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Preface

To start things off, I would like to say that this document will receive countless updates throughout the time I am working on it. Please do not hold everything written in it as law, things will change and grow with time. However, bad ideas are forgotten, good ideas stick around, so even if something is removed, it may return in a more advanced format.

I thought of the idea of a collaborative worldbuilding project back in school, some five years ago. I had no idea how it would work then, and ultimately I still don't know now. So, what I have devised is a project that allows you to help me with my creative process, to contribute to this world and help me shape it into something remarkable. To help create something that we all can look back upon and say: "I helped make this!". That is my goal, that is my aim with this project. The stories that come out of it, the characters we meet, and the weird stuff we make, is all a bonus for us all to enjoy.

Please take what is presented in this document as your own, use it as inspiration for your artwork, a setting for your stories, a new world to just sit in with some music in your ears during a time of hardship. This world is for all of us, a place for us all to escape to. I look forward to seeing what this turns into, and I am especially looking forward to meeting all of your characters and the stories they have to tell.

Sincerely,

Your friendly world-exploring demon,

Ethan of Cam

The Universe

Beyond the pages of a fantasy book, or the screen of a phone or tv, are the hidden workings of a universe. There are countless rules that are applied to a setting that we, as a viewer, have no real means of knowing. These rules can be anything, but ultimately they have to answer how that universe works. In real life we have science, it acts a mediator to help us understand our universe. Our viewpoints as living beings within this universe are limited, we may never truly know all of the rules, but such is the limits of our existence.

Within our setting, this must also be the case - no character will ever truly know everything, and mystery will surround many major parts, but there are certain things we, as the creator, should know. These things explain our universe, and as such allow us to create more effectively, to help us hide things our characters truly shouldn't know, and to the explain the mysteries of our setting. One answer we must know is how our universe was created, from that question we can begin unravelling the rest.

The Grandscale – Primordial Gods

When I build a setting, I start by going as wide as I can - to set the walls that encompass our sandbox. This Grandscale explains our borders, and from there it lets us know how far we can push. Within Fantasy, this border generally revolves around power, with the idea that the Gods of the universe are a character's limits. Generally this is because of the type of story being told rather than a key aspect of the worldbuilding; a hero's rise to glory for example.

So with that in mind, it allows us to push towards our original question: how was the universe created? Well our answer is Gods, or at least partially. In real life we don't have a definitive answer and odds are we never will, but this isn't real life so we can create an answer that seems appropriate. The answer for this setting is simple, a big bang happened, leading to the creation of two beings: the 'Creator of All' and the 'Devourer of Light.' These two Ancient Gods of infinite power created the multiverse. The Creator of All is the God of Matter, a formless figure of pure light of incomprehensible size that creates universe after universe. The Devourer of Light is the God of Antimatter, another being of incomprehensible size, except one made of pure darkness, a black hole that eats universes one after another. Between the pair is the multiverse and everything that has ever existed and everything that ever will.

The creation of these two beings allows us to then create our setting. We can start asking the specific questions. What is beneath them?

Gods of our Multiverse - The Elder Gods

The establishment of a multiverse allows for the opportunity of non-canon stories, it allows for other worlds to be made, and for the potential of crossovers between them. However, beyond anything it also allows us to create Gods that write the rules. These Gods will be constrained by their powers and their duty, they must tend to multiple worlds, multiple universes, not just Tesuen. As such they take on a more mythical status, and are more likely to be unknown to common people, their names only heard of by scholars of the divine.

So what does that actually mean? Ultimately, these Gods have huge effects on our setting, but simultaneously none at all. The details can be hammered out, but, as long as we know what their effects are, their names aren't important. As such we choose their domains as the four elements (Fire, Earth, Air, Water), as well as Space and Time, and Chaos and Order. The rest of the details is not necessary but can be nice to know, and will be made with time. These beings, due to their vast power, will have a felt presence on the world, but otherwise no significant effect. However, because I like the imagery, I think a giant walking avatar of each of them as an ancient primordial creature is quite fun. So maybe we'll add one of each to the world somewhere.

