting around 2016. I’m planning on doling out small pieces as they become relevant.

I made good use of many things while formatting this document. Sometimes you can click on a term and be directed to it. If all else fails, there is a nice table of contents at the beginning. Crtl F is your friend.

# Demagus

There are a few defining traits to the world, but foremost amongst them all is the pervasiveness of magic. Simply put, magic is common.

# Religions

The gods physically walk the earth. You can meet them, they can show you their power. There are many of them and they don’t always get along.

## Dortokaren

### Description

There is a religion that believes the world is on the back of a giant turtle

### Pantheon

Dortoka – World turtle and creator of all.

### Fun Facts

No one has ever seen the world turtle on which the earth rests, this could be a problem, but no one has offered definitive proof the earth is not on the back of a giant turtle either.

Some modern heresies state that the world being on the back of the world turtle is allegory rather than literal. These heretics are often told to get in a boat and attempt to sail around the world if that is the case. None of them have come back so far, which is considered pretty definitive proof that they fell off the edge.

Due to this religions emphasis on the sanctity of nonviolent life, followers of this religion prefer to eat magically created food when at all possible so that none may die. If none is available they will eat food that has already been prepared so that none new may die. When that it is not possible they tend to eat the flesh of beings that harm to live. Like herbivores, carnivores, weeds, and a few murderous plants. The more the being tends to inflict harm, the more justified one is in eating it. Funnily enough to outsiders, grazers tend to top the list as they attack thousands of innocent grass.

The written word of this religion is inscribed into stone. It’s not any special means of preservation, but paper and parchment are both normally made by killing things, and that is not appreciated. The word is sacred enough that they don’t want to risk putting it on a magically created piece of paper or parchment just in case some merchant lied to them.

Leather and fur straight out in this religion. Cotton and linen are also not appreciated. Certain silks are all right. Wool is fine. Synthetic fabrics have been looked into but nothing has yet come of them. They prefer to use magically created fabrics. Contrary to popular belief if nothing else is available they will use normal fabrics however, they don’t run around naked.

Savvy traders have figured out that people of this religion really appreciate goods that are magical in origin. They collect magic student’s practice items and hawk them to followers for a sizeable markup.

Followers of this religion invented the spell detect magic. It is a very bad idea to try to dupe followers by selling them items non magical in origin and claiming otherwise. A very bad no good incredibly stupid idea. They have paladins for people who have that sort of idea, and not the friendly ones.

### Scripture

#### Hasieratik

##### 1 – Creation of the Pact

1 There exists a great emptiness upon which all the places reside. All that is and all that will be is in this emptiness. 2 And the emptiness is alien and the emptiness is lonely. And the emptiness creates all that was and all that is. 3 And the emptiness surrounds its creations with itself, desiring them greatly. 4 And many of the creations of the emptiness are smothered by it. 5 And many of those who remain are smothered by other creations of the emptiness greater and more powerful then they, creations who are jealous and desire the emptiness for themselves. 6 And for a time this was the measure of all things. 7 But all creations of the emptiness are not of the same cloth. 8 There was one creature amongst the created that was greater and mightier than all of his brethren. 9 And the creatures of the emptiness saw him and despaired for they knew that they could not stand against him. 10 And that knew that they could not defeat him and win the favor of the emptiness. 11 And the creatures name is Dortoka, who was the first to show compassion. 12 And Dortoka saw the emptiness for the harsh master that it was. And Dortoka saw that fellowship with the emptiness was not as fulfilling as fellowship with the created. 13 And Dortoka passed through the emptiness saying to all the created “come to me that we may be in fellowship. 14 I will protect and shelter you and all the created may be in fellowship with each other.” 15 And many of the created headed the call and so Dortoka came to be the world.

##### 2 – Treachery

1 But not all who came were those who showed compassion, for some of those who came were those who saw Dortoka and despaired, 2 saying “How can we stand against such a being.” 3 And when those who said these things heard his proclamation they said to themselves “If I cannot stand against such a thing I should not anger such a thing and accept its protection.” 4 And so they came but did not desire to live in fellowship with others created. 5 And they kept their own ways and continued to fight their brethren. 6 And Dortoka saw this and was dismayed for he had gathered the created to live in fellowship. For the companionate one had sworn to do no harm to all in fellowship with him. 7 And Dortoka wept. And some of those who showed compassion heard the weeping and went to Him, saying “Oh great world turtle, why do you weep?” 8 And Dortoka replied, saying “I weep for those who are lost, for I promised to protect them and commune with all who come to me. 9 Yet some of those who came were not true in their intentions. Some of those who I have sworn to protect have sworn to destroy others I protect. 10 My conscious cannot abide the destruction that I have wrought.” 11 And those who came to Him heard this and said “You are mighty and wise oh great turtle, this is not your fault. 12 You had never known treachery for you are honest and benevolent and mighty. One cannot foresee something that they do not know.”

##### 3 – The Great Oath

1 And so the great turtle turned to those who had come to him and spoke, saying 2 “You have communed with me and have adopted my ways. 3 Yet you have not sworn the oaths that I have sworn. 4 I thought it was weakness. I thought all of those who came were false. 5 But you say to me that your knowledge of treachery prevented this. 6 If you are true I must ask of you to do that which I cannot. 7 I must burden you with that I sought to end. I must ask you to keep my ways by breaking them. I must ask this of you” 8 And those in attendance spoke saying 9 “We will do this for you oh great turtle strong and mighty, we will protect those in fellowship with you from those in false fellowship with you. This we will swear.” 10 And so they swore the first oath, and set themselves about the task of protecting all who sought peace.

##### 4 – The Gifts

1 And so the faithful went about the turtle, and the faithful kept their oaths. 2 But those in false fellowship were cunning and devious, and the faithful lost many to them, and the faithful suffered greatly at their hands. 3 And among the faithful there were eight siblings who kept the faith. And they were saddened by the losses suffered by the faithful and they mourned, saying 4 “Oh great turtle it us your faithful servants. We have kept your precepts and strive to fulfill the oath that you cannot. But we your servants suffer greatly. 5 We implore you to lighten our load so that we may not stumble.” 6 And the great turtle heard them and replied saying “Oh my faithful servants, I desire that your way be unobstructed. Ask and you shall receive. Speak and I shall give.”

7 And the eldest sibling strode forth and spoke, saying “Let me know that which is hidden and that which is lost, so that none may hide their nature from us.” 8 And the turtle replied, saying “That is right in my eyes.” And thus the gift was granted and the art of divination was born. 9 And the second sibling stepped forth spoke, saying “Let me change the useless into the useful, the dead into the sustaining so that the lifeblood of the innocent need never to be spilled again.” 10 And the turtle replied, saying “That is good in my eyes.” And thus the gift was granted and the art of transmutation was born.11 And the third sibling stepped forth and spoke, saying “Let me bring forth those who were, so that the sacrifice of the living is eternal and not fleeting.” 12 And the turtle replied, saying “That is well in my eyes.” And thus the gift was granted and the art of necromancy was born.13 And the fourth sibling strode forth and spoke, saying “Let me bring forth that which is not, so that I may shield the faithful and mislead those with malice in their minds without violence.” 14 And the turtle replied, saying “That is clever in my eyes.” And thus the gift was granted and the art of necromancy was born.15 And the fifth sibling spoke, saying “Let me influence the minds of those bound to you, so that I may sway them from their fiendish course.” 16 And the turtle replied, saying “That is devious in my eyes.” And thus the gift was granted and the art of enchantment was born.17 And the sixth sibling stepped forth and spoke, saying “Let me bring forth that which may be in, so that they may serve and defend the faithful.” 18 And the turtle replied, saying “That is noble in my eyes.” And thus the gift was granted and the art of conjuration was born.19 And the seventh sibling bounded forward and spoke, saying “Let me draw forth from your essence, so that we may destroy those who seek our death.” 20 And the turtle replied, saying “That is necessary in my eyes.” And thus the gift was granted and the art of evocation was born.21 And the eight sibling prostrated themselves, saying “I ask only for what you are willing to give.” 22 And for a time there was silence. 23 And then the turtle spoke, saying “I will give you power over that which I have given. For you have taught me of treachery, and the wisdom of expecting it.” And thus the greatest gift was granted and the art of abjuration was born.

## Uffern

### Description

One of the more commonly held religions of the gnomes. It is unique in the world. It does not seek to garner followers or encourage worship of anything. It can be best described as fuck the gods. They are pricks who make us suffer. This world is hell. When our term is served we will die and return to the paradise of the dead.

#### Pantheon

Variable, whoever is on hand or locally revered.

### Fun facts

The religion manages to attract new converts from those who feel particularly slighted by the gods. Their disregard of the traditional pantheon irritates some, but more are willing to blaspheme new gods as well as old.

Seeing as how they believe this universe is hell, necromancy and resurrection are a grave sin. After all, some bastard is dragging innocent people from the paradise of the living to back to hell after they served their sentence.

Despite what some say, they are not a suicide cult, even if insulting a god to its face is a really bad idea.

Followers of this religion are often uncomfortable around willing undead. Those sick fucks came to hell willingly. More liberal members assert that we cannot judge people for wanting to stay in hell, they will figure it out eventually.

Members of this religion carry around pieces of paper instructing temples and wizards not to resurrect them in the case of early death. They get very cross if these instructions are ignored.

Other gods tent to not take kindly to the Uffern belief in blasphemy. Leading to some more religious places banning the religion, and all of its followers outright.

### Scripture

They have no books of scripture. The gods are liars and cheats, we need not heed or protect their word. That being said there are some general tenants they agree upon.

Everyone is already dead. This is hell. If we are noteworthy we will be pardoned and allowed to go back to life in the perfect world we left behind.

Divine beings are our jailors. Their job is to maintain the prison, and make it so things aren’t too nice.

## Di

### Description

A sort of informal religion that believes the universe is a collection of dichotomies. A series of axis’s with extremes on each end. Good and Evil, Hot and Cold, Alive and Dead, Lawful and Chaotic, and more. They believe that everything in the world can be described in sufficient detail by using these axes. There is a god for each axis.

### Pantheon

Gods in Di fundamentally come in pairs. There is no lone god. Due to this the gods in the pantheon are listed in their proper pairs.

#### Chief

There is one chief axis that governs the destiny of a thing.

Fate - The Lady (Luck)

#### Major

There are three Major Axis’s that above all else govern the nature of a thing.

(Ability to generate movement) Life - Inertness (Inability to generate Movement)

Something - Nothing

Known - Unknown

#### Minor

There are many minor axis’s that govern the being of a thing.

(Contented) Happy - Sad (Discontented)

Natural - Constructed

(Selflessness) Good - Evil (Selfishness)

(Precept Abiding) Lawful - Chaotic (Open Minded)

(High Density) Earth - Air (Low Density)

Light - Dark

(Nonviolently Disposed) Peace - War (Violently Disposed)

Poverty - Wealth

### Fun Facts

Contrary to popular belief, this religion does not worship axes. This misunderstanding has led to them using an axe as their religious symbol though. With axes being the plural of axis they’ve decided that it is easier to go with the flow than keep correcting people.

This religion sort of accidently pioneered the scientific method in their attempts to determine methods of classifying the various axis and things locations on them. Although contemporary scientists and scholars vigorously deny this.

