

Verlorn's encyclopædia

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June 12, 2022

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1 The game-pitch

Verlorn is a beautiful world, a brutish world filled with mysteries, commanded by envious, evil gods the magi, they favor with immense power the most evil people among the eartheners so they in turn can sow havoc in their behalves, in Verlorn spell-casting is only for the twisted-minded that can muster the magi's favor needed, in Verlorn nothing (including power) is received if nothing is sacrificed. fighting is very mortal and should be avoided. in Verlorn the good are underdogs that revel against the magi, and rely on the sick-headed contrarians among them, which are themselves very fickle. Verlorn means lost in German, and this is the main characteristic of Verlorn peoples, they are doom from the moment they are born, imprisoned in their own world, yet happiness also exist although short lived and fleeting, all the more sweet to their peoples. The message of Verlon's story is, kindness, love and beauty will find a way to blossom even in the most inhospitable of places, even if it is short lived, that makes life worth living. the world of Verlorn is *against the player* best intentions, the do gooders are tented to be evil by the promise of power. the player feels that the world, the universe, is out to get them. this is a game about discovering the world and his characters, their stories. we want to emulate a GTA-style killing spree with ever more high stakes police chase thrill but with spell-casting and mounts. In our game torturing and life-begging are game-play mechanics. In Verlorn magi-fire is depended upon for the world to tick along, although much for the peoples and world detriment. Verlorn should have item-sketches (in sepia like the olden drawings) like an old CRPG. The UI should disappear when useless and be minimal when present and rely on the player knowing the keybindings. The game will be set on a grounded, restrained, low-fantasy setting, being gritty without being not pornographic nor gore-ish (the intelligent player sees this a cheap sales tactic). the game has a silent protagonist.

Among the earthen-people most of them were good at heart and had a sense of justice like you and me.

some called the earthen-sphere the Hollow-lands

some game-name candidates could be 1) Ars obscura

the game has a memory system in which only memorized spells can be cast , having a limited amount of memory, the player must decide which spells to memorize. On that token levels are nowhere to be seen, instead skills are leveled up by their use with a decreasing chance of failing as they level-up

2 Reading reference

The in-game-concepts are underline while the important concepts are *italisized*

3 Creation of Verlorn

First there was nothing except for the *Demiurge*, a cruel god that felt bored floating on the nothingness and so he created the *giant world-worm*, a cruel joke of a being that stugled to even move on the nothingness, it couldn't move or eat, and expent his days beeing mocked and teased by the Demiurge. Eventually the droppings and rubbish of the Demiurge piled

1 up on the bottom of the nothingness, and when the world-worm grew tired enough of the
2 mocking of the Demiurge, he attempted to end his life going inside the pile of rubbish, and
3 diggint itself its' tomb. The world-worm went inside the earth digging tunnels in the deep
4 soil, and so the *cave-deep* was created, and where the world-worm lay his head to die and
5 then withered, that is where the *earthen-sphere* is, for it's the *world-worm skull emptied*, and
6 it was the world-worm withered brain that nourished all the earthen-sphere life, and gave
7 birth to the *earthen-people*, and when the Demiurge came to realize that the earthen people
8 prospered inside the world-worm skull, he built the *hell-scape* all around them to torment
9 them and mocked them as he had done with the world-worm, for he was a envious and cruel
10 god. But the Demiurge was again alone, and couldn't torment all earthen-folk at once. So
11 he chopped his body into many pieces and so from his pieces all the *magi* where born.

12 4 The world

13 This world is lost, there no saving it, but it has many stories nonetheless. It is a cruel world
14 but it has beauty. The world of Verlorne was controlled by the magi, living spirits of pure
15 rage, that feasted with the suffering of the earthen-folk trapped on the ground-sphere, they
16 needed suffering, despair and strong emotion, as sustenance. Verlorne, the world was a
17 concave sphere (line 37 of section 3), meaning that they live in the inner lining of a hollow
18 sphere and outside if this space there was solid ground and beneath a cave system, the
19 cave-deep, uncountable miles long. Then it was the *hell-scape* were the magi lived, on the
20 center of this hollow world there were the sun and the moon, two spheres one of light another
21 of darkness circling around one-another (the moon was a translucent semi opaque tinted-
22 glass like sphere that let the light of the sun come through and inside the moon there lived
23 dragon), one glued to the other, and so it came there was a day and a night. And because
24 the moon and sun where slightly downward (with respect to the center) there were the south
25 pole that was scorching and the north pole that was colder [see figure 1]. some say that
26 inside the moon lies dormant a giant dragon and when it wakes up it will scorch all of the
27 earthen-sphere, bringing about the end of the earthen-peoples, but fear not for from the
28 ashes will arise another generation of eartheners.

