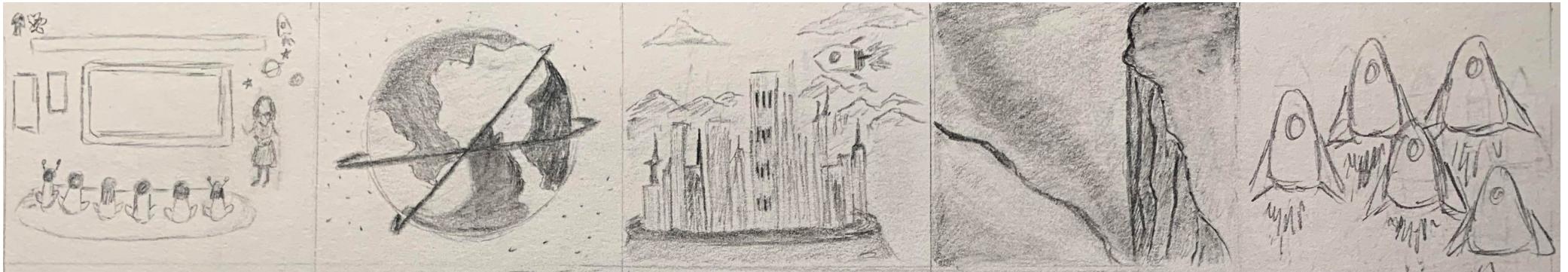


A Brief Insight Into the World of Stellate



"Gather around kids. Today we will be learning about the origins of our home planet, Stellate," called the teacher. "Stellate was formed when a group of the Eridani people were escaping their home planet, Tianshi. They were a highly advanced civilization, evolving to have space travel and biomechanical animals, however their latest invention proved to be too advanced. They dove deep within the core of their planet, in order to harness the energy from its core. This however triggered an earthquake so large that it began to crack and split the ground." The children looked at their teacher, mystified by such a terrifying event.

"Knowing that their home planet was going to eventually lead to the extinction of their people, the Eridani filled five spaceships with as many people and animals as they could, and sent them in different directions to find a habitable planet to live on. Their plan was to communicate to the other spaceships when a suitable planet was found so they could all live there."



“The second spaceship however, ended up crashing into the planet that would eventually be named Stellate.”

“Thats what the Crash Site is!”, yelled out one of the kids, eager for their teachers praise.

“You’re correct”, said the teacher gently. “And who knows about what happened after the crash?”

“I do!”, yelled a young Echae boy. “When they crashed onto the planet, the Eridani began to panic, however four leaders rose from the chaos, and eventually became the founders of Stellate’s four major cities! Cortina, Mast, Vigot, and Winter’s Kell.”



“Correct!”. The teacher continued on, “Imaia Chanterelle founded, Cortina which is the cultural capital of Stellate. On Tianshi, Chanterelle was an extremely famous artist, creating many notable pieces on Eridani culture. Therefore she decided to found Cortina to preserve her love of the arts.”

“Mast was founded by Futu Enoki. They were not a native to the Eridani, but instead a member of the Chaga people. The Chaga were a hivemind, all serving their leader. It is unknown why or how Enoki came to Tianshi, however they still existed as a hivemind, just dormant. Enoki founded Mast as an agricultural hub, and is the only leader still ‘alive’ to this day.”

Lots of “whoa’s” and general astonishment arose from the children. A great founder that was still alive?! Why had no one told them of this before!

“Then there was Winter’s Kill, founded by the Warrior Tirfa Vadreha. She lead her people around Western Stellate, finding valuable mushrooms, and creating their own wears and becoming skilled traders. They are Nomads and ride their ‘Draussa’ or mechanical horses proudly and respect the old ways of living, before the Eridani were as highly advanced as they were at their peak.”

“And lastly theres...”

“VIGOT!!!!”, yelled out the children excitedly. “Thats where we are.”, whispered one of the children.

“And Vigot was founded by...”