It is common amongst members of this religion to take tests that purport to identify their location on the various axes. Some even write fortunes for people of one skew or another.

Some people like to describe themselves along a good-evil and lawful-chaotic axis. That trend originates with this religion.

### Scriptures

#### De Finibus

##### Fate-The Lady

Him who cannot be beaten. He determines what is meant to be. He ignores the pleas and worship of mortals and divines alike. He helps those who help themselves. Locked into the greatest game with the lady since the beginning. He will always win.Her who cannot lose. To entreat her is to lose her favor. To utter her name is to cause her to flee. She blesses people seemingly at random. She favors some for unknowable reasons. Locked into the greatest game with fate since the beginning of time. She can never lose.

##### Life-Inertness

That which moves, that which reacts, that which is heard. The spark in all things. Him who is noticed. Those who worship Him see that which can be done. Without him, the spark would be gone.That which is still, that which is unflinching, that which is quiet. The stone in all things. Her in the shadows. Without her, the spark would be meaningless.

##### Something-Nothing

That which is. It that is coherent. Him with being. He that exists. He who makes up all. Without him there would be no form.That which is not. It that is without form. Her who permeates all. Her who is in between. Without her there would be no distinction.

##### Good-Evil

That which benevolent. That which looks to others first. He who is selfless. Him who suffers. Without him there would be no others.That which looks to the self. That which seeks gratification. She who is selfish. Her who lives. Without her there would be no person.

##### Lawful-Chaotic

That which rules. That of order. Him who is structured. He who is unwavering. Without him there would be no community.That which lives. That of chance. Her who is free. She who is fluid. Without her there would be no individual.

## Cult of Sciismo

### Description

A cultish mystery religion that is widely known. People meet together and enjoy each other’s company. There are secret rituals and lore that are meant to create a sense of brotherhood. You get promoted in the religion by the acclaim of others in it. The higher you are in the religion the more of its secrets you know. They worship no god, but the good of mankind, and of course nobody trusts them. Members of this religion refer to each other as sciano.

### Fun Facts

They have their own special language. Members say it is much more logical than natural language and if everyone learned it, it would probably lead to world peace.

Members of other religions are sometimes also members of this religion.

A commonly held belief amongst unbelievers is that the religion is actually a shadow government that controls the world. Believers insist that if that is the case, this is the shoddiest shadow government they have ever been part of.

### Scriptures

#### Dosiero

##### 1 – Apliko

1 There are always meaningless patterns.

2 If you look hard enough, you can find anything.

3 Because it happened before, doesn’t mean it will happen again.

4 To assume is to blunder.

5 Keep it simple stupid.

6 The simplest solution is often the correct one

7 One cannot prove impossibility

8 What cannot be settled by experiment is not worth debating

9 The burden of proof lies with the one making the claim

10 The more trivial the issue, the more vigorously debated

##### 2 - Sago

1 Never attribute to malice that which is adequately explained by stupidity.

2 The most incompetent are the most confident.

3 Work expands to fill the time available for its completion.

4 There is always one more flaw.

5 Garbage in, Garbage out.

6 Sufficiently advanced technology is indistinguishable from magic.

7 The perversity of the Universe tends towards a maximum

8 Don't hesitate to ask questions, even if they seem obvious

9 Big and dumb is better

10 Not everything worth doing is worth doing well

#### Anekdoto

##### Introduction

1 My dear Sophia, many people have written an account of the great teacher’s life, 2 basing their work on the evidence of those whom we know were there. 3 I have therefore decided, since I have traced these things, to set them down for you myself4 so that you may have reliable information about the matters in which you have had instruction.

##### 1 - Vero

1 The teacher was a knowledgeable man, and in his old age sought to pass on his knowledge. 2 And the teacher let it be known that he was seeking to teach and the students flocked to learn from him.3 But the students did not learn from the man. And the students did grow frustrated.4 And the students spoke to the man, saying “Master you know many things but we do not understand. Surely your knowledge will die with you.” 5 And their master spake unto them a parable.

6 In the beginning was a problem of poo. And the problem was without understanding, and the solution was void.7 And darkness was on the faces of the villagers thereof; And they spake unto their yeoman, saying: "It is a crock of crap, and smells as of a sewer."8 And the yeoman took pity on them, and spoke to the knight: “It is a crock of excrement, and none may abide the odor thereof."9 And the knight spake unto his baron, saying: “It is a container of excrement, and it is very strong, such that none may abide it."10 The baron then hurried to his earl, and informed him thus: “It is a vessel of fertilizer, and none may abide its strength."11 The earl carried these words to his duke, and spoke unto him saying: “It containeth that which aideth the growth of plants, and it is very strong."12 And so it was that the duke rejoiced and delivered the good news unto the Viceroy: "It promoteth growth, and it is very powerful."13 The Viceroy rushed to the Emperors side, and joyously exclaimed: "This powerful new poo is ours and will promote the growth of the empire!"14 And the Emperor looked upon the poo, and saw that it was very good.

15 And the students did not understand the parable, saying “Master we do not understand”16 And the man spake unto his students, saying “True communication is possible only between equals. 17 Inferiors are more consistently rewarded for telling their superiors pleasant lies than for telling the truth.18 You have ceased lying to me and know I can truly teach you.”19 And the students understood and were amazed.

##### 2 – Ekvilibro

1 And the teacher instructed his students for a time.2 And the students grew restless, saying to him3 “Teacher, you are old and not long for this earth, tell us that which is most crucial.”4 And the teacher looked unto his students with disappointment.5 And the teacher spake unto them a parable, saying

6 There was a craftsman renowned throughout the lands. 7 And many came from across the lands seeking him. And many sought to be his apprentice. 8 And the craftsman asked those who sought to work under him a question. And he asked them what was most important when crafting. 9 And he found the answer of all those who came to him wanting. 10 One day a man came to him and answered that no one thing is most important. And the craftsman sent him away. 11 But the student refused to leave. “What then is most important” the man asked the craftsman. 12 And the craftsmen told him that simplicity was most important for the more complex a thing is, the more likely it is to fail. 13 And the man spake to the craftsmen, saying “A two horse coach has twice as many horse problems as a single horse coach. 14 From this is plain, we have your rule that simplicity increases robustness as simplicity reduces failures. 15 Therefore we can argue that the right way to do things is to put all your eggs in one basket, 16 one must just make sure that they hath built an amazing basket.” 17 And the craftsman saw the wisdom in this. And the craftsman took the man on as his apprentice.

18 And the students were confused19 And the teacher saw their confusion and spoke to them, saying20 As in crafting so to in wisdom is no one thing is important. 21 He who knows little everything about one thing knows nothing about everything, but he who knows something about everything knows everything. 22 And the students understood and were amazed.

##### 3 - Vespermago

1 And it came to pass that the teacher’s students argued amongst themselves.2 And the teacher saw this and watched them argue amongst themselves. 3 And the students saw this and grew embarrassed. And the argument increases in ferocity and volume. 4 And the teacher saw this and was dispirited. So he spake unto them a parable, saying.

5 Now it came to pass that there was a restaurant of immeasurable quality such that all manner of people flocked to its tables.6 And seeing its quality befit them, and that discounts were offered for men of high standing, a gathering of the finest teachers resolved to meet their.7 And so they came to the restaurant and were seated. And they gazed upon the menu and ordered the chefs special. 8 And the chef’s special was a meal so great and vast that it required two forks to eat. Yet the restaurant was full, the busboy and dishwasher were out sick, and the kitchen was behind on washing silverware.9 And so the table was set with only one fork per person. 10 And the teachers were lecturing each other when the food arrived. And when the food arrived each teacher took up his fork and found that they could not tackle their meal with only one.11 And so they began to argue. 12 And this continued for a time until one of the teachers admonished the others, saying “If you cannot use your fork set it down, and do not pick it up for a time, that way we may all eat.”13 And the teachers agreed that this was a good idea. And so they set down their forks, and after a time picked them up again.14 And so they found themselves back where they started. And so they began to argue again.15 And this continued for a time until one of the teachers admonished the others, saying “If you cannot use your fork pass it to someone who can.”16 And the teachers agreed this was a good idea, and began to wait for someone to pass them a fork.17 And this continued until one of the teachers admonished the others, saying “This will only work if someone passes their fork.”18 And the teachers were embarrassed and so each passed his fork to his neighbor.19 And so they found themselves back where they started. And so they continued arguing. 20 And one of the teachers said that every odd person should pass their fork.21 But they could not agree who amongst them was first. And so they continued arguing.22 And one of the teachers said that each of them should count to 60 and if they did not yet have a fork pass it.23 But some amongst them grew impatient. And so they continued arguing.24 And one of the teachers said that they should start at the first person and having whoever has one fork pass one at a time.25 And one of the teachers said they should mark some forks as dirty, and others as clean. But he was not able to finish his explanation. 26 For the waitress saw them arguing, and she chided them, saying “Whoever is talking cannot eat and should pass his fork.” 27 And the teachers agreed that this was a good and simple solution. And they did it. And it worked. 28 And they ate but their meal cold. So they did not enjoy it to the fullest.

29 And the students were confused, for they did not see how this solved their argument.30 And the teacher saw their confusion. And he spake unto them saying 31 “One can oft become entrenched in a problem, and from his trench is unable to see the solution. 32 If the person stays in their trench perchance a person will happen along and assist. But time uncountable may pass. 33 If the person leaves their trench they will find help quickly”. 34 And the students saw the folly of their ways and grew silent and flustered.35 And the students asked the teacher for assistance, and he helped them.

#### Magi

##### Introduction – The Aether

First and foremost The Art is knowledge, and of all that knowledge none is more fundamental than the truth of the aether and the real. All that was, all that is, and all that will be are a wave. A fluid that permeates all things, the aether. The aether is a wave of all that might be, all that could be, and all that will be. And in this wave of possibility stand islands of will. Beings who are not of this wave, beings who are of themselves. They are those races who are sentient, those peoples who have a will of their own, and those beings who will themselves into existence. And when this wave of what could be collides with the will of one who is, it collapses into the real. That which we know, that which it knows. The ground under your feet, the sky above your head, this book you are holding is all of the real. All of these things around you exist because of the will of the beings who are. They force themselves on the aether, unknowingly causing it to collapse into the real they live in. And without guidance the real collapses into a natural state. But the collapse of the aether does not have to be unknowing. With practice one can knowingly shape the aether into a real they consciously desire. With more practice one can shape the natural state of the real into something they consciously desire. Us beings who are have discovered this naturally. The purported order of discovery is illustrated in figure 6‑1.

6‑1 Order the Art Was Discovered In

The rest of this text covers how us who are have discovered The Art. For as any student of The Art knows, knowledge is valuable. And the knowledge of how things came to be is particularly valuable.

##### 1 – Aŭguradio

Aŭguradio, known in common as divination was the first of The Art discovered. Since before recorded time those who are have noticed the aethereal wave that is all that may be. Some exceptionally perceptive beings glimpsed the winds themselves and from these glimpses found knowledge. And those who could see jealously guarded their ability to know what may be, telling few and calling themselves diviners. And so most of this knowledge was lost when these beings perished. And so knowledge of The Art waxed and waned with the individual coming and passing of mages. But as the ages progressed a new art came into being, that of writing. Eventually a mage, most probably in his laziness, wrote down his observations, and when he too perished, a more complete record of his knowledge remained. This record went on to fall into the hands of another, and so on and so forth, and as such The Art no longer waxed and waned, but grew steadily as a tree.