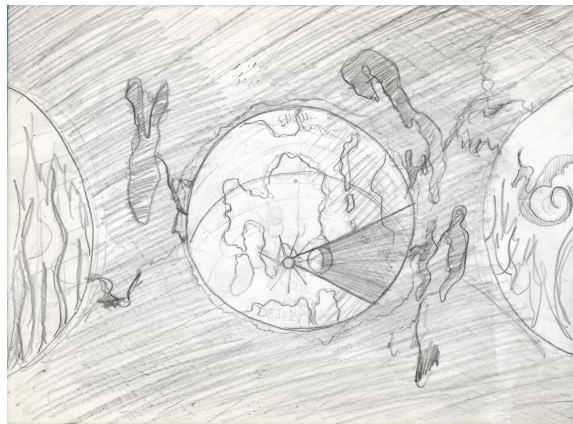


Figure 1: verlorn sliced view

1 5 The minions of the magi

2 The magi didn't have power to intervene directly in the earthen-spere and so when seeking
3 to wreak havoc they use their earthener's vessels or they used their minions, a diverse
4 bunch of grotesque beings, the most notable among them being the *bat-people*, the *fish-*
5 *people*, and the *talking-winwed-serpents*. these beasts went on *raiding campaigns* into the
6 earthen-sphere and gather prisoners to stuff the *torture chambers* of the *cave-deep*

7 6 The spheres of Verlor

8 The world was divided into three* regions the 1) *hell-scape* realm where the magi inhabit,
9 the 2) *cave-deep*, where the minions of the magi (the bat-people and other lesser beasts)
10 inhabit. And the 3) *earthen-sphere*, where the earthen-people lived. and finally, less known
11 to scholars, there was the 4) *hollow-side*, said to be two worlds on the hollow side of the sun
12 and moon, but none now lived that know about it <see figure>
13 three not counting the hollow-side

14 7 Spell-casting

15 7.1 The gift of mind-voice & magi-fire

16 the raw power of the magi was sometimes transferred to an earthen-person , temporarily,
17 in the form of *magi-fire*, the eartheners could sometimes, owing to a strong will and inner
18 voice, talk inside their head with a magi (the gift of *mind-voice*). And should the earthener
19 convince the magi of granting him some power, it could be channeled, with some practice
20 and study, into many outcomes, with many side-effects. But although spell-casting was a
21 perilous venture, undertaken by the most twisted individuals, it was very mortal, scorching
22 flesh and crushing bones. It costed dearly to the spell-casting vessel, for it taxed the mind
23 of the vessel, not made to withstand the stress of talking to other spheres, and in time the
24 vessel mind languished, for it was too much to take in (this was called mind-rot).

25 a renown having vessel was called *exalted*

26 sometimes a vessel was innocent at heart, but the magi will find soon a way to trick him
27 into doing evil, for any heart has a longing and with promises of riches, love, or eternal life,
28 they end up doing their gruesome bidding

29 7.2 The vessel role in Verlor

30 this spell-caster kind were called *vessels*, and were short lived, wretches lavished by a sick
31 world, praised to boredom, a world which needed them to tick along, yet some survived this
32 gift of mind-voice, but they were usually the meanest among them.

33 7.3 Sacrificial-spell-casting

34 spell-casting was forbidden, and only members of the magisterium were able to spell-cast,
35 the casting we are talking about was *sacrificial-spell-casting*, in which blood, or a life was
36 offered to one magi to grant the caster limited powers much superior to their prosaic peers,

1 the effects acquired varied depending on the sacrifice and to whom was the sacrificed was
2 offered.

3 7.4 Sin-seeking

4 another form of borrowing the magi's power was *sin-seeking*, in which a human strives to
5 sin so gravely to do an act so heinous, they gain renowned with a magi which in turn grant
6 them power for they had the magi's favor, this is a risky venture because the one that has
7 the magi's favor is the one more prone to prompt his rage, and to loose the favor is much
8 easy than to gain it. And so the sinner is in a everlasting downward spiral to please the
9 capricious magi, this as you might gather doesn't end up well for the sinner most of the
10 times.