The Major Gods

Now we get to the meaty stuff, our Gods, the ones in charge of our direct setting. There are thirteen in particular, each with a duty to our world. Every culture will be aware of these Gods, due to their direct influence, although they may be known under different names. Their domains define their role within our pantheon, and although these Gods may not be present often in the world, they more than likely will be out there somewhere doing something. Let's break them down.

The Pantheon

Stellana the Goddess of the Sun

Selenar the God of the Moon

Miscaite the Goddess of Trickery

Nyobele the Goddess of War

Matrema the Goddess of Family

Atrophos the God of Death

Peritismir the God of Knowledge

Enam the Goddess of Love

Craitle the Goddess of Nature

Oosh the God of Seas

Themesis the Goddess of Justice

Empyr the God of Skies

Tenguren the God of Festivities

Beyond these thirteen lies four Gods of Ruin: they are deemed evil and worship of them will still exist, but most likely will be frowned upon.

Katk the God of Disease

Zalgos the God of Pain

Catara the Goddess of Disaster

Levolena Goddess of Malice

The Invaders

The Gods of Tesuen are not the only Gods out there. Sometimes other Gods from other worlds visit – normally to cause problems for the locals. Each God has endeavoured to hurt the world, some for personal pursuits, others due to their nature.

Chitaraki the Hive - Goddess of Swarms

Shibuna the Goddess of Rot

Myrana the Goddess of Mycelia

Sanis the God of Madness

The Gods of Hell

There are ten Major Gods in charge of Hell, and the position is both coveted and hated. These Gods are considered some of the most powerful of all Major Gods, yet they are viewed as bureaucrats simply doing a menial job. It is their job to refine and repurpose light souls, such that they can return to the mortal realm as new lives ready to try again.

Eterna the Goddess of Limbo

Lybid the God of Lust

Kaesis the God of Gluttony

Illeelia the Goddess of Pride

Anacratus the Goddess of Heresy

Rakthos the Goddess of Wrath

Zohm the God of Sloth

Kurossa the God of Envy

Zorrex the God of Treachery

Ukumuna the God of Greed

Rulers of the Godkind

The Storyteller is a Queen amongst the universe. She records the stories of all, collecting the experiences of life in an eternal search for the answer to existence. Amongst all Major Gods she is the most powerful as all stories are hers to control, the Gods' included.

The Minor Gods

The thirteen Major Gods have large religions denoted to them across the world, and their impact is significant even with the more laid back approach they have to the world, but they can't do everything. As such they created Minor Gods. These Minor Gods are more personal to people and will interact within their lives in much more significant ways: granting blessings, answering prayers, causing chaos. They may have followings numbering in single digits, or they're worshipped in the thousands. These Gods often walk the world, either in disguise or invisible. They observe, fix what is broken and otherwise just enjoy their existence amongst mortals.

Not all Gods interact in this manner, most will be obverse to the idea of mingling with mortals and as such will keep to other planes of existence. Some Gods will be restricted due to their evil natures, likely by other good Gods keeping them away. A random number generator has deemed there are 303 within our setting, 51 of which are evil. Some Gods may have similar Domains, which could lead to conflict between their followers. Good may simply refer to giving to the world, Evil may refer to taking away from the world – rather than being directly cruel or malicious or benign or benevolent.

Good Gods

Rebani Goddess of Foxes

Baba Astoria Goddess of Protectors

A homunculus crafted by the great hag Baba Yaga, Astoria sought a life outside of the influence of her lineage. She grew up as an apprentice of sorts, learning all manner of magics from her mother, but also bearing witness to her cruelties and often self-destructive nature. As a homunculus, she was crafted to wield extraordinary power, and in time learnt to do so, but, after she had mastered her mother's witchcraft, she sought a different power.