##### 2 – Transmutacio

Around the same time, another facet of The Art was developing more slowly. That of Transmutacio, popularly known as alchemy, and known in common as transmutation. A popular and widely origin story for transmutation is the tale of Alzad Kazaden, a poor lead miner in love with a princess. It is said that the princess loved him greatly, but knew that her father would never consent to a match with this poor lead miner. And so Alzad went to his mine and lamented his poor fortune, wishing that he was not a miner of lead, but a miner of gold. That the mine in which he toiled would provide him with riches great and many, riches to marry his love the princess. And so it is said that the lead in the mine turned to gold. Alzad became the richest man in the world, and the king himself showed up to request that Alzad marry his lovely and beautiful daughter. As any truly dedicated student of transmutation knows however, the popular story is complete bunk. Lead is rather resistant to the will of those who are, and prefers to keep its own shape in the aether winds. As any student of transmutation knows it was everything but the lead that got turned to gold. This is the oldest and most famous story, one that the great diviners have verified. But many a being has independently discovered that they can impose their will on the aether. That with practice they can shape the aether into a real they desire. That those who are have a smidgen of control over the real in which they reside. That the form of a thing can be fluid.

##### 3 – Abjurio

Now time passed and the diviners and transmuters learned, and greater feats of The Art were practiced. Diviners could see far on the aethereal winds, predicting that which is to be, and seeing what currently is at great distances. Transmuters were forcing themselves onto the aether with increasing ferocity, gaining control over the elements and beginning to understand that illusive element. And the mages of the world saw this and were worried. Principle amongst the worried were the diviners, for they knew how easy it was to spy on others, and sought to develop methods to disrupt the aether. To make the very thing they harnessed incomprehensible, to encrypt the aether in a way only they could use for a time. It is hard for the diviners to verify when and who the first abjurer is. But they were their when writing first graced the world, and have since become integral to The Art. Delving into every school and driving each to innovate. Abjuration is the catalyst that makes The Arts grow.

##### 4 – Nekromancio

Nekromancio, known in common as necromancy, is the most misunderstood of The Art. It comes from divination and the desire to know. It stated with a diviner whose name is lost to the histories. He was the first to see winds of what was in the aether. From them he learned much but sought more. Through trial, error, and dedication he eventually succeeded in making that which was that which is. He stopped merely observing and started talking. The word necromancer itself in more ancient forms of common reflects this meaning prophecy by the dead. And for a time that was the measure of this art. Then something momentous happened. It started with the death of James Charles. James was a teacher of necromancy powerful and renowned in The Art. And he suffered a fate not different than any other being who walks the real. But he had died suddenly and left behind many students. Students without guidance, and students with the means to contact him. And so they came together and sought to contact their beloved teacher. They succeeded in this, together they summoned the spirit of the James Charles who was into the real that is. The spirit of their teacher stood before them once more, and the students were overcome with emotion. Together they wept for his untimely death, and as they wept and embraced that which truly was propagated into the real. And the spirit of this being who was joined with the body of the being who was recreating the being who was in the real that is. And the being crystalized into one who is and became real in and of itself. It took a few minutes for the lot to notice the change. Legend has it that one student utter the words “It’s like I can still feel your velvet robes” Upon which the great teacher looked puzzled, touched his robe and exclaimed “I can feel myself! Touch me!” A snigger was heard as the most composed of the students touched his master and exclaimed “I have touched him! His form is hard!” At which point the remaining students broke out into a raucous, joyful laughter, thrilled at their discovery and the state of their teacher. And so it was understood that something in the real that is can become something from the real that was or the real that will be. A discovery that was not fully grasped at the time.

##### 5 – Elvokio

Elvokio, known in common originates with the art of transmutation. As the ages passed and transmuters grew in knowledge and skill, spreading across the lands many learned The Art. Legend has it that amongst these transmuters was a man amongst them named Stanislav. Stanislav was not skilled in the art of transmutation. For whenever he tried to turn one thing into another it would collapse into a puff of light and fire. It is said that another magician called Bertram took pity on Stanislav and set himself to the task of tutoring the man. Yet when he asked Stanislav to demonstrate the measure of his skill Bertram was stunned and fell down at Stanislav’s feet, proclaiming “I am unworthy of the greatness before me, teach me oh master.” Stanislav was flabbergasted by this and rebuked the man, saying “Taunt me not, others have goaded me enough for my failures, but you are the worst amongst them.” The man went after Stanislav, proclaiming “They know not the measure of what has been done, teach me so I may be as you are.” And Stanislav ignored Bertram, entering his domicile closing the portal fast behind him. The man who realized he was a student was dismayed by this and entreated Stanislav to come out to teach him, but Stanislav ignored Bertram with prejudice. So the Bertram meditated on what had been done before him. And Bertram succeeded at transforming the matter that is into the energy that is, and is disappeared with a puff of smoke and a flash of lightning. And once again he called to Stanislav saying “I have grasped the fringes of this art you practice, show me more oh teacher.” And Stanislav replied saying “Be gone and never return, have you not taunted me enough.” And Bertram replied proclaiming “I will show you the measure of this art you know but do not understand.” And Bertram summoned the forces he had observed, and Bertram threw the first fireball straight at Stanislav’s wooden door. And Stanislav was at awe concerning the way in which his failure was used. And Bertram, standing inside by the smoldering door, was proud as a peacock at his demonstration of this new art. And thus the art of evocation was first understood. The art of transforming and shaping the stubborn matter that is into the pliable energy that is

##### 6 – Sorĉio

Now necromancy had developed as an art its practitioners has grew in understanding. Beginning to under that the nature of things in the real, of how they exist in the was, the is, and the will be. And they formed the conception of those who are, of the intangible thing that is a being. And amongst them some asked if it was possible to change the fundamental nature of a being. Not to something future or past, but something new and desirable to the magician. These practitioners, popularly known as sorcerers, discovered the art of Sorĉio, known in common as enchantment. And its practitioners violated other beings natures, forcing their will on those who are. And the early practitioners were amongst the vilest of beings to walk the planes. Their very names have been struck from the histories. Even today after time untold their graves are guarded and warded. For they used their strange and little understood powers to twist those around them. And each of them grasped all that they desired. Waring with each other and bringing civilization itself to the brink or ruin. In the early days of this art they forever tarnished the art of necromancy. In the early days of this art they gave their names to those with inborn magic capable of manifesting the fearsome power called sorcery. Those who could master the new art with a small glimpse. But as always happens, the abjurer eventually overtook them. And after this troubled time the practitioners adopted the name the art is known by today, enchantment, to distance themselves from their arts mistakes of youth.

##### 7 – Konjurio

Konjurio, known in common as conjuration, also originates with the art of necromancy. Legend has it that this art was discovered by a young practitioner named Samantha. The most popular version of the legend states that the young pupil questioningly posited to her teacher the following saying “what would happen if instead of summoning something that was or something that will be to something that is, we just cut our all the faff and summoned something that is.” The teacher laughed at this question of youth and replied to Samantha saying “Out of all the years in which I have taught, out of all the questions I have been asked, that is by far the stupidest one a pupil has ever asked and most probably the stupidest question ever asked on any plane.” And the teacher moved on with his lecture. Samantha was not pleased with this answer, for it was obviously a lie. She had went once went on a trip with her family and heard an earl ask the local guide which beach on the coast was closest to the water. And so she tried it. Looking at the brazier burning bright and hot she attempted to summon the fire in it that is, and instead of trying to summon a version of itself, she summoned it to her teachers pants. And thusly the art of conjuration and the statement “liar, liar, pants on fire” were born.

##### 7 – Illuzio

The most recent of the fields of magic is that of Illuzio, known in common as illusion. And of all the fields its origins are the most well documented, and hardest to understand. The art was discovered by Enrico Bordadelli, the brilliant polymath and sorcerer. At a young age Enrico had learned all that there was to know of magic, but was particularly interested in the field of conjuration. The idea of being able to will a being from one place in the real that is to another fascinated him, and he was the first to discover that this art was not limited to beings and things, but also to places and ourselves. And he thought to himself, if I can will a thing to be as I desire, can I not also will that which is to be without willing that which is. And he set himself to the task, and he accomplished the task. But for all of his strengths Enrico was not a good teacher. He could not explain to others how to summon a thing without summoning the thing and this art looked set to die with the man. That is until one of his students, named Maria Andez understood. And she turned to her fellow students and said “He is not willing a thing to be without willing the thing to be as he is saying. He is willing the thing to be, but solely the idea of the thing and that alone.” To which Enrico exclaimed “That is what I have said!” But now it was understood, and so the art of illusion grew and spread.

## Church of Bob

### Description

The Church of Bob acknowledges the deity of all gods but reveres bob above all others as the most worthy deity. bob Is the God of portals, randomness, luck, and hidden places. When things go well it is because of bob‘s grace. When things go badly it is because of bob‘s ire. bob is appeased by conflict and destruction. The quickest way to gain his favor is to fight ones enemies or destroy fine luxuries. bob can also be appeased by singing, but this is less effective.

The church is also prone to schism. With many sects that disagree with each other. They are however, all steadfast in their belief in bob, that bob can be appeased by acts of holy destruction or singing, and that contentedness is the greatest sin in the galaxy. One notable thing is that all sects will declare truce and unite the moment any sect is threatened by outsiders to drive off the unbelievers.

### Pantheon

bob – God of the Hidden

Rob – God of Creation and Destruction

Stan – Stan

### Fun Facts

The Church of Bob is based around avoiding Bob’s ire rather than worshiping Bob. A key misunderstanding many unbelievers hold.

Bob is not big into worship. He much prefers sacrifice. The only worship Bob accepts is singing. Any song will do, but it is better if it is from an unwilling participant.

Detractors believe Bob is the god of murderhobos, which is only slightly true. Bob does not endorse murder, or hoboism, but the destruction and a rejection of excess.

Bob is a popular deity for those seeking immortality as it is said he once gave a whole race immortality, particularly liches.

Bob is the eldest of three brothers, Rob, known as the blood god, is really into creation and destruction, Stan is the youngest brother.

Bob’s arch enemy is Jove, Jove has many manifestations, but they all share the trait of discouraging holy destruction. Everything from sloth to bureaucracy to conquerors fits in this category.

### Scriptures

bob is the God of hidden things, and as such he hides his true nature and scriptures from his followers to discover. As such the actual holy scriptures of the Church of Bob are much debated. For the most part most people mostly agree that the following are cannon. For the most part.