11 For this reason cruel political leaders that cause great conflicts among the peoples were
12 very favored between the magi, and with that favor came great power.

13 7.5 Oath-binding

14 Another form of empowering possible was *oath-binding*, in which a power-hungry human
15 promises and makes an oath to a magi, promising that if they were to receive their power
16 they will sow such discord among their peoples and raise such a hell so that the magi will
17 be well fed for many years.

18 7.6 Soul-cursing

19 Another form of weakening was *soul-cursing*, a practice in which you promise to sow havoc
20 if the soul of your enemy should be weakened, and so a pact is sing with the corresponding
21 magi, this form of magic was created and perfected by the nomads.

22 7.7 Minion-stringing

23 a form a waring style emerged among the cave-peoples that involve convincing not a magi,
24 but their minions the bat-people, to go against other earthen-people in battle, in exchange
25 for food or whatever the bat-people crave (it's said the tears of a virgin lass), this was known
26 as *minion-stringing*.

27 7.8 The proxy-offering technique when doing sacrificial-spell-casting

28 there is a form of *proxy-offering of a token* possible, to make fighting with spell-casting more
29 convenient, it suffices at the time of making an offering or an oath to have merely a *proxy of*
30 *the suffering or disarray* caused at a previous time, for example the tears virgin extracted
31 before the taking of her life would make a hearty sacrifice to cast a powerful spell, and so
32 the spell caster should have *a stash of such tokens* for when the fight begins.

33 7.9 The contract-signing of an oath for doing oath-binding

34 to acquire a boon in power it was sufficient to make the promise beforehand and *craft a*
35 *contract* with the magi in hand, then keep this contract unsigned, until power is needed,

1 and only then sign it in blood, binding oneself and acquiring a boon of power.

2 7.10 Types of token for sacrificial-spell-casting

3 there is the art of *token-crafting* which consist of making the aforementioned proxies , there
4 are many type of tokens to be used, the *blood-token*, the *tear-token*, the *flesh-token* (toes,
5 fingers, nose and ears) and they must be burned or destroy somehow.

6 For being practical at the time of offering a great number of such tokens at once, spell-
7 casters often mix together the wretches blood, distilling it into a crystal, to be sacrificed
8 with potent effect equivalent to those of many wretched souls, all at once.

9 7.11 Contract-crafting

10 there is an art to making the contract with the magi, which must be written in *the magi's*
11 *tongue the glagolitic* [see figure 2], and in the blood of a wretch, the quality of donor affecting
12 the result. If the parchment in which is its inscribed is a poor soul's skin, or if it is adorned
13 with jewels, the contract will have the effect of *both an oath and a sacrifice*, the bigger the
14 sacrifice the bigger the effect.

15 Take in consideration that a spell-caster needed to be literate in glagolitic to be able to
16 redact a contract



Figure 2: The glagolitic script of the magi

17 7.12 in-game spell-casting concepts

18 there is in-game the token meter wich is a graphic-meter of how much tokens you have,
19 that are divided in tiers (the RPG typical colored tiers), depending on , for example, if
20 its a flesh-token the strenght of the enemy it was taken from, etc... there is in-game the
21 contract meter wich is a graphic representation of the unsigned contract in the stash, which
22 are again divided in colored tiers, according to the promises extents, and to whom it was
23 promised. And related to that there is the ledger in which you can track all oaths taken, to
24 be fulfilled in time, under penalty of life. And finally there is a renown meter, which is a
25 graphical representation of the renown you have with a magi, which in turn determines the
26 type of spell-casting possible, this meter is divided in sections, one for each magi there is.

1 7.13 The spell-caster trade tools

2 for the purposes of proxy-offering or contract-signing the spell-caster is bound to have ready
3 not only a *stash of contracts redacted and tokens collected* but also a *dagger* with which they
4 draw their blood (or a *needled-ring* <see figure>) for signing. And an *open flame* to burn
5 the offerings at the ready (think of a *lighted staff or a burning-chamber, the osirial* <see
6 figure>, some have a candle tied to their foreheads) the caster had to keep a *ledger* of all
7 oaths taken (to be fulfilled less he is stricken) and quality and quantity of tokens collected,
8 at the time of combat the caster had to decide what contracts to sign and tokens to burn
9 to be enough to kill the enemy