Having spent most of her life in the forests or on the road, Astoria loved nature and wished for nothing more than to protect it. With a strong body of her own, and magic to make it more so, she found companionship with several Paladins, learning their ways before crafting tenets of her own in service of nature as a protector. Overtime her power grew, and her natural immortality granted her a mythical status amongst travellers as the Witch Knight, Protector of the Wilds.

Tales of the lady of iron and wood spread far. Stories of a silver-haired woman warrior who would emerge in the midst of conflict, quenching fires before wiping out both armies became commonplace – spoken in both respect and fear. She lived as a protector of nature, and of peace, even at the cost of her own. She still carries on

her mother's legacy, making deals with her magic to those who wish to intrude upon the wilds, but with the creation of her own child: Yelena, guardianship transferred to her. Now she is viewed as Goddess of Protectors, a legend amongst Paladins, and those who love nature.

Lynn Goddess of Storms

Neutral Gods

Brulur God of Glory

Brulur was once a mortal man with grand ambitions: to slay a dragon. He didn't have much else in mind, no ulterior goals other than to drink and sleep with pretty women. But it was that simple minded ambition that drew him to Godhood. After slaying a dragon he set his eyes on a higher target, and then onto another, before another, and another, and another. With each successful hunt his glory grew, until he had hoards of followers, all chanting his name as he charged into battle. Until one day he met his end. But the Gods appreciated his candour, his simplistic ideals, and the effect he had on the world. So he was plucked from death, and positioned into Godhood.

Many still seek glory in name, some getting to become his champion before being offered the opportunity to take his place – should they defeat him in battle.

Oof Goddess of Accidents

Baba Yelena Goddess of the Wilds

Yelena of the Wilds is a Druid of extraordinary power. A homunculus like her mother, she was created through magic, and wields it with near perfection. Born amongst shrubs, she grew up in nature and as such has rarely been apart from it. And with a wild and chaotic mother, Yelena developed a more thorny and collected nature, often shying away from others and hiding herself from the world. She found kinship elsewhere, amongst the animals and plants of the many forests of the world, but, as her immortal life continued, others eventually found her.

Introduced to a new chaotic world, she found beauty in the smallest of things, but also saw the destructive horrors of the people – inevitably falling into conflict in an attempt to protect even the smallest of flowers. But she found herself not alone in her thoughts and ways, and soon became the Herald of the Wild. Her destruction brought love and hatred, and she grew cold and distant, afraid of her own power

and afraid of what she had created. But she was stopped, conquered by her grandmother who made her remember the balance of things, and put in the place in the education that her mother failed to provide.

Eventually Yelena returned to the woods of her birth, crafting a daughter of her own from the waters and mud of a spring, ensuring to send her out into the world to learn not to be afraid of that which is not nature.

Horube God of Rabbits

Arrabe Goddess of Cats

Evil Gods

Satene Shan Lian Goddess of Vampires

Queen Satene Shan Lian of the nation of Xienrow, the Blood Snow, ascended to Godhood around 303 PA. Her ascension was almost entirely by accident, and came about as a consequence of her adventuring as a monster hunter. After arriving at the nation of Xienrow in pursuit of a Vampire assassin, she found herself caught in the sight of the local Vampire Queen Jiang Ven. The Queen sort to humiliate the foreigner, and turned her into a Vampire by forcing the ingestion of her blood. Satene survived the process, becoming a Vampire Spawn directly under the millennia old Vampire. Thrust into a position of power as one of the few direct descendants of the thousands of Vampire created by Jiang, she was kept in close proximity to the Queen – as a source of entertainment and as a trophy.

Through stubbornness and cunning, as well as the assistance of a young Lich, Satene eventually managed to surprise and assassinate the Queen – killing her before she could command the cells within Satene's body to destroy her. Forever doomed as a Vampire, and now with access to a nation of previously oppressed humanoid slaves, Satene seized power, massacring the Vampire factions until only those that swore loyalty to her remained. Due to her pale complexion, silver hair, red eyes, and the common imagery of herself covered in the blood of Vampires during the purge, she earned the moniker: the Blood Snow. The Queen has ruled ever since, carefully creating Vampires that are only a dozen in number, including her two daughters – one of which came from an encounter with the Warrior King during his adventures.