#### Gospel of Hrodberht

##### 1 – Beginnings

1 And it came to pass, in the days after time was lost, and in the days before time was found, the frontier was beyond the firmament.2 An age when the peoples of the land had lost their way to seek beyond the lands which they lived.3 Many spoke of the age of travel beyond the firmament toward the lights above, the shimmering void beyond reach.4 For many of this age, the idea was lost, but a prophecy spoke of one who would restore the way beyond and into the void.5 For behold, a man named Jehoram, begotten of Rodas, sought to discover a way beyond the reach of his people.6 Jehoram worked for many years, but no way was found.7 Through the years, Jehoram tired of this journey and met a woman named Alenia, to which they were become one together.8 And it came to pass that Alenia bore Jehoram three sons, their names, Hrodberht, Hrodgar, and Stan.9 In these days, Jehoram renewed his quest to fulfill his journey and travel into the void.10 One ev'n, whilst Jehoram was working near his home, he was visited by a bright personage.11 The personage was unlike any Jehoram had ever seen, calling himself Jove.12 Jove was a weak being, but the brightness around him caused stillness in Jehoram's soul.13 A message delivered to Jehoram of a way to go beyond the firmament and journey into the void.14 Jove declared to Jehoram that it was not the will for Jehoram to bare this task, but his Hrodberht, who must take on the journey upon his age.15 Before leaving, Jove gave Jehoram a gift, a gift of lost knowledge of things Jehoram's people had long forgotten.16 And it came to pass upon the age of Hrodberht, that his father told him of the personage of Jove and the journey Hrodberht must undertake.17 And after many years of labor, Jehoram and Hrodberht built a fantastical object, a ship that would carry Hrodberht through into the void.18 As the night approached, one day before Hrodberht was to depart, a personage appeared to Hrodberht, his name, Jove.19 Jove told Hrodberht of his task, that he would bear the keys to the abyss, the void would become his domain, if he were but to listen to the guidance of Jove.20 Hrodberht swore his loyalty, as his father had done many years before, and Jove bestowed upon Hrodberht the lost knowledge of ages, and gave him direction to fly toward the star second brightest.21 And behold, the day of prophecy came, and Hrodberht prepared to leave his home.22 Jehoram, aged beyond his own to walk, was met by Hrodberht.23 Hrodberht told Jehoram and Alenia that he would leave on this journey, and Jove had revealed that he would never return.24 Alenia wept.25 Jehoram spake unto his son that this was the prophecy of Jove and that through the will of the personage, he would restore the lost knowledge to the people throughout the void.26 After departing, Hrodberht set to begin his journey, and within his ship, began.27 A rumbling throughout the lands erupted as Hrodberht set beyond the firmament.28 People from around the land witnessed as the ship of Hrodberht flew through the heavens and beyond the firmament.29 And Hrodberht entered the heavens and into the void.

##### 2 – The Journey

1 As his journey had begun, Hrodberht had great anxiety of the task he was to undertake.2 He wondered and worried of the dangers before him.3 And it came to pass, just three days after leaving his home that Hrodberht was met by lights within the void.4 As before a voice was revealed to Hrodberht, the voice of Jove.5 He spake unto Hrodberht of his journey to find a Polaris, home of Jove, and the journey would cost a great price.6 Hrodberht begged Jove to spare him the journey, as fear had overcome him, yet Jove denied him.7 As prophecy before was, Jove spake that Hrodberht was to fulfill and find Polaris.

8 Jove bestowed a new knowledge to Hrodberht of a way to find Polaris, but warned him that he must follow the path of the star second brightest.9 Hrodberht swore to travel the path, and the voice of Jove faded, as the lights surrounding Hrodberht's ship faded into the void.10 And it came to pass, that Hrodberht tired of traveling the path of the star second brightest and begun to travel toward the star brightest.

11 As he continued the path untold, the knowledge bestowed by Jove began to fade, and the formations of the stars around Hrodberht were no longer known to him.12 Lost in this new wilderness, Hrodberht begged for Jove to return and guide him back unto the path of the star to Polaris, for the star was no longer known.13 Hrodberht had become lost in the wilderness of the void.14 And it came to pass, as Hrodberht was nearing closer to the star brightest, he was before a hole in the void.15 This hole had no beginning and no end, and was without understanding.16 Hrodberht feared this abyss, as he had no way to avoid this direction before him.17 As he neared, Hrodberht was consumed by the void and the star brightest was no more.18 Within the abyss, Hrodberht found two stars, one bright and red like blood, and one blue and narrow.19 And beyond to the left a broken world set before him.20 The world, broken by the past, was soon to be the resting place of the ship of Hrodberht.21 Within the grasp of the world, Hrodberht begged for Jove to save and spare him, yet Jove did not answer.22 As his ship neared the world, it became awake, and floated toward the surface within the firmament of the world.23 His ship finding the surface, Hrodberht saw many ruins and a temple of golden light, dim light in the center near his ship.24 And it came to pass that Hrodberht lived and was safe upon the broken world within the abyss.25 Leaving his ship, approaching the temple, Hrodberht was overcome with a new feeling, one of serenity.26 Deep within the temple, Hrodberht saw many writings upon the walls and floor before him, and near the center a steep stairs.27 Once atop the stairs, he saw a set of keys, ancient keys, to which he knew not the object of unlocking.28 As he reached forth and touched the keys, Hrodberht was transfigured.29 Hrodberht had become all and nothing, saw all and knew the lost knowledge of the ages and from whence Jove had come.30 And to the future, Hrodberht knew.

##### 3 – Revelations

1 In his form, Hrodberht was no more, but become bob, the name of the abyssal keys bestowed.2 And bob saw the star second brightest and brightest, and all the stars throughout the void.3 bob collected the heavens of the void, the domain to which he would keep, and smiled over his domain.4 As he ruled throughout, bob was displeased with the thought that those who would seek to enter his void would not obey his rule.5 bob sought to protect the ancient places within his domain and set before them guardians and keepers to sleep and awaken when those who would come into his realm.6 And it came to pass that the domain of bob would fade until those who followed the direction of Jehoram who would reach the path of Hrodberht may find the abyss.7 As he ruled, bob remembered Jove and his absence when the need was dire, and his heart was hardened.8 For bob would destroy Jove.9 As he neared the edge of his abyss, he could see the void unto Polaris, yet he could not enter.10 The limit of bob seemed to protect Jove.11 bob beset many guardians along the border and the day to which Polaris' gates would open, bob would take his revenge.12 And it came to pass, that a time fell upon bob that the serenity of his reign allowed him rest.13 In the day of future, the guardians would awaken and bob would fill the void with those who would seek to trespass into his kingdom, a celestial kingdom, within the abyss.

#### Book of Bob

##### 1 – The Creation of All Things

1 In the beginning, the universe was dark and formless and devoid. 2 The universe was a vast oneness and all places were connected to all places. 3 And the gods of the universe walked freely according to their will. 4 This was the Time of the Unknowable.5 And it came to pass after many ages that the gods became dissatisfied. 6 They had seen all. They had been in all places and the universe was stagnant and not pleasing to them.7 The gods said to one another, “Let us put an end to this stagnation. Let us create a Divine Spark to burst forth and fill the universe the energy of Creation so that we may reforge all according to our satisfaction.”8 And the gods worked together to create the Divine Spark and place it into the void. 9 The Divine Spark burst forth in all directions and filled the universe with light in all its forms. 10 And the gods saw that it was good and proclaimed a New Birth of the universe.11 And the gods set about with the work of Creation each according to his design. 12 This was the beginning of the Time of Joy.13 After most of the things had been created some of the gods desired to create other beings to inhabit the universe with them. 14 “We have created many things and we are well pleased. We have seen what each has created.15 The stagnation is broken but the universe still is not to our satisfaction. Our creation should be a living creation that is possessed of its own creativity and its own desires. Let us create living beings possessing of desire and creativity to live amongst that which we have made.”16 And some of the gods went about the work of creating life. 17 The gods created beings both self-aware and not. The gods created beings of all kinds. The gods created all the creatures that live in the ground, the water and the skies of the planes. 18 The gods saw all the beings that were created and said “We are well pleased with the variety of beings we have created but our universe is too simple. We shall create Mystery and sew it into the Fabric of Life.” 19 So the gods created Mystery and wove it into Life. 20 The gods made complex relationships between the beings according to the planes they inhabited.21 After sewing Mystery into the Fabric of Life the gods found that much Mystery remained unused. 22 And the gods said “Let us sew the remaining Mystery into the greater Fabric of the Universe.” 23 The gods intertwined Mystery into the Fabric of the Universe.24 And the gods looked out over all they had made and were well pleased.

##### 2 – The Corruption of the Fabric Divine

1 As the gods were sewing Mystery into the Fabric of the Universe, one of the gods was possessed of inspiration and his name was Chaos.2 And Chaos thought “Why should only the universe be made with Mystery? 3 Would it not be more pleasing if the gods themselves were possessed of Mystery? 4 It would be better for the gods themselves to be imbued with a Mystery5 Through this Mystery we might grow along with this universe we have wrought.”6 And while the other gods were attending to the work of sewing Mystery into the Fabric of the Universe, 7 Chaos took a measure of Mystery for himself and slipped away. 8 The other gods, engrossed in the work of weaving Mystery into the Fabric of the Universe, did not pay any heed to the absence of Chaos.9 And Chaos worked in secret, sewing Mystery into the Fabric of the Divine. 10 As the first thread of Mystery touched the Fabric of the Divine, its power began its work. 11 Chaos was most skilled in his way and he wove the threads of Mystery into the Fabric of the Divine such that none would be able to remove them without destroying the Fabric itself. 12 Chaos observed the result of his work and was well pleased. 13 Before the last thread had been added to the Fabric of the Divine, Mystery had already robbed the gods of the power of omniscience. 14 Having lost the powers of all-seeing and all-knowing, Chaos was none the wiser, nor were any of the other gods.15 Little time passed before one of the gods sensed a change in the Fabric of the Divine.16 Her name was Eva. 17 Discovering that she was unable to know the change in the Fabric, Eva went to the Fabric of the Divine to examine it.18 And Eva discovered the threads of Mystery woven into the Fabric of the Divine.19 “These threads must be removed, the Fabric of the Divine must remain pure as it was” she said. 20 As Eva began to remove the first of many threads a violent ripple was sent through the Fabric and the Divine power of omnipotence ceased to be.21 All the gods felt the all-powerful leave them and being quite alarmed they all descended upon Eva and the Fabric of the Divine. 22 “Eva! What have you done?” they demanded. 23 “I have done nothing but try to remove these threads of Mystery that have polluted the very Fabric of the Divine”, Eva replied, 24 “I touched but a single thread and it resisted with great consequence.”25 Inspecting the Fabric, the gods came to know that the Mystery could not be unwoven from the Fabric of the Divine without destroying them all.26 Turning to Chaos, they demanded “Chaos! Why have you done this? It is apparent that this is your work. None other than you possess skill enough to have committed this crime.”27 “I have committed no crime.” said Chaos. 28 “What satisfaction would there be in an existence with no Mystery? 29 We judged Mystery to be necessary for our creations. I judged Mystery to be necessary for the gods. 30 We shall partake of the richness of limits and challenges. 31 We shall experience the satisfaction of growth. 32 I have bestowed upon us a gift. Be not angry.”33 The words of Chaos did not convince the other gods and he became hated by most of the Divine Ones.