10 7.14 Renown with a magi

11 through making promises of evil deeds to come, or with heinous acts themselves came *renown*
12 *with the magi in question*, the more renown the bigger the boon to the earthener power

13 7.15 Channeling

14 once a magi was convinced by the means above mentioned to grant some power, the *chan-*
15 *neling* of their power was possible with the mind, controlling and empowering. the strong
16 seek the trickster-magi's favour, to be able to channel his magi-fire onto their weapons to
17 make them more lethal, others seek the backsmith-magi's favour, to be able to channel his
18 magi-fire onto a flame to control it, scorching the enemy (they had a staf lighted all day
19 in case), others seek the bat-people-magi's favour, to be able to channel his magi-fire onto
20 animals to make them stronger and control them, etc ...

21 7.16 about temporary and semi-permanent power

22 the above mentioned practices (all sacrificial-spell-casting) bring power to the user *as long as*
23 *they have the tokens of suffering to cast their spells*, so they are considered circumstantial.
24 But oath-binding and sin-seeking bring with them *semipermanent boons* to the power of
25 their recipient as long as have favor with their magi, soul-cursing has the opposite effect

26 7.17 Mind-crafting the mind-works

27 the art of *mind-crafting* consisted in crafting mechanical apparatus that used the *magi-fire*
28 to do all kinds of things, channeling the magi-fire into a *piston* it was possible to generate
29 motion, channeling it into a *resistive element* would generate heat, channeling it into a
30 *logic contraption* generated thinking or calculation, channeling into a *resonating apparatus*
31 generated voices, channeling it into a *mechanical eye-sensor* generated perception. This
32 contraptions the were called *mind-works*.

33 7.18 Blacksmithing

34 all weapons needed to be very well crafted to be used by a blade-thrasher because of imbuing
35 it with magi-fire puts much *stress on the blade*, and so blacksmiths invented a technique in

1 which they themselves imbued the weapon with magi-fire when the steel was scorching hot,
2 the more the power of the blacksmith the more power could the weapon sustain when imbued

3 7.19 In-game blade forging

4 When the blade was white-hot, magi-fire could be imbued in it to make it more powerful,
5 and so tokens could be sacrificed on the forging fire or contracts signed to make the resulting
6 blade all the more lethal, and the bigger the renown with a magi of the *forging-hand* the
7 better the result.

8 7.20 The gifted-weapons

9 the magi sometimes forged weapons and armor imbued by the aforementioned process with
10 their magi-fire, the resulting armament was very superior to prosaic earthener armaments,
11 and could not onli sustain enourmous amounts of channeling but also confer power the the
12 user according to the nature of the magi-fire used in its forging. These weapons were gifted
13 to the most exalted among the magi champions so they could be more efficient, or used to
14 tempt an innocent soul of doing evil. With centuries past some of the owner of this gifted-
15 weapons have died, and so the gifted-weapon remains unclaimed to this day, some say the
16 magi have scattered some of this weapons around Verlorne as a trap for the naive, that he
17 may stumble with it, and his life turn upside-down. some say the forged steel could whisper
18 and had a mind of its own, that much like his blacksmith it desired evil and sacrifice above
19 all else.

20 7.21 Familiar-stringing

21 there was a technique in which a sick-headed magi was contacted and convinced not to give
22 power but to fight himself on the behalf of the vessel, this could be done *for a split second*
23 for the magi don't hold infinite power, and this was regarded as taboo between the magi.
24 This technique users' are called *familiar-stringers*

25 7.22 Magi-fealty swearing

26 depending on who's magi's favor you've got, you could acquired different powers:
27 there was the main magi couple the *sun magi and moon magi*, the sun granted control
28 over life, and the moon magi, granted control over the mind. There is the *serpent magi*
29 which granted control over poisons. the *blacksmith magi*, *Freuer*, which granted control of
30 fire. the *sea magi*, which granted control over the tides. The *wither-magi* which granted
31 power over the sickness. The *rot-magi* which granted power over the flesh. The *lust-magi*
32 which gave control over carnal desire. *trickster-magi* which gave control over the blade. The
33 *bloated-magi*, the *merchant*, which gave control over greed. The *severe-magi*, the *dragon*,
34 which gave control over anger. The *owl magi* gave control over intelligence and reason.
35 There was the *seed-magi* which gave control over fertility and reproduction. The *fog-magi*
36 which gave control over sleep. The *hag-spinner* which granted control over the passing of
37 time.