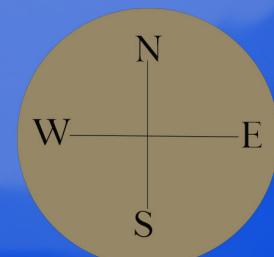
“BREN VIGOTLAN”

“Vigot was founded initially as a research center to track, catalog, and research the world of Stellate. When the discovery of magic was made, the university was founded in order to teach magic to those who wanted to learn. Our town is founded on the principle that anyone can learn if willing to be taught. We never turn away a person willing to learn.”

“The Eridani survivors found that their new home was a Mycological anolomoly. The entire landscape was made of various types of mushrooms. At first they were disheartened, wondering if they would be able to survive in this new land. After all, how far could these mushrooms get them in terms of survival? The four leaders however assured the rest of the Eridani that they could make it through this. When the discovery of magic was made, the Eridani were filled with hope for their future. Looking up at the same star-filled sky that met them on their home planet, they hoped that their bretheren had survived and met a fate better than their own. Everytime the Eridani doubted their survival capibilities, they gazed up at that same sky. Thus they named their new home Stellate, after the stars that always shined on them, no matter where they were.”



Stellate



GREATER CORTINA



Cortina is the destination that most visitors come to see on Stellate. Housing many museums, and having extremely sleek and modern design, Cortina prides itself on carrying on the rich history and inventions that the Eridani brought from Tianshi.

One of the most attractive features of Cortina is the Lichen Woodland that the city borders. This biome is extremely diverse, with many different types of animals, plants and more. Lichen Woodlands consist of forests with large amounts of fungal decay growing on the plant and animal life. This is an extremely unique sight as the forest has remained vastly untouched since the years that Cortina was settled in.

As well as this, the city fully borders the great Stellatian ocean. The Cortina Aquaview is a tunnel system that travels under the ocean, letting visitors view the vast oceanlife of Stellate first-hand.

Cortina has a well established democratic system. All members of the city are encouraged to participate and speak on issues before voting is able to happen on policy, meaning there are several different political groups. Though this may seem ineffective, this ensures that decisions regarding law-making are made fairly and in a mostly un-biased way. Challenging laws put into place is encouraged- the people of Cortina value equal and fair rights among all.



Tourism is Cortina's main source of income. Each Stellar Year (about 458 days), the city brings in about one million tourists from all over space. There are many attractions for tourists to explore, such as the Imaia Chanterelle Memorial, the Museum of Mycology, and the Cortina Aquaview. For those looking to explore outside the city, there is the Great Lichen Woodland and Vigot (the next close major city) is simply a day trip away.

Imaia Chanterelle made sure to leave the city of Cortina was a bustling arts and culture scene. The city houses many museums and independent art schools. The various museums of Cortina house original art, brought from Tianshi from the Eridani settlers. Along with this, there are frequent exhibits of art pieces from other planets. The Maitake Theater within Lower Cortina, is small yet brings in critical acclaim from visitors all over space.

The music scene in Cortina is extremely fascinating, as many gather to make music based around the electric waves the various mushrooms of Stellate use to communicate with each other. Besides this, there is an underground music scene that brings new ideas to traditional Eridani music forms.

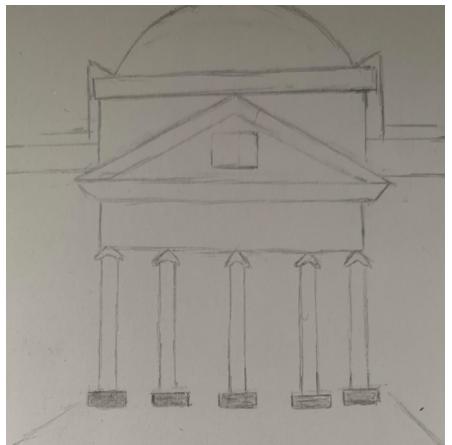
VIGOT

The researchers in Vigot work on cataloging the foliage of Stellate in order to figure out how to utilize the land to their advantage. They have found out that some mushrooms were able to be harnessed for magic of various forms. At first they tried to keep this a secret from outsiders who heard of the upcoming planet. Eventually the Eridani opened the doors of their mycological magic to the people of space, and Vigot remains an intellectual hub and technology center on Stellate.