After the Purge, Queen Satene Shan Lian stood as a liberator – a being who had been a hero to those who had known nothing other than fear under the rule of the Vampires. A new system was proposed, a donor system to provide the now few

hundred Vampires with the blood they needed. The quantity and quality available was now endless, and through these donations – all given willingly and in her name – she ascended to Godhood.

Ernaline Liavra Goddess of Undeath

Death is not kind. Death is not fair. Death comes for everyone. These were the three rules that Ernaline learnt young. Born just prior to a plague she saw everyone she cared about fall to disease, yet she survived. Faced with the reality of a cruel world, she studied magic – hoping not to find a cure from it, but to be protected. In turn she witnessed nothing but more death: from war to natural disaster to her own tragedies. Alone, again and again, she searched for ways to undo the pain she had suffered through. In doing so, she learnt how to raise the dead, getting a chance to speak to her parents, to her partner, to her son. But death always took them back, so she sought more.

She tracked down liches, learning from them either through conquest or negotiation. She learnt how most used their necromantic magics, and she hated it. She hated the selfishness of it, and sought to be better – creating rules, laws that she and her followers would adhere to. The biggest one: consent. She couldn't undo death, not truly, but she could prevent it, and utilise the detriments of undeath to further current existence.

She forged soldiers who did not need to eat or sleep, who could guard cities eternally. She created farmers, who did not feel ache or fatigue. Builders who could build cities in years rather than decades. She built a utopia, where death only truly occurred to those who sought it. A haven for necromancers, liches, and Clerics of the grave. And this is where she has ruled for the last five hundred years. With a council of liches beneath her, she dominates the Necropolis as its Goddess – a being selfish enough to claw back life from even the God of Death.

But she never sought to rule or govern, that's why she created those that could. Instead the quiet woman spends most of her time in contemplation, buried in research for a true means of revivification, outside of the powers of the Gods. When in public, she is typically seen sporting a mask made of bone, accompanied with a large headpiece of flowers and jewellery, along with a beautiful dress of dark and bright colours. In person she is far from extravagant, often changing between a form of flesh of a young silver-haired woman, reminisce of her friend Satene Shan Lian, or a form of bone, depending on how she views any potential companions, and if she wishes to enjoy some of the benefits exclusive to the living. She is a fair person, but is a selfish and stubborn one, and is one of the few beings who even the Gods cannot not defeat – no matter how many would-be heroes they try to send.

Baba Yaga Goddess of Witchcraft

The great Witch, Baba Yaga, is rumoured to be as old as the world itself. True or not, Baba Yaga has lived for millennia and is one of the eldest beings in the world, earning the title of Goddess. She has seen civilisations rise and fall and has even been the cause of a few of them. A manipulative hag, she often takes the form of a wizened old woman, or a beautiful young woman with black curly hair, and likes to roam the world seeing who will interact with her. Those who treat her with kindness may receive a boon or a gift, often still with a cost, but for those who treat her harshly nothing other than a fate worse than death befalls them. Her age and experience has led to a complete mastery of her innate sorceress abilities, as well as her cultivated witchcraft, and she has even experimented with her knowledge into the powers of wizardry and druidism. Her magic is unique, complex, and rivals the powers of even the Major Gods, who she once attempted to erase due to personal beliefs on fate and the cruelty of such things.

Although a mostly selfish being, and often cruel to a fault, Baba Yaga has sought companionship from the loneliness of her existence. In doing so, she crafted a daughter, a homunculus who she named Astoria. Astoria saw the cruelties of her mother and, once she was old enough to leave, vowed to be better. She took the witchcraft her mother taught her and bound herself through a series of tenets to ensure not to carry on the legacy of cruelty her mother was known for. In turn she crafted her own daughter, who then crafted her own, leading to the Four Witches of the World.