1 **7.23 spell-casting modifiers (intensity & nature)**

2 the spell-casting effect depended in respect to its *intensity*, to the *quality of the offering* or
3 the *extent of the oath*. In respect to its *nature* depended on the *magi's name* which make
4 possible a type of target's channeling (fire if it was the blacksmith magi, lighth if it was the
5 sun magi, a blade if it was the trickster magi, etc ...)

6 **7.24 Types of channeling-schools & vessel techniques**

7 **7.24.1 The burnt-minder**

8 focusing on making use of his burning staff borrowing the power of fire from Freuer the
9 blacksmith. they carry around flint-stones and flammable oil to keep their staff lighted,
10 imbuing the fire with magi-fire. The burnt-minder's fire is much hotter than normal fire
11 and much brighter (has a green tint), it envelops anything and spreads very quickly, melting
12 rock, steel and flesh alike.

13 **7.24.2 The blade-thrasher**

14 focused on imbuing his swords and knives with magi-fire

15 **7.24.3 The beast-herder**

16 focused on imbuing beasts with magi-fire

17 **7.24.4 The flesh-breaker**

18 focused on making use of sickness flasks imbuing the pest in them with magi-fire

19 **7.24.5 The boon-fiddler**

20 focus on making use of their body, to strengthen it with magi-fire

21 **7.24.6 The ardent-duelist**

22 focus on imbuing swords and daggers that they covered in tar and lighted, carrying around
23 flint-stones and a tar flask to keep their blades lighted, imbuing the blade's fire in magi-fire.
24 The ardent duelist blade was so hot as the sun, and would cut through stone as if it were
25 butter.

26 **7.24.7 The meat-rotter**

27 focus on decaying the flesh of the enemy withering it away

28 **7.24.8 The poison-spitter**

29 borrowing the power of the snake-magi, they channel his magi-fire into poison flasks that
30 through a pump system imbuing their blades with the venom

1 **7.24.9 The flesh-mender**

2 borrowing the power of life of the sun-magi, they channel his magi-fire into the ally flesh.
3 the role of the mender is to heal the flesh of the stricken in battle, they give life so life can
4 take another

5 **7.24.10 The ray-caster**

6 borrowing the power of harm of the sun-magi, they channel his magi-fire onto the natural
7 light that passed through their optical staff, gaining control over it and boosting it, they
8 focus it with an optical staff which consisted of a rod with an icosahedron at the top that
9 had a lens inside, an that had hexagonal holes on each of his 5 sides <see figure>, that fucus
10 the light destructive power on the target enemy, but they were useless at night for no light
11 was available

12 **7.24.11 The mind-bender**

13 focused on playing with the enemy brain imbuing it with magi-fire

14 **8 The magi**

15 **8.1 The sick-headed & the grieve-suckers**

16 the magi are not an homogeneous group of beings: among them they were the cynic, and
17 jaded that are sick of grieve-sucking (remember that they are everlasting as long as they
18 have sustenance) and so they abandon their-selves to die in their lairs, but they died very
19 slow deaths, perhaps lasting more than is agreeable, and so they are amongst their bunch
20 some that became sick-headed and lost all reason, and so they sow chaos in the magi world,
21 and sometime aid the earthen-people to spite their peers and cause them harm, but this help
22 is intermittent and has no good will behind. They are feeble because of lack of sustenance
23 and are recognizable by their emaciated bodies, they are known by the name sick-headed,
24 and the struggle between the magi and the sick-headed is constant the sick-headed are
25 known to gather ai what would be the hell-scape graveyard. The sick-headed called they evil
26 counterparts the grieve-suckers countless stories existed among the eartheners that recounted
27 how a sick-headed, or an Engel as they called them, have help or intervened in an eathener
28 most needy moment.

29 **8.2 Freuer the blacksmith**

30 There was among the magi one that would pity the earthen-folks' dire circumstances , Freuer
31 the blacksmith magi, he wanted to make it so they would have magi-fire to warm themselves
32 and cook. He tried to bring it to them. But was discovered and sentenced to torment the
33 ones he cared so much for, less he should suffer doubly. His punishment was an eternity on
34 the torture chambers of cave-deep, and to this day one can hear the sobbings of Freuer on
35 cave-deep

8.3 poner titulo

Among the magi (with the passing of uncountable eras) there was beginning to emerge a nascent pro-earthener sentiment, some were sympathetic to the humans plight but there were few and were heavily censored by their magi peers