Vigot is the home to the University of Stellate, a space-wide acclaimed institution that primarily focuses on mycological research. Bordering on the Basomycota forest, the researchers at U of S focus on cataloging the various mushrooms found in Stellate and their properties.



The School of Mycostudies heads the research and discovery of mushrooms. Founded by Bret Vigotlan, the school accepts students from all over space to learn about mycology. There are several focus paths that stem from this broader field, including the scientist track, researcher/agriculture path, engineer path, and magic path. Not many are accepted to the Mycomagic path as if used incorrectly, this skill could be used for nefarious purposes. The specifics of this magic will be discussed later on. Many of the inventions that utilize Mycomagic are created within the labs of the School of Mycostudies. Though the other three study paths are less popular, they are still extremely important, and work hand-in-hand with the Mycomagic.



The cult of Mycotheology was founded in Vigot. The general populous of the city do not believe in this religion, therefore causing the cult to move deep within the Basomycota Forest. Those that believe in Mycotheology are against those not native to Stellate using Mycomagic, as they believe it is sacred. They believe in a God that in its slumber, controls the mushrooms of Stellate. This God will awake one day to rule Stellate, and punish those that do not respect the environment. Many attempts have been made to get rid of the cult, as they cause many problems for the people of Vigot. Some say that the cult has infiltrated the University, and is working from within it to spread the cult's dogma, however these claims have never been proven true.

MAST

Founded on the principles of sustainability and collectivism, Mast exists as a collective consciousness within itself. Its inhabitants never leave the city, as they are drawn to Enoki's consciousness, which still directs and leads them to this day. Though they don't have a physical body any longer, their mind still connects all of Mast's citizens. No outsiders enter Mast, its city gates stay closed. Its main source of income, food shipment, go out to the other cities via drones. Located in the middle of Stellate's semi-arid plains, the city is in the perfect place to grow crops.

Mast follows a communist government style, with its leader being the dormant consciousness of its founder, Futu Enoki. As such, there is a speaker for Enoki who relays their thoughts and dictations. This speaker is one of the descendants of Enoki's most loyal servant, Agaricus. Not much is known about the laws of Mast, as those not in its collective conscious network do not receive this information.



The people of Mast stay within its walls , compelled to never leave the cities borders. Hardly anyone is let in and even less people are able to leave. Those that leave Mast are not able to remember who they are, and what it was like within the borders of the city.

The little that is known about Mast's culture is that it follows the traditions of the Chaga, as Enoki was from this group of people. Everyone within the Chaga exist within a hivemind, all individuality is lost. Traditions revolve around growing and seasonal patterns, however the specifics of this are not known.



Located in the middle of Stellate's semi-arid plains, the Mast is in the perfect place to grow crops. Many different types of food are grown such as various mushrooms, fruits, bioengineered grains, and animals. The landscape of the rest of Stellate is unfit to grow food at the volume that Mast is able to. If Enoki had not founded the city of Mast, the original Eridani survivors never would have survived.

The people of Mast work to promote environmental sustainability in its farming practices. Farmers are given livable wages and are compensated fairly for the crops that they sell to be exported around Stellate. No pesticides or environmentally altering substances are used to grow crops as well. Biodiversity in crops is encouraged and there is a complex multi-year crop rotation that farmers must lay out. Soil management and health is important, in order to make sure that the land stays healthy. Lastly, animals are integrated within the farming structure, allowing natural fertilizers to nourish the land.



WINTER'S KILL

Though Winter's Kill is the only city in Western Stellate, it has little to no permanent inhabitants. The people of Western Stellate are nomadic, relying on their mechanical horses to carry them wherever the wind takes them. They follow the way of Vaal, meaning they respect, honor, and cherish the natural world around them. For this reason, the Nomads are called the Valkah, and their leader is the Khiv'ul. The Khiv'ul is chosen by strength and trading ability, meaning almost anyone can become the leader of the clan.

The Valkah respect the land around them, and follow the ways of extremely traditional Eridani living. That is, the Eridani civilization before it became extremely technologically advanced. Out of all the groups of Stellate, the Valkah interact the least with Myco-magic. They do not trust Mycromancers and shun those interested in learning it from their tribe. Though as a whole they keep to themselves, many Valkah can be found in other cities looking to trade the prized Terfeziaceae found in their land. Many Valkah are recruited to become soldiers at Ocreat's Helm for their excellent swordsmanship and combat skills.