In the modern age, Baba Yaga still lives, carrying on her stubborn ways, but after an encounter with the Warrior King and his party, including her Great-granddaughter Elana, she has somewhat tempered. She is still cruel, still powerful, and still spiteful towards the other Gods, but she no longer searches out others, and seeks to live out the rest of her days in isolation, eagerly awaiting her next visitor – even if she scolds them for the interruption of her very busy day of nothing.

Graaknurr God of Goblins***Kaarai Goddess of Challenges***

Creates dungeons and puzzles people.

Universal History

As mentioned previously, existence formed from a Big Bang – it's cause and origin unknown. Regardless, this led to the creation of two Primordial Gods: the Creator of All and the Devourer of Light. The Creator of All spends all of existence creating the multiverse, whilst the Devourer of Light simultaneously destroys it. From within each of these multiverses, Elder Gods form and develop, leading to the creation of the elemental beings of Fire, Earth, Air, and Water. These four Gods create all matter within each universe. Gods of Space and Time create a place for the matter to exist within, as well as allowing time to flow. The Gods of Order and Chaos also write the rules of the universe, specifically relating to the cycle of life and death.

From the universes the Elder Gods create come the Greater Gods. These Greater Gods exist as the first sentient races to develop on their own worlds. They survive and evolve into the first beings recognised as 'Gods' to mortals. These Greater Gods set out to explore the universe, eventually choosing their own worlds to inhabit and cultivate. This leads to the creation of worlds like Tesuen. These Gods create the cycles of life and death for their worlds, establishing the development of souls and cycles of existence, whether rebirth, destruction, or eternal life, or something else. This was how Tesuen formed.

The Solar System

I took some time thinking about what I wanted our solar system to consist of, and ultimately I decided that simplicity is key. I had ideas for a binary star system, but after researching the physics, as well as thinking of the monumental task of working out solar cycles, I decided against it. I also thought about having a blue or a green sun, however both would have resulted in very different environments to what I envision. So, the solar system Tesuen inhabits has one star, a yellow sun.

Tesuen has one moon. This moon orbits the world and has its own rings. The red colourations and the white rings leads to it having an eyelike visage that looks down on the world, ever so often painting the world in a blood-like hue. This moon creates tides that affects the world's oceans. It also provides protection against asteroids, but its large rings often deposit meteors onto the world in large collective showers. The world originally had two moons, but they collided, combining into the current moon and its accompanying rings.

The solar system contains five other worlds. Trivus is a large, blue, ringed gas giant. Orphon and Nophor are a pair of planet like bodies that orbit each other, due to their unusual orbit and the lack of knowledge as to which world is orbiting the other they are paired together as a single astral body. Quilis is a small ice world. Keryre is a green planet with a pair of crossing rings. Apocrafa is a world covered in fire and lava that is theorised to be Hell.

Other Realms

When thinking of a fantasy world it is also worth thinking about how death functions. Is there an afterlife? If so, where do souls, or their equivalent, go? Tesuen does have an afterlife, a version of hell and heaven and a version of limbo. When a being dies their soul goes to limbo for sorting, during this point their soul is retrievable through spells. After being sorted they are sent to either heaven or hell, by which point retrieval becomes more difficult and they regain a sense of physicality.

Heaven

“Good? You think Heaven is for good people? No, it’s for interesting people. No one is truly good, nothing is truly good. Good is a matter of perspective.”

A plane of existence floating on a sea of clouds. Its full of floating islands, rainbows, waterfalls and nice scenery. Heaven represents goodness, yet not everyone who goes there is good. As the Gods are seeking souls that have had an impact on their world to show off, they do not care about a being’s personal morality, only how significant they were during their life. A person could have a heavy soul from having a strong impact in others’ lives, regardless of if that impact was positive or negative. Once a soul enters Heaven, their bodies are recreated as per their desire. They then live as denizens within the realm, enjoying the luxuries offered to them, until the Gods call upon them for challenges – often to compete against other souls in a measure of worth and as