9 The Verlor's peoples

9.1 The desert people

the desert people were very greedy beings they felt a need to horde riches like none other peoples and so they fortified their houses like vaults, in their society silver making was the man primary purpose in life and the stick against his worth was measured, since the early days they were educated (they had no such things as schools) in the mind-work of the quantities and their measure, of the scale and weighing, and so this people were educated and sharp with counting-symbols and could read the empire word-symbols and counting-symbols, at least the most achieving of them. Their leaders were so absolutely wealthy that they erect gold, silver, ivory, and corine statues and monuments both to their achievements and to their enemies failures. So cultured they were and so ingrained in mind-works that they developed machines of silver-counting and they were so precise that they were able to estimate the number of sand grains in the desert of theirs and extrapolate to the total sand-grains in all Verlor, and this mechanical counting machines were able to predict the happenings of the future, and even had intelligence of their own, they build mechanical brains that gave counsel to the leaders, they talk in code that was presented to the brain-speaker as engraved in wood rods and then the brain-speaker had to interpret, or trans-code it if you will, the series of marks to the desert people's tongue, for the reason of natural ability blind people were often relegated to the work of brain-speaker their word-symbols and count-symbols work to write their language and they were the symbols of the achieving people, a symbol of intelligence and success, ability with this symbols was very important to be a successful individual, they had a syllabary that was written with the hand-script <see figure> and consisted of xx syllables, this script was very old and was a relic of the natives naru people that lived nomadic lives in the desert, this script was used by children and woman and very informal occasions. On the other hand there was the chisel-script <see figure>, known like that because it was used to scribe notices to the desert folk on stone slabs with chisels, used by the government and desert folk intelligentsia, it consisted of pictures composed themselves of basic picture elements each of which represent a concept, each of this pictures sounded like a single silable and carried its' own meaning, many of this pictures were combined to form a word but sometimes a picture stand on its own as a word, the chisel-script was very rectilinear and square owing to the tool used to engrave it didn't permitted making curve lines, and the picture element rarely had to do with the meaning of it, owing to many centuries elapsed since their inception, for example the mansion picture element is a picture of the guldu's hat, a long defunct title, the guldu was the only one that had the right to a mansion, or a house bigger than 20 standard soldiers, for that the guldu's hat came to symbolize the mansion idea, and so nowadays we continue using the symbol although guldus are no longer around. In the pengoth era the script was standardized and

1 made easier to write, simplified, and so the picture element's form became more distanced
2 from it's reference counterpart in real life, adding to the chisel-script learning curve steepness

3 9.2 The bog people

4 on the west there were the marsh/bog people, there were a simple people that never learn
5 to spell-casting and lived purely off mercenary work, they had a martial mindset and had
6 no script of their own except their drawings, (but they have no structure and they are more
7 like an stream of emotion rather than a structured script). For many eras the bog people
8 warriors have served as mercenaries for the imperium armies, and in exchange received gold
9 that they used for trading, the bog people don't have need to develop a technology of their
10 own for almost anything they can do with their strength (although they are of normal size
11 and not very muscular) and have no need of housing because in the marshes remain the
12 ample and exquisitely crafted lares of the long gone Nemour and their weapons, they legend
13 says that they own his strength and blackish skin color because they are favored by the
14 war magi Raw, who made their skin like the iron so their bodies will be weapons. Owing to
15 having no scripture they had an oral tradition with orators that live singing the praises of the
16 most accomplished bog people warriors for a price. Bog people's focus on being daring and
17 smart, tricking people and outsmart them to defeat them showing bravery in the process,
18 bog people want to outstand with their actions, to do something so unique they catch Raw
19 attention. Bog people draw with earth oxides and ground stones, the so called bring-crafts,
20 which are drawings of heroic happenings so Raw will not forget them, the people that draw
21 bring-crafts are very revered in bog people society and are called now-bringers because they
22 bring to current times old happenings. Bog people weapons are old, but taken care of, so
23 they show centuries of use owing to being inherited from the Nemour

24 9.3 The Argans

25 on the south west, there is the pampas like fields of Arggran, this area of Verlorn is mostly
26 humid wet grasslands very apt to grow wheat and barley, and tend ships and cows, they are
27 mediocre at best and so they live with little progress in spellcasting or mind-crafting

28 9.4 The cave-people

29 on the rim of the dessert separating it from the shore there is the mountain range, home to
30 the cave people that dwell inside the mountain range on the outskirts of the cave-deep, they
31 are a rugged people

32 9.5 The nomads

33 the nomads live scattered every-where in Verlorn , but where prevalent where commerce
34 flourish, such as in sell-tax free cities. and where very adept at soul-cursing and trading.
35 They lived in tents, very colorful, and travel in wagon convoys, they were a happy and full
36 of panache people, but everywhere they went they were hated and feared slightly because of
37 their cursing adeptness. They worshiped gold and wore it on jewelry as much as possible.