They are the only group on Stellate that does not have a shipping agreement with Mast. Instead, they live off the land, hunting animals and eating the small number of mushrooms and fruits that grow in their harsh environment.

The landscape of Western Stellate is that of grassy and arid plains. The weather is of particular note in this region, as it features warm days and extremely cool nights. There are a vast amount of animals that live in this region, including bear-lions, boar-cats, and more.



A biomycological dog.



Terfeziaceae



The Valkah have a matriarchal society, as such the Khiv'ul is always a woman. They follow the way of the horse and do not follow an organized religion, instead they pray to various elemental spirits that they believe provide them with good weather and hunting prospects. A large part of their culture focuses on trading, and many festivals revolve around successful trades and deals. Every year they hold a festival in which young Valkah women display their trading skills. The winner of this gets to be a sword maiden to the Khiv'ul and learn valuable leadership skills.

One unique feature of the Valkah is their ability to fit their animals with a form of biomechanical armor. This enhances their strength and ability to travel long distances without tiring. Despite their engineering skills, the traditional weapon of the Valkah is the khopesh. Despite this, in recent years the Valkah have dabbled in more modern technology such as laser guns.

OCREAT'S HELM

Primarily an outpost for the northeastern side of Stellate, Ocreat's Helm is extremely isolated from the rest of Stellate. It primarily serves as a place that guards and checks up on the crash site that the Eridani landed on. Ocreat's Helm is simply a military outpost, however many Stellarians trying to escape the confines of city life have begun to migrate to it. Thus, in recent years, Ocreat's Helm has begun to become much more developed technologically and architecturally.

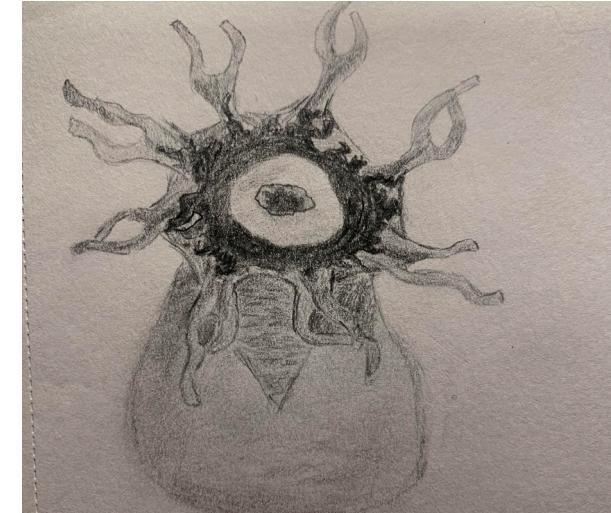
Ocreat's Helm has no formal political structure. It simply serves as a base for those training to become soldiers of the Stellatian army. Though Stellate does not engage in the affairs of war, many attempts to colonize the humble planet by other aliens have taken place. Because of this, Stellate keeps an army trained at the ready.



One of the few edible mushrooms near Ocreat's Helm

The Stellatian military comprises of an Air unit, a Land unit, and an Extraterrestrial Unit. Anyone can join the military regardless of gender, and accepts candidates above the age of 20, after they undertake formal educational and physical training at their schools in the Helm or in Vigot. The military also handles Spaceship Docking Control, and Docking Security Checks.

The military works with the Valkah to patrol the Western Region/Agaric Range, as these are sparsely populated areas and are extremely vulnerable to



Many Young Cortinians have began to move to Ocreat's Helm as a way to escape the confines of city life. With them, they bring arts, culture, and more life to the city. The Helm itself is on a tall hill that oversees the the vast landscape. The city is located in the cold Myco Tundra, which only offers a small amount of mushroom/fungus growth, with many types being inedible. The Stellatian sea provides some food via aquatic life but very little. As so, Ocreat's Helm is Mast's biggest export location.