##### 3 – The Fall of the Gods

1 And as the Ages passed, the Mystery continued its influence upon the Fabric of the Divine. 2 Mystery caused the egos of the gods to grow and match those of the beings they had created. 3 Conflicts became commonplace among the gods of the universe.4 And the gods lost the power to create new Life. No longer could the gods make new kinds of creatures to inhabit the planes. 5 Mystery had shifted all the power of Life Creation to the Fabric of the Universe. 6 Having lost the Divine power of omnipotence the gods could not undo the work of Mystery.7 And Mystery had hardened the Fabric of the Universe. 8 No longer could the gods change the nature of what was, or what was to be. 9 The power that remained in the gods could manipulate only what was and could work only within the Fabric. 10 The Fabric of the Universe and Mystery became the true masters of the universe the gods had created.11 And having become egotistical, the gods demanded worship from the beings they had created. 12 The gods demanded obedience and praise to soothe their egos.13 Some gods when displeased by their subjects wrought terrible revenge upon them. 14 Some gods with no Life to preside over became jealous of the other gods.15 And Mystery gave the sentient beings the power of god-creation. 16 Many beings failed to recognize the old gods as their masters and in the vacuum created new gods of their own. 17 For Mystery had imbued many of the sentient creatures with a desire to know their creators and a need to serve the gods.18 And many of the old gods became jealous of the new gods and Divine warfare blighted the universe.19 The Time of Joy had ended with the weaving of Mystery into the Fabric of the Divine. 20 The gods gave a name to the new Era, the Time of Chaos.

##### 4 – The New Eden

1 Among the new gods was one known as The Nameless God of the Hidden Places. 2 Chaos was pleased by The Nameless God of the Hidden Places and the two gods were frequent companions.3 The beings and gods of M’aell had created The Nameless God of the Hidden Places to rule over the hidden dark spaces.4 And they had created their god with a thirst for destruction and blood and strife. 5 And they had imbued their god with great understanding of the workings and necessity of the destruction he craved. 6 They had created their god to have powers to create of that which is hidden.

7 And The Nameless God of the Hidden Places was attacked by the old jealous gods of the near planes, as his people loved him dearly and paid great homage to Him. 8 The sacrifices and praise paid to The Nameless God of the Hidden Places exceeded by many measures that which was paid to the old gods of the near planes by their people.9 And the old gods of the near planes waged war against The Nameless God of the Hidden Places and His followers in order that they might destroy The Nameless God of the Hidden Places and rule over His followers.10 And the old gods could not defeat The Nameless God of the Hidden Places and they could not sway His followers to worship them. The destruction the old gods wrought upon M’aell would not break the faith of his followers.11 And in a rage the old gods of the near planes caused one of the near planes to change its course through the heavens, this plane was called Sab. 12 And Sab smashed into M’aell with a devastating force. And both M’aell and Sab were destroyed and His followers ceased to be. 13 To this day the fragments of the two smashed planes can be seen in the vacuum.14 And the only remaining plane that harbored life was called Chap’le by the gods. And the sentient beings of Chap’le called the planet by a different name, Earth.15 And The Nameless God of the Hidden Places mourned the destruction of His people. The Nameless God of the Hidden Places mourned for many Ages.16 And Chaos was unable to console The Nameless God of the Hidden Places.17 And after many Ages, Chaos did come to The Nameless God of the Hidden Places. And Chaos spoke18 “My friend, tell me what I might do to console you. You have mourned for many Ages and this must pass.” 19 And The Nameless God of the Hidden Places responded to Chaos saying “I want revenge upon the old gods of the near planes. 20 We are equal in strength and I have been not able to defeat them and I have not been able to be defeated by them. 21 My revenge is denied and they rejoice in my misery.”22 Chaos said to The Nameless God of the Hidden Places “And the old gods of the near planes were not able to break the faith of your people. 23 You are more worthy than they. And this is proved by the homage and faith of your people. And this is proved by the lack of faith and the forgetfulness of the people of the gods of the near planes.24 If you would but steal away the faith of the people of the gods of the near planes and cause them to sacrifice unto you and cause them to pay you homage you would have your revenge.” 25 And The Nameless God of the Hidden Places saw that Chaos spoke Truth.26 And The Nameless God of the Hidden Places spoke “I shall create a new world within the universe and it shall be a hidden world. 27 I shall bring people of Chap’le to this new world. 28 And the people will praise me and pay homage to me and they will know they serve a god more worthy. And our world shall be hidden that the old gods of the near planes will never find their way to the new world. And I shall have my revenge.” 29 And Chaos swore to aid The Nameless God of the Hidden Places in His revenge. 30 And Chaos said “I will trick the old gods of the near planes and lure them to the other end of the universe that you might bring people of Chap’le to the new and hidden world in secret. And you shall have your revenge.” 31 And The Nameless God of the Hidden Places created a hidden place in the universe to build his new world. 32 And The Nameless God of the Hidden Places called upon Chaos and Chaos called upon Robb the Starsmith. 33 And Chaos and Robb the Starsmith helped The Nameless God of Hidden Places create the new world in the hidden place. 34 And Stan was there. 35 The stars were created in the new world and the planets near the stars and all the things and The Nameless God of the Hidden Places made hidden places within the hidden place that held the new world. 36 And He connected the hidden places within the world to each other and the places which were not hidden. 37 And Chaos went out and took Life from other places in the universe and seeded the new world with Life.38 The three gods looked over that which they had made and it was good.39 And Chaos tricked the gods of the near planes. And the gods of the near planes followed Chaos to the other end of the universe.40 The Nameless God of the Hidden Places opened a portal like a bubble between the new world and the universe.41 And while the gods had created the new world the beings of the plane Chap’le grew and colonized the places.42 And the beings discovered the portal. Vessels did they send into the portal to discover the new world The Nameless God of the Hidden Places had made. And they called the world New Eden. And more of them came and made homes in the New Eden.43 And people were coming to the new world in multitudes.44 And Chaos appeared and said to The Nameless God of the Hidden Places “The old gods of the near planes have found my trick. They are returning from the other end of the universe.”45 And The Nameless God of the Hidden Places was irritated saying “I have not all the people of all the places. My desire was to take them all and I must close the portal.” 46 And He closed the portal and hid the new world from the gods of the near planes. 47Chaos looked and said “It is good. You need not all. I see the condition of those left behind. They will surely die.”

##### 5 – The Jove

1 And The Nameless God of the Hidden Places looked at the new world and saw the Jove among them and was pleased.2 And The Nameless God of the Hidden Places said to the Jove “Make sacrifices to me and pay me homage in your ways and remember me always and I shall favor you. 3 Be my hand of flesh among the beings to do my will and I shall give you advantage in capability and I shall give you dominion over the other races and you will become immortal.” 4 And the Jove asked “What shall we call you? Our god is owed a name.”5 And The Nameless God of the Hidden Places spoke the name he wished to be called. 6 And the name was not a sound heard by the ears but in the being. 7 And the Jove made a name that sounded as near the sound as their tongues would make. 8 And the Jove said to The Nameless God of the Hidden Places “You are bob.” 10 And the Jove made sacrifices to bob and paid homage in their ways and they paid homage in death and blood and the Jove waged war and the Jove destroyed material things. 11 And bob saw that it was good.12 And bob led the Jove to discover the keys to immortality saying “Give this to no others.”13 And a time passed and the Jove became obsessed by their advantage and thoughts of technology and sacred Destruction and sacrifices faded from their minds and bob faded from their thoughts and the Jove stopped paying homage to bob.14 And the Jove looked to the ancient Gods of the near planes.15 And the Jove took their practices and the Jove took the name of the greatest of them.16 And bob was angry and he said to the Jove “You have forsaken me and stopped paying homage to me in your ways. 17 You have forgotten the sacred Destruction and put me from your minds. You have forsaken me and are not worthy of my favor. 18 I shall find others and they shall be my Chosen and they will receive my favor.”19 And bob commanded the Jove to give the keys of immortality to the other races. 20 And the Jove disobeyed saying “We shall not give the keys of immortality. We shall keep the keys for ourselves. We are strong and we are immortal and we are your hand of flesh and we shall not give the keys as we control your hand.”21 And bob became furious by the arrogance of the Jove and bob said “You shall give the keys or I shall smite you down.”22 And the Jove refused to give away the keys to immortality and bob did smite them saying “You shall suffer great misery and sorrow until your death and you shall suffer until you cease to be entirely.” 23 And bob smote them with a sickness they could not remedy. 24 And the Jove suffered. And the children of the Jove suffered and the whole of the Jove was cursed.

##### 6 – The Prophets

1 And bob went to the hidden places of New Eden and left the Jove to die. 2 And bob stayed in the hidden places and said “I shall be here in the hidden places and for a time rule only over the hidden places. 3 And the new ones who find the hidden places and make of them a home will gain my favor. 4 And the ones who pay me sacrifice and homage in their ways and carry on the work of sacred Destruction and keep me in their minds shall be my new Chosen. 5 And they alone will be worthy of my favor.”

#### Precepts

1 Suffer not the idle, those who ignore the gifts given. 2 They revel in little things and swim in stagnant waters. They turn from the greater good and accept the lesser good. They are evil.3 Suffer not the glutton, those whose excess blinds them. 4 They care only of themselves and grope unfeelingly for the next good. They are lemmings.5 Suffer not the peacemaker, those who seeks an end to all conflict. 6 Their honeyed words bring subjugation and seek the end of all things. They are stupid.7 Suffer not the conqueror, those who seek to subjugate. 8 They believe only themselves worthy of the gifts given and seek the end of all things. They are malice incarnate.9 Suffer not the dreamer, those who demand bob realize their ideals. 10 They believe their dream binds bob’s followers together and they themselves know bob’s will. They are the first accuser of brethren.

## Cult of the Coil

### Description

A most peculiar group of people who believe all things are cyclical. That what is once was and that what will be is. One way to put it is that all that was and all that will be are a bunch of gears. Each gear has certain things that happen at different points. Each gear can spin at a different rate. But each gear fits in with the others. Together they produce all that is and all that will be. They have done this since the beginning of time. This religion seeks to understand the gears. They believe in predetermines. That some divine being made the machine that is the universe and set it on its inevitable course. This religion believes in reincarnation as the wheel turns. That each person’s life is tied to a gear and whenever the gear reaches the position at which they were born, they will be born again. They also believe in death as the wheel turns. That the person who they are will die when a gear reaches the right position.

### Fun Facts

This religion believes in predetermination, and does not normally seek out converts. Everyone who came to follow was destined, and they follow because it is their destiny.

Some followers and leaders of the religion take comfort in predeterminism. They preach that whatever one finds themselves doing is the will of the wheel and as such they should stay in their lane and do it well. Other leaders believe this is bunk and that the wheel helps those who help themselves.

No one can agree on who or what created the cycle, the names and traits of this being tend to vary wildly based on local.

One of the most famous subcults is that of Dave. All the members of cult are born 203 days apart. All are named Dave. And they all believe that they are the same person. Wizards insist that this is a coincidence, but it’s been going on for a couple centuries now with only a few missing Daves.

### Scriptures

#### Sayings

Time is Sight. Gravity is Desire. Being is Hunger.

As the Sun and Moon We Are.

As Seasons So Life.

What Was Shall Be.

What Will Be is What Was.

What Was Shall Be What Shall Be Was.

We Live the Days of Futures Past.

It Serves by Commanding, We Command by Serving.

The End Is Never the End Is Never The End.

## Elektron

### Description

A religion that worships one god of whom they see in all things. They had a rather violent split in the past and have since reunited.

### Fun Facts

While some outsiders believe they have a pantheon, followers of this religion are very particular that they worship a single god with many aspects. Wars were fought over this.

### Scriptures

#### Read

##### 1 – A Being Strong and Mighty and Wise

1 In the age before there was a being who was strong and mighty and wise, and the being was worshiped by the peoples of the planes. 2 And the people of the planes wanted to pay homage to the being and found the holy place of the being strong, mighty and wise, 3 and said “Tell us your name oh mighty one!” 4 And the being strong and mighty and wise replied saying “I am not one.” 5 And the people were confused, and the people consulted amongst themselves and the people spoke again saying “Tell us your name oh might host so we may worship you each!” 6 And the being strong and mighty and wise replied saying “Neither am I many.” 7 And the people flabbergasted and the people began to consult amongst themselves when the youngest amongst them step forward and said ‘Well than, what are you?” 8 And the people assembled were horrified and began to chastise the youngest amongst them and the being strong and mighty and wise interrupted them saying 9 “I am one and I am many. I am many and I am one.” 10 And the youngest amongst them replied saying “I do not understand” And the being strong and mighty said “I am that I am, you do not have to understand.” 11 And the youngest amongst them cried out saying “How can we worship that which we do not know!?”12 And the being strong and mighty was silent. And the people of the planes were in awe. 13 And the people of the planes worshiped the being strong and mighty. 14 And the people of the planes were prosperous and there was not want. Such was the age before.

##### 2 – The Schism

1 But the people sought to know more about the being strong and mighty that they worshiped. 2 And the people of the planes said that the being strong and mighty controlled fate, and that the being strong and mighty was all powerful and they called him Potens. 3 And the people of the planes said that the being strong and mighty cared for the weak and strong, and that the being strong and mighty was all caring and they called him Benevolens. 4 And the followers of the being strong and mighty and wise called him Succinum. 5 And the followers of Potens saw the followers of Succinum and the followers of Benevolens and judged them weak, 6 and the followers of Potens saw themselves and saw that they were strong. 7 And thoughts of unity faded from their minds. 8 And the followers of Potens forgot that the three were one, and the followers of Potens payed homage only to the god they had constructed. 9 And it came to pass that the followers of Potens left the host divine, and the followers of chaos became a host great and mighty. 10 And the followers of Potens began to oppress their brothers saying “Why do you worship that which is lesser when that which is greater is clear to you. 11 You are weak and unwilling to do that which is necessary. You do not trust the gods to guide you and seek to make your destiny your own” 12 And the followers of Benevolens saw this and became worried and they said “If we do not change we will be as the followers of Potens judged us. 13 We must show them the error of their ways.” 14 And the followers of Succinum saw this and said “what you are doing will destroy us, is it not said that brother should not war amongst brother?” 15 And the followers of Benevolens fell from the old ways. And the followers of Benevolens embraced the ways of the followers of Potens. 16 And the followers of Benevolens grew in strength and number, becoming a host great and mighty. And the followers of Benevolens began to oppress their brothers. 17 And the followers of Benevolens chastised their brethren who followed Succinum, saying “Why will you not assist us in restoring what was?” 18 And the followers of Succinum replied, saying “What you do is evil, you have become what you seek to destroy.” 19 And the followers of Benevolens were enraged saying “We will show you the wisdom of our ways.” 20 And the followers of Succinum became few.

##### 3 – The Prophet

1 And the being strong and mighty and wise saw those who followed him, and the being saw that they did not understand. 2 And the being strong and might and wise took pity on those who sought to follow. 3 And the being sent a prophet so that those who claimed to follow would know the way. 4 And this prophet was born amongst the followers of Succinum. 5 And the prophet amongst us grew rapidly in wisdom and stature. 6 And the prophet proclaimed the good word to the followers of Succinum, saying “The being strong and mighty has sent me to tell you that all are one and one is many.7 The one and the many must not be at war with themselves, for a house divided cannot stand.8 The ways are many, but together the one will prevail.”9 And all the followers of Succinum proclaimed the being as one who was sent. 10 And the prophet left the followers of Succinum saying: “There is no more that I can teach you, for the ways of the being strong and mighty and wise are transcribed upon your heart.” 11 And so the prophet went to the followers of Benevolens and preached to them.12 And the followers of Benevolens heard what was said and found it pleasing, saying “The one who was sent speaks of what was.13 We must end this war within ourselves and become united again, so that the many may be one.”14 But the followers of Benevolens did not understand. And the prophet was unable to make them understand for they had hardened their heats against the good news.15 So the prophet left them for speaking to them was as to the rocks and the trees.16 And the prophet went to the followers of Potens and the prophet spoke the good news to them. 17 And the followers of Potens rejected the good news, saying “Struggle is the way of life.18 The many do not determine the path but the one who is strong. 19 For the strong do as they can and the weak suffer as they must.20 We will show this to you” 21 And the followers of Potens drove the prophet into the wilderness. And the prophet fled before them.

##### 4 – Sacrifice

Followers of Potens are massacred by followers of Benevolens for rejecting the prophet.

##### 5 – Manifestation

Followers of Potens give its god a manifestation

##### 6 – Triumph

Followers Potens strike down the followers of Benevolens and their attempted manifestation of a god.

#### Crystal

##### 1 – Birth

The time between and an introduction

##### 2 – Sacrifice

Heros friends are killed by fanatical followers of the chaos

##### 3 – Resistance

The hero choses to fight Potens.

##### 4 – Deicide

Manifestation of Potens is killed as it wants, balance remains and the god is one.

## Small Gods

There are many other religions in Demagus that haven’t yet gained widespread appeal. Being only worshiped in a village or two.

# Languages

## Common

### Common

#### Description

The human language is barely human anymore. It has borrowed and stolen to the point that documents from a mere 250 years ago seem awkward and stilted. It has borrowed and stolen to the point that speakers of other languages know a little of it by default. It has borrowed and stolen to the point that there are more exceptions to the rules, than rules themselves. It is a mess, and it is universal.

#### Dialects

Standard, Under,

#### Fun Facts

Human’s propensity to trade got their language called common. But some insist it is because humans are too stupid to learn other languages so people learned theirs instead, leading to it becoming a sort of universal language. Telling a human this in a tavern is a sure way to get assaulted.

A suspiciously high amount of the loanwords in common are swear words from other languages. This has leading some to theorize that swearing started in common, and moved to other languages. Telling a dwarf this in a tavern is a sure way to get in a swear off.

Elders of long lived races are often extremely formal and a bit hard to understand in common. Some think it is because they are trying to be polite. Others think it is because they are mocking the language. Most often they are just speaking the version of common they learned a couple hundred years ago.

### Halfling

#### Description

There was once a time where humans and halflings spoke mostly the same language. That time is long past. The Halfling language is more true to the common of old, their relative isolation has kept it that way, though halflings more prone to wanderlust have been known to adopt and introduce bits and pieces of standard common into their language.

#### Dialects

True, Common, Mental

#### Fun Facts

Scholars are unsure if the shared language family means humans and halflings shared a common ancestor, or arose near each other. This is a favorite topic of debate in some human schools.

The Lekistografer Halfling Dictionary has 383 words for different types of meals compared to 36 words for meals in the Lekistografer Common Dictionary.

Restaurants and Taverns often have menus written in Halfling. People assume it is because this ensures everyone knows what they are ordering, but it is really because people assume places with Halfling menus have Halfling cooks. People are more likely to go to restaurants with Halfling cooks.

Halfling is the only language to have a dialect that is completely nonverbal.

## Dwarvish

### Dwarvish

#### Description

Dwarves

#### Dialects

#### Fun Facts

The dwarves were the first to invent a script for these force based languages. That’s why the family has their name.

### Gnomish

#### Description

Gnomes

#### Dialects

#### Fun Facts

Gnomish is widely considered the language of science, the majority of scientific treatises and papers are written in it. It is believed that if you stacked all the papers written in gnomish on top of each other that you would reach the moon. The gnomes are just confused as to why others don’t write more.

Legal contracts are often written in gnomish as it is the language most suited to fine print.

### Giant

#### Description

Giants

#### Dialects

#### Fun Facts

### Goblin

#### Description

Goblinoids

#### Dialects

#### Fun Facts

### Primordial

#### Description

The language of the forces that make up the universe. It is brutally simple, it goes straight to the point, it thinks having two words for something is a waste. It is spoken in the howling of wind, the sizzling of magma, the rumblings of the earth, and the whooshing of water.

#### Dialects

Auran, Aquan, Ignan, Terran

#### Fun Facts

Aquan is spoken by water based creatures, Auran by air based creatures, Ignan by fire based creatures, and Terran by earth based creatures. They are all mutually intelligible however. Other speakers say Aquan sounds a bit soft, Auran a bit fast, Ignan a bit loud, and Terran a bit slow.

The dwarves claim that their language is a direct descendant of the Ignan and Terran dialects of this language. Taught to them by the world itself.

Native speakers of primordial claim that all language is beautiful. That all language is poetry. That every story is a play. That the flowering up of meaning that other languages engage in to create poetry is superfluous and ruins it. All in all this means that primordial poetry and plays are tremendously unpopular.

## Elvish

The fey languages started as an innate language. Those of the fey were born with the ability to understand and communicate in it, and those not of the fey could not make sense of it. But the fey are willing to trade anything for a price.

### Elvish

#### Description

The elves know that theirs is the most elegant of the spoken languages. Concepts and ideas flow from one to the other with no break or pause. It is quick, simple, and beautiful.

#### Dialects

High, Natural

#### Fun Facts

Elves didn’t invent the script today known as elvish, yet they are given credit as they alone were patient enough to teach others the innate language of the fey.

Elves are born with a working knowledge of elvish. There is little they have to learn growing up.

It is widely believed that elvish differs from sylvan because they adopted loan words the languages of other creatures around them. Elves tend to insist that they created the shared words and all the other languages adopted the words from elvish instead.

The language is considered by many to be musical and pleasing to the ears. Plays and performances are often given in elvish.

### Sylvan

#### Description

The language of the fey, although native speakers wouldn’t exactly call it a language. Sure it is something they speak, and sometimes write, but they don’t have to learn it, they are born with it. There are many exceptions in the language. So many that some believe that it lacks syntax and sense.

#### Dialects

True, Pseudo, Pig

#### Fun Facts

This is the root language for everything in the elvish language family.

They fey are usually willing to teach any mortal a word or two of their language, but only if you teach them a particularly nice word in return.

The Lekistografer Company has completely given up on the Sylvan dictionary due to the tendency of written Sylvan words to sometimes change to a form they find more pleasing. When asked why this is happening the fey simply state that the words wouldn’t change if they were happy.

## Draconic

### Draconic

#### Description

The dragons claim that theirs was the first language of sentients. That when the rest of the races were mere twinkles in the god’s eyes they were speaking it, and that to this day it remains unchanged. Most scholars believe that the language has not changed since time immemorial. It lacks punctuation, the writing symbols are pictorial, and so on.

#### Dialects

High, Low, Scholastic

#### Fun Facts

It has never been shown that draconic is the language of magic, or that spells cast in draconic are any more powerful, less tiring, or convey any benefits at all. Nevertheless, many a mage swears that spells cast in draconic are just better.

There is no word in the draconic language for the color blue. There are words for the five primary colors however black, white, red, yellow, and green.

## Innate

### Druidic

#### Description

The language of the druids is special amongst the world. It has no grammar, it has no syntax, and it is not spoken as much as it is experiences. The druids can never explain it well enough to outsiders. The call of a bird, the rustling of the leaves, the patter of rain, the smell of a glen, the texture of a mushroom. All of these convey meaning. Nature is a language in and of itself. If need be we can influence nature to leave our own message. It is perplexing to them that we do not understand.

#### Dialects

Universal, Polar, Temperate, Tropical, Dry, Wet, Aquatic, Subterranean

#### Fun Facts

Many believe that the druids use this language to talk to plants. The druids insist that it is much more complicated than that, but so far no one has gotten a druid to say why.

Many believe that the druids purposely keep this language secret from non-druids. Druids insist that the only way to properly learn the language is an intensive period of isolation and reflection that just happens to be the same process one goes through to become a druid.

### Deep Speech

#### Description

At the heart of all is the deep speech. If the academics can be believed all other languages are mere reflections and corruptions of it. Deep speech is the true names of things. To know the word for something is deep speech is to grok that thing, to understand all of it at a fundamental level. Some believe that spells themselves are reflections of deep speech, for as the fairy tales say, when you know the true name of something you hold power over that thing. All we know for sure is that the language is dangerous. Often causing havoc in those who hear more than a word.

#### Dialects

Beholder, Academic

#### Fun Facts

When deep speech is truly spoken a sanity check is required from all who can hear it.

Some believe that the universe was spoken into existence with a single spell that can still be heard today. They believe that the Deep Speech is the language of that spell. That our knowledge of the Deep Speech is limited to the words in that spell, and that if you listen close enough, you can still hear the echoes of the first spell.

There have been many documented attempts to study deep speech, but so far everyone who’s tried has gone insane. For some reason that doesn’t stop people.

There are copies of the Lekistografer Deep Speech Dictionary. No one knows how as the company has never printed a Deep Speech Dictionary. Academics studying Deep Speech desperately want to get their hands on one, but haven’t yet managed to.

Possession of one is considered a crime against sentience in most settlements. And if it’s not, most likely will be soon after introduction.

# Races

The following races exists in Demagus. They all came about around the same time.

## Aasimar

### Description

When a celestial really loves someone they can seek a greater union with them, one that is in reflection of the persons union with their God. From this union children are always born. Those children are Half celestial, Half whatever else known as Aasimar.

#### Protector

Representing the mercy of the gods, the protector seeks to guide the people of the universe. They seek the best for all people. That best, however, is dependent on their deity. All in all it is not their place to judge, but to better. They are well meaning, but not always welcome.

#### Scourge

Representing the justice of the gods, the Scourge seeks out and destroy their gods enemies in the universe. What this entails can change with the deity, but it normally involves rooting out and destroying evil with extreme prejudice. It can also involve doing the same to unbelievers. All in all it is not their place to better, but to judge. They are well meaning, but not always welcome.

#### Fallen

Some blessed with celestial blood forsake the deity to which it belongs. Their blood loses its light. Their blessed powers pervert into something else.

### Fun Facts

There is wide debate whether the powers of a fallen Aasimar are due to a perversion of the natural goodness in their veins, or the loss of some sort of godly veneer that masks the true nature of celestial power. In other words, all agree that turning away has caused this, but not all agree what was turned away from.

Aasimar tended to be treated with a sort of tentative reverence. A famous Aasimar scholar has tried to characterize the levels of tentativeness and came up with 103 factors that determine the level. The main two being the piousness of the people and popularity of the deity the person is related too. He has however admitted that the model is unsatisfactory and is currently seeking to discover a form of math that can better characterize his observations.

## Changeling

### Description

Changelings can assume the appearance of other beings. A gift, or a curse that causes them to be distrusted by all.

### Fun Facts

Contrary to popular belief, changeling parent do not replace infants with their children. Baby changelings aren’t exactly stable, it would never work.

## Dwarf

### Description

The dwarven homeland is long gone, lost in time immemorial. They are a race known for their avarice. This desire for more makes dwarves great craftsman, they are lax to settle for simply good. This desire for more leads to acts of great bravery in the pursuit of it. This desire causes pride in what they have. This desire makes them terrified of abandoning what is theirs, causing their legendary stubbornness. Put simply, they are this desire. And desire is them.

#### Hill

Some dwarves believe that more is not always something material. That eating well is as rewarding as those few extra coins would have been. That a good friend can have worth innumerable. These are the hill dwarves. The have shaped their desire to their needs. Giving them uncanny intuition, and remarkable resilience.

#### Mountain

Some dwarves take a more literal approach to satisfying their desires. There is gold in dem hills and these dwarves are going to find it. Some call them misers but they call themselves rich.

### Fun Facts

## Elf

### Description

Young elves are often boisterous and proud. They look on the skills, wisdom, and insight of their elders that comes from centuries of living. They age they see people of other races their age peak and then wither. They are thankful to be elves, they are proud to be elves. They see the world and they see potential. Older elves tend to be more somber, meticulous and friendly. They see that action has consequences. They have mastered and forgotten many skills. They have seen many elven friends die, and more non-elven friends. They are tired of being elves. They see the world and they see loss.

#### High

High elves see the magic in all things. They delight in bending the rules of the natural world. Discovering ways they can cheat the natural system we seem to be bound to.

#### Wood

Wood elves focus on the natural world. They delight in the amazingness that is the universe and seek to be close to it. They seek to understand the natural system and experience it to the fullest.

### Fun Facts

Most non elves don’t see the difference between old and young elves, considering them all pompous assholes convinced of their own superiority.

There is a hypothesis floating around that an elf is what happens when another race and a fey mate. Everyone agrees, however, that this is a silly hypothesis made up by academics who want an excuse to try to mate with fey.

Let’s say that an elf has a pet dog. If that elf were a human the dog would seem to live for about two and a half years. Elves aren’t big on pets or familiars that live under 50 years, they die too often. The most common elf pets are turtles and parrots.

## Gnome

### Description

Curious and studious. Helpful and mischievous. Serious and playful. Unforgiving and forgetful. Walking contradictions bundled in a tiny package of chaos.

#### Forest

Timid folk. The tiniest of all the gnomes. They choose isolation, preferring not to interact with others when they can. They often live near entrances to the fey. They often live with more than a few small animals.

#### Rock

A curious folk. These gnomes define the gnome of popular imagination. Boisterous tinkerers always looking for a challenge. They are responsible for the old proverb, curiosity killed the gnome.

### Fun Facts

Gnomes are about a third the size of dwarves. Some say they are really just dwarves without the greed, or dwarves with less hair. Telling a dwarf that is a sure way to start a fight.

Gnomish craftsmanship is second to none as unlike dwarves they bother to innovate. Gnomish craftsmanship is also notoriously unreliable, requiring constant maintenance. Contrary to popular belief the dwarves are fine with this, they’d rather have the second best machine if the first best will attempt to explode if looked at funny.

## Half Elf

### Description

Half Elf, Half Human. A part of both worlds, but belongs to neither. It is arguable whether they are even a race, but they are different enough from their parent races that most people categorize them as one. It helps that they tend to get on well with most.

### Fun Facts

Elves think they look like humans and humans think they look like elves.

## Halfling

### Description

Practical and simple folk. A Halfling will find and take the simplest solution to any problem. Amongst the world they are most known for their hospitality. Above all a Halfling seeks a comfortable life. What comfort is and what type of comfort are up for debate. But they widely falls into the four F’s, friends, family, food, and the other one. All in all, they look to enjoy life to the fullest.

#### Lightfoot

Halflings who’ve decided that the nomadic life is the most pleasing. They move around in great Halfling caravans to see all the world has. Sometimes settling down for a time, but rarely for more than a couple years.

#### Stout

Halflings that keep to small, peaceful communities near other races. They believe continued enjoyment relies on having a nice spot to return too, along with a continuous and stable source of pleasant things.

#### Ghostwise

Shiest of the Halflings. Live in remote agricultural communities rarely making contact with the outside world.

### Fun Facts

Many dwarves believe Halflings look oddly similar to babies and a popular dwarven slang term for Halfling translates to baby men. They don’t tell the Halflings this and will deny it vehemently if asked because Halflings are great company.

The Halflings are renowned world over as excellent cooks and makers of luxuries. Halflings readily accept the praise but don’t quite understand it.

There is a theory that Halflings are half dwarves. It’s more of a hypothesis than a theory really. Dwarves find the idea insulting.

The average Halfling is half the height of the average human. This has nothing to do with them being called Halflings.

Halflings are called Halflings because they believe that they themselves are only half of their life, with everything and everyone else being the other half. In other words, they believe they are half themselves, half their communities, friends, and possessions. This means the average Halfling is more involved in their community than the average non-Halfling.

## Human

### Description

What can be said about humans? They are the most numerous race, and they are versatile. You can’t really pin down something that all humans are good at or agree upon. Humans quickly form groups based on shared characteristics. This is a good and bad thing. It means humans are easy to get along with. It means humans are easy to piss off. Humans are adaptable, they can live just about everywhere.

#### Normal

Jack of all trades and master of none. A good all-rounder and the most common form of human.

#### Variant

Some humans focus their lives on one thing. Some humans are prodigies. These are those humans.

### Fun Facts

## Tiefling

### Description

There are many ways to make a Tiefling. Sometimes a deal is stuck. Sometimes it is the old fashioned way. Whatever is done the signs are immediate and obvious. Physically a person changes, their deeds or the deeds of their ancestors become obvious to all.

#### Infernal

Those who tend to live in cities. Who readily take part in the world and all it offers.

#### Feral

Those who forsake the sentient races. Choosing to live on their own or with others of their kind.

#### Infernal Legacy

Those who fully embrace the deal they have made, who are proud of who they are.

#### Devil’s Tongue

Those who thrive on deals, who keep their word in the way they interpret.

#### Hellfire

Those consumed by fury, who seek to right wrongs.

#### Winged

Those who seek freedom above all else.

### Fun Facts

Despite popular belief you cannot be turned into a Tiefling against your will. Nor can a tiefling be conceived unless both partners agree. It is a choice to make a tiefling. A sacrifice or a blessing.

# Culture

# A Day in the Life of

This section contains stories of a day in the life of some people in our universe. Enjoy.

## James

James is a wealthy human merchant in one of the few major cities of Demagus. Today he wakes up a dawn. He has a large shipment scheduled to arrive around midday, and is a bit nervous. Approaching cities is one of the most dangerous parts of a running a caravan. Bandits tend to hide just outside the area cities patrol, looking to catch caravans unaware. That’s why James woke up early, he has several different gods whose temple he needs to sacrifice at for luck today. He goes to a few local temples and sacrifices to several gods in the way each god commands, mainly by donating a little money. After this he has a lunch meeting with an associate. James makes his way to the nearest pedestrian portal that leads to the city he will have lunch in, pays the toll, and goes through. He meets his associate at a tavern, the meeting wasn’t that great, but the food was amazing. He makes a mental note to come back sometime with more profitable company. He makes his way to another pedestrian portal, pays the toll, and travels to the city his goods are arriving at. James makes his way to the warehouse he owns and is pleased to see the caravan their and unloading. The caravan looks mostly in tack too. Jim enters the warehouse to inspect the cargo, there is a little less than he hopped, but most of it is there. That’s the problem with shipping alcohol, bottles tend to *break*. Luckily no one broke the special bottles, that would have ended badly. James grabs one of the special bottles and makes his way to the pedestrian portal that leads to his home city. Sadly you’re only allowed to carry a bottle through a pedestrian portal, but it should be enough for now. By tomorrow the shipment will have been distributed to various warehouses in several cities through the cargo portals.

## Samantha

Samantha is an aspiring human wizard. That is why she’s come to the place. She’s heard of it from the local townspeople. A place that is practically bursting with magic. Reality feels crackly hear, it is overflowing with magic. Cautiously she casts a spell, a simple illusion of a dancing dwarf. The tiny man appears, and she turns into a potted plant. A few seconds later she turns back. Sam is ecstatic, she has found a place where magic lives, she has found a place where new spells are born. Excitedly Sam casts another spell and is struck by lightning and goes unconscious. An hour later she wakes up and decides that she should be more careful. Sam makes her way back to the town to recruit some assistants. There is work to be done.

## Brian

Brian is a half elf adventurer, in bobs name finish this.

# Settlements and Cultures

Below is a list of some settlements/cultures and what

## Mountain Valley

### Description

Between ancient fragmented mountains, nestled in the middle of an eclectic scattering of boulders and the sheer bluffs is a valley. The entrance to the valley are three, a river from the northeast and a creek from the northwest that carve through the rim of stone make the first two. These streams combine in the east, forming a river that leaves through the southeast.

### Governance

#### System

Representative Sortition: People can be nominated to a pool of jurors. If they receive the requisite amount of votes they are added to the jury pool. When a session is to be held a subset of this pool is selected by lot and called to govern or judge. Positions in the government are also filled by lot. The pool of jurors is empowered to appoint one of their number to a position by acclamation. The pool of jurors can overturn any decision with a simple majority.

#### Taxation

Lottery: The government has a yearly lottery in which it raises its funds. Every ticket receives a reward, and some tickets chosen at random receive a greater reward. In times of great need or shortfall special lotteries have been held.

#### Services

Trial by jury for civil disputes. Standing Army for protection.

### Confluence City

Largest, settlement. City where the two rivers meet. Location of the interplanar gate to Moraine Plain.

#### Companies

##### Lekistografer Dictionary Company

Run buy a gnome who has made it his life mission to log every word in existence. Pays a bounty for new words, and sends teams out to verify new words existence. Bounty is doubled for swear words and tripled for new gods as the owner is a devout follower of Uffern.

### North East Fork Entrance Town

Second/third largest settlement. Larger branch of river enters through here.

### North West Fork Entrance Town

Creek enters valley here, fairly large settlement.

### South East Flow Entrance Town

River exits valley here. Second/third largest settlement in valley.

### [Dunota](file:///C:\Users\Daniel\AppData\Roaming\Microsoft\Word\Settlements\0_Dunota.txt)

Population 1,600

Dunota is a sleepy farming town on the North West fork about midway between Confluence City and North West Fork Entrance Town. It primarily collects grain from a bunch of smaller nearby villages that it sends downstream.

#### Companies

##### The Rusty Badger

Alchemist’s Shop

|  |  |  |  |
| --- | --- | --- | --- |
| Alchemist’s Shop | | | |
| Item Name | **Low** | **Median** | **High** |
| GEAR |  |  |  |
| Acid (vial) | 18 gp | 25 gp | 38 gp |
| Alchemist's Fire (flask) | 38 gp | 5 pp | 75 gp |
| Antitoxin (vial) | 38 gp | 5 pp | 75 gp |
| Component Pouch | 18 gp | 25 gp | 38 gp |
| Flask | 1 cp | 2 cp | 3 cp |
| Glass Bottle | 1 gp | 2 gp | 3 gp |
| Healer's Kit | 3 gp | 5 gp | 8 gp |
| Jug | 1 cp | 2 cp | 3 cp |
| Oil (flask) | 7 cp | 1 sp | 2 sp |
| Vial | 7 sp | 1 gp | 2 gp |
| TOOLS |  |  |  |
| Alchemist's Supplies | 38 gp | 5 pp | 75 gp |
| Brewer's Supplies | 15 gp | 2 pp | 3 pp |
| Cook's Utensils | 7 sp | 1 gp | 2 gp |
| Herbalism Kit | 3 sp | 5 sp | 8 sp |
| Poisoner’s Kit | 38 gp | 5 pp | 75 gp |
| POTIONS |  |  |  |
| Healing | 38 gp | 5 pp | 75 gp |
| Climbing | 38 gp | 5 pp | 75 gp |
| Water Breathing | 75 gp | 25 pp | 375 gp |
| Greater Healing | 75 gp | 25 pp | 375 gp |
| Resistance | 75 gp | 25 pp | 375 gp |
| Animal Friendship | 75 gp | 25 pp | 375 gp |
| Growth | 75 gp | 25 pp | 375 gp |
| Fire Breath | 75 gp | 25 pp | 375 gp |
| Gaseous Form | 75 pp | 250 pp | 375 pp |
| Elixir of Health | 75 pp | 250 pp | 375 pp |
| Diminution | 75 pp | 250 pp | 375 pp |
| Heroism | 75 pp | 250 pp | 375 pp |
| Superior Healing | 75 pp | 250 pp | 375 pp |
| Clairvoyance | 75 pp | 250 pp | 375 pp |
| Frost Giant Strength | 75 pp | 250 pp | 375 pp |
| Stone Giant Strength | 75 pp | 250 pp | 375 pp |

##### The Island Jackalope

Blacksmith

Developed armor and weapons to hunt jackalopes.

Jackalope armor is heavy armor + Something

Jackalope weapon is grenade (AOE 1d4 ranged)

Pays a bounty for jackalope pelts.

##### The High Chest

Butcher

Owner prides himself on the high quality of its stuff.

##### The White Bow

General Store

##### The Green Golem

Tailor

Old mossed over stone golem outside. There is a small well-kept garden around the golem. The golem is regularly outfit with new outfits. Golem has been with the family for centuries. Owner will say she became a tailor because when she was young she felt the golem was cold and made clothes for it. If store is robbed it will wake up and restrain the robber.

##### The One-Eyed Duck

Tavern

##### The Olde Puppy

Adventurer’s Emporium

Has a guild that employs the players. He likes the owner of the wizard’s tower, but is a bit oblivious. Cannot leave the town due to a curse.

##### The Golden Easel

Wizards Tower

Owner is an old adventurer. She is in love with the owner of the adventurer’s emporium, but doesn’t think he loves her. May have cursed him to protect him.

## Moraine Plain

### Description

City at the top of a moraine. A nearby river runs midway through the north slope forming a canyon. The city barely survived being the calamity of the collapse. Has a magical spherical shield around the surviving part. The shield itself is centered on the university that has come to rule the remains. It is impenetrable by men or magic. The only contact with the outside world being the interplanar portals that existed before it was created, and of these only the one to Mountain Valley remains.

### Governance

#### System

Corporate Technocracy: A board of trustees oversees governance. The members of the board have the authority to make binding decisions, and the power to delegate the authority to make binding decisions to qualified individuals of their choosing. The board appoints its own members.

#### Taxation

Poll: Residents are charged a yearly, fixed fee. It is a fairly large tax. Reductions in the fee can be granted on an individual basis for special circumstances.

#### Services

Food, housing, and education is provided to all residents. Arbitration is provided for civil disputes.

## Big River meets Big Water

### Description

City where the river through Mountain Valley finally meets the sea. There has been no official communication with it since the collapse, since the portal winked out. But rumors say that it was not entirely destroyed and is aggressively rebuilding.

It was mostly destroyed a couple generations ago, and has been continuously rebuilding and growing since. Political philosophy states that only those willing to contribute to society should be allowed to lead it. Their system of prestige and honor in which ones status is determined by how much they contribute to society has led citizens to start subjugating adjacent territories.

### Governance

#### System

Representative Stratocracy: Citizenship is granted only to those who have completed a minimum term of service to the state. Anyone can volunteer for service and it is the state’s duty to employ them for a minimum term. Anyone may quit their term before completion. All governmental posts are elected positions, but only citizens may vote and only citizens may be elected.

#### Taxation

Voluntary: All residents are expected to contribute a fixed percentage of their earnings to the state. Failure to do so results in social ostracization and discrimination. The more one contributes, the more they are esteemed in society.

#### Services

Standing Army. Trial by Judge. Civil Infrastructure. Food for all residents.

## Lake Grain Center

### Description

Old city that used to send grain and flour shipments down river. Shipments stopped decades ago, with last word being from people fleeing something. Many of those who fled resettled in Mountain Valley.

City itself is in ruins. Almost every supporting town is in ruins. One of the nearby towns in a bend in the river has been resettled by the survivors of the initial burning a couple generations ago. They aren’t too fond of outsiders. Some of the villages are also fine.

### Governance

#### System

Voluntary Kritarchy: Residents can pay a person to arbitrate disputes between them. The arbitrator’s decision is binding. Failure to abide by an arbitrators decision can result in the community enforcing the decision.

#### Taxation

Fee: Anyone seeing a judge’s decision is responsible to pay said judge before the decision is released.

#### Services

Arbitration in civil disputes.

# Notes

Several hundred years post bronze age collapse in a world with magic. Few powerful civilizations have survived, and the ones that still cling to life exist only in their immediate area. New civilizations are being founded. Traditions are being formed. Ruins dot the land. World is beginning to claw itself out of a dark age.

Magic is relatively common in Demagus with everyone being able to do some and many taking it farther.

When everyone is able to bust down your walls and claim what is yours there is much less of an incentive to build big. Few if any nation states exist.

Magic is belief based. If you truly believe in something it is willed by the universe to happen. This has created an interesting world in which most can do a little magic.

Harder things require more convincing and many a mage has spent years trying to find the right way to create a spell, convincing themselves that they can do something.

A science of magic has cropped up based upon the observations. They mages have convinced themselves that these things work.

Warlocks do their magic because they believe their contracting power has granted it to them. If they break their contract or lose faith in the being they made it with their magic can begin to falter.

Sorcerers on the other hand are just all insane or egotistical, some more than others.

Gods are created by their followers to the believer’s expectations, many of them know why they exist. Gods tend to know that belief in them makes them more powerful, and perception of what they are is what they are. In a sense their churches are PR departments. Some war publicly for believers, others heal and provide, sometimes pantheons are formed, but all vie for that valuable resource that is believers.

# External Repo

This reference and some code related to it is stored [on GitHub](https://github.com/falderol/RPG). This repo is irregularly updated, check back infrequently and there might be a new version of this document, or something in it!

https://github.com/falderol/RPG.

# Document Maintenance

## Format

Headings are freaking important, use the ones above under home -> styles. These have been customized. Otherwise just make it look good.

## Macros

Ctrl + A highlights everything.

F9 on highlighted text updates it. Combine this with Ctrl + A to update everything.

Alt + F9 toggles fields throughout the document. If all the links are broken use this, don’t panic.

Ctrl + Shift + H will hide something if you print it., this whole section has had this command applied to it, because once printed a section on macros is pretty much useless.

## Font

Don’t like the font for some reason. On the home bar there is a section called styles. Right click on the normal style and then click on modify. You can now change the standard font to whatever you wish. Just remember this will most likely mess up formatting, so take a scan through the document and fix it.