1 **9.6 The tree-people**

2 around xx there were the thick forest where the tree people lived

3 **9.7 The island-people**

4 crossing the black channel there lies the island people of Insel, there are proud and isolation-
5 alist they foster a disdain for the continent and a fervent idea of their superiour technology
6 and culture, and to this day they keep closed borders and don't trade with the outside world

7 **9.8 The cave-deep**

8 all across Verlorne there are caves, because of Verlorne's form, going inside a cave is like
9 stepping inside the magi's world, and the deeper you go inside the cave the more you are
10 inside the magi's world and the more outside of your's, there is said that anyone of them
11 leads to the cave-deep, these cave-systems hold a significance to them. so the leyends told
12 that deep inside the caves they live fish people, bat people, winged serpents that talk (these
13 are sed to be the magi's minions), and if you go deep enough there lays a door to the hell-
14 scape, and prophecy says that one day there will be a man or a woman that will venture
15 in the deepest of caves across laverinthic mazes find the portal-door and dog-beast-woman,
16 and with his golden key, go forth to the magi's hell-scape and defeat them and free forever
17 the earthen-folk from the magi's tyrani.

18 **9.9 The bat-people**

19 the bat-peolpe are said to be the magi's servants and so they have to reak havok in the
20 aerthen-sphere, to please their masters. Although their faith as servants they are said to be
21 smart and kunning, and tales of huge well architected cities of bone are told (they are said
22 to have mastered bone-crafting). There exist among the eartheners some called minion-
23 stringers that befriend this creatures with food or riches or whatever it takes, and doing
24 so make them figth alongside them. sometimes this creatures are said to venture outside
25 their caves into the earthen-people towns, searching for food or prey, mostly by night, and
26 they capture people and drag them screaming into the caves never to be seen again, some
27 told that thay capture men and woman alike because these bat-people keep them captive
28 and breed the aerthen-people. and tales of endless torture with ever-more intricate torture
29 machines, in service of the magi, for keepeng them fed. And so countless children tales
30 exist in Verloren warning the earthen-folk of this and never to wander inside a cave. On
31 the door-portal to the magi world there is a giant dog with a woman head's that is said
32 to guard the entrance from aerthen-people. In the cave-deep there are gigantic spaces of
33 hollow earth, where the bat people cities are, and guarding the entrances to this cities on
34 the earthen peoples sphere there are huge gates and fortins of bones made like that to warn
35 to keep out.

36 **9.10 The menschen**

37 On the xx its the Menschen people, they are very systematic and have a strong hierarchycle
38 tructure. They are very much warlike and believe on honor. They have perfected a magi-

1 fire bending technique that allows them to make magi-fire-engines, autonomous moving
2 machines that can drive vehicules like mechanical beast and autonomous drones that can
3 figth in their behalves, the machines work translating the magi power channeled by the user
4 into motion by the use of cylinders these move pistons that then drive the motion of the
5 mechanical beast, or more recently developed war machines that propel proyectiles with
6 destructive speed, and their proyectile trayectory calculating machine or PTCM for short
7 that uses the logic gate invention to make calculating-caft with the magi fire of its' user,
8 the PTCM was instrumental to winning the war with the desert people. Owing to their
9 dependance in the magi-fire, each fire-caster was treated honorably within their society, for
10 example the Menschen nobles saw as a disgrace not having a fire-casting son, and if they
11 were in that position they often adopted poor, in-need, but gifted children to take their
12 place.

13 9.11 The skeletal-people

14 much far away there was the black-earth jungle, a inospitable place were the skeletal-peolpe
15 lived, they covered themself with bones that served as armor and they painted their skin
16 with ash paste for they had a gray coulored skin fetish, both men and women alike. They
17 were a matriarchal society and have been stuck without any progress for ages, they revered
18 the natural order and were very hostile to outsiders.