MYCOMAGIC

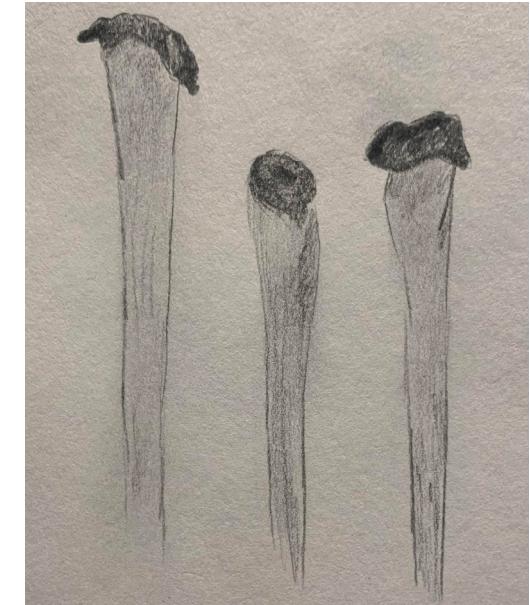
Mycomagic in its purest form is elemental. Many of the various types of mushrooms in Stellate give the user the ability to control the land, water, air, and fire. Magic is not inherent to the users of mycomagic, however it is easier for some rather than others. This form of mycomagic is widespread in Stellate. The user simply has to consume the collect type of mushroom, and within a few minutes they will begin to feel the effects of it taking place. The magical abilities can last for several days to several weeks, depending on the amount consumed.

For example, if one wanted to be able to control fire because they were going on an expedition into the cold Agaric Range, they would simply consume some of the Reiki Mushroom, which allows the user to produce fire that cannot be put out with anything other than the user's will. If someone was working in construction and needed an easier time moving soil and rocks, they could consume the Craterellus mushroom and gain the power to control the dirt with their mind.

Because this form of magic is so widespread, many people choose a type of magic they wish to use, and stick to that form for the rest of their lives. In order to combat the effects of the magic wearing away, the drinks that are infused with the correct type of mushroom for a certain type of magic have begun to gain popularity.



The Reiki Mushroom



The Craterellus Mushroom.

MYCOMAGIC (cont.)

Mycomagic also has a more dangerous form. This form of magic revolves around manifestation. The School of Mycology at the University of Stellate is the only official institution in Stellate that teaches this form of magic. Each year, 10 students are chosen from the hundreds that apply to the Manifestation Magic track. These students are evaluated based on many factors including intelligence, physical capabilities, and more controversially, moral judgement. A fear of those in this particular form of Mycomagic, is that this power will fall into the wrong hands.



Psilocybin Mushrooms



Rooting Bonnet Mushroom

Manifestation Magic has three separate layers: manifestation, scryology, and mycalchemy. With the consumption of a singular mushroom that grants this power, one will be able to manifest anything they can put their mind to, regardless of size, physical being, or ability to be created in this dimension. Scryology gives the user insight into the past, present, and more importantly, the future. This allows the user to seamlessly travel back and forth in time to predict events or alter the course of events. Mycalchemy revolves around creating new materials and potion creation.

It is clear to see why the head Mages try to make sure that these powers are not used for evil. Many of those that learn Manifestation Magic are sworn to secrecy about the source of their powers. They are annually appraised by the council of head mages at the University, in order to ensure that they are still using their powers for good.

Those that utilize this form of magic often work with the military and various independent technology companies to create new inventions that harness the magical properties of the mushrooms of Stellate.

TECHNOLOGY

The technology of Stellate ties in deeply with its magic. Many types of mushrooms are grown specifically for the magical properties they exhibit, which are used to power cars, spaceships, and other machines. The properties of mushrooms being able to communicate underground with each other has given way to thought communication. Users simply have to be in the range of a tower, and have a special implant that allows them to tap into the mycological network to be able to send thoughts to others over long distances.



The figure above is another example of how mushrooms are integrated into the technology of Stellate. The mushroom's energy has been harnessed such that it acts as a lamp. Many household appliances are built this way, and recent efforts are being made to use certain mushrooms for the roofs of houses, in order to reduce energy consumption on the planet.

Along with this, Manefest magic users contribute heavily towards the invention of technology on Stellate. With the ingestion of a certain type of mushroom, they are able to hallucinate and produce anything their mind can imagine.