19 10 The miasma

20 Years have past since the highlands of the north-east have became infected with a most
21 nefarious miasma, rumored to being the result of a spell-caster power, it forced people living
22 in the region to leave under peril of death, to suitable lands around Verlorne

23 11 Itinerant working

24 there existed in Verlorne a diverse itinerant-worker class, there were the peddlers that went
25 from city to city selling trifles, the medicine-herbalist that gather the herbs of the land
26 to make medicin and sold it all around verlorne, there was the knife sharpener, the wares
27 mender. the mercenary that sold his sword to the highest paying lord, going where conflict
28 was.

29 12 Torture methods

30 the bat-people were infamous for their torture chambers, many miles underground, the
31 screams of desperation traveling to the surface, the recounted torture machines were:

- 32 • the brazen camera
- 33 • the piramid-shaped cradle
- 34 • the rack

- 1 • the breaking wheel
- 2 • the breast ripper
- 3 • the skull bridle
- 4 • the bat-people boot
- 5 • the chair
- 6 • the iron maiden
- 7 • the heretics fork
- 8 • impaling
- 9 • torture by saw
- 10 • head crusher
- 11 • rat torture
- 12 • pear of anguish
- 13 • crusifixion
- 14 • gibbetting

15 13 The Gregoreus fire

16 A sickness spread quick and wide that made people first hallucinate and in time with a feeling
17 of acute pain and hotness in the limbs these withered and fell off, the sickness afflicted the
18 sufferer with purple rot, the afflicted danced with the mouth open wide and sung until they
19 couldn't more, some say that this sickness was responsible for the behaviour of st. Hellenious
20 uprising, but no traitors live now to confirm it

21 14 The minions' fortified gates & fortins

22 The magi's minions had fortified the bigger cave-deep entrances so any big army couldn't
23 pass through, they have built fortins with thick walls forbidding entrance. Of course diving
24 into cave-deep was possible for small groups through any of a number of entrances that
25 weren't guarded. The surroundings of these fortins have been burned (so an army couldn't
26 hide and lay siege) and there was no eartheners around. Some of the fortin minions venture
27 onto the hollow-lands, where they built encampments during raid season.

1 15 The talking-serpents

2 The winged talking serpents were said to be the minions commanders and lived on the
3 inner cities of bone of cave-deep, they detested light, and were the most cunning among the
4 minion-kind. despite not having arms and legs they could fashion their surroundings with
5 their potent mind.

6 16 The night-creeper

7 Owing to the traversing of the night being slow, there exist night-creeeping creatures that
8 follow the transit of nights' shade around all of verlornm and so they remain all their life in
9 darkness

10 17 wondering minions

11 Sometimes due to crimes committed among the minion's kind, one of them was exiled from
12 the cave-deep and condemned to wonder the hollow-lands, these minion end up haunting
13 villages and subsisting off of the earthener's crops and stock

14 18 Brain disection divination

15 It was common practice among the region of the low-lands to make estimates of future
16 happenings based on the number of lobules of a dead-thief's brain

17 19 Beast of the Hollow-lands

18 The hollow-lands were a place where natural diversity flourished, some beast were of a
19 natural origin, while others were born off of the magi's power. Some of its most notorious
20 beasts were:

- 21 • The cockatrice: a creature with the tail of a serpent and the body of a cock, it could
22 turn people to stone with his gaze
- 23 • The Wyvern: a two legged reptile with bat wings
- 24 • The basilisk
- 25 • The talking-winged-serpent
- 26 • The sphinx
- 27 • The gargoile
- 28 • baphomet
- 29 • The fire-skull: a flying burning skull with crow wings

- 1 • The bug-bat: a creature with the body of a bat and the head of an insect
- 2 • The blood-man: a man like shaped creature whose body is all made out of blood
- 3 • The abyss-dweller
- 4 • The leviathan
- 5 • The Mouche: a giant fly-like animal with the horns of a bull and a bloated fat body
- 6 filled with puss like a hippopotamus, it was born off of the magi's power
- 7 • The brute-cat: a beast with the head of a feral cat but the body of a giant brute, it
- 8 was of natural origin
- 9 • The tree women: a women like tree people, they seduce men and when they are kissed
- 10 their bodies turn to wood
- 11 • giant flee

12 **20 The kings scourge**

13 **21 The abalorie of pure madness**

14 **22 The grimoire of fire**

15 **23 The crow effigy**

16 **24 bat-people worshipers**

17 **25 The gimp man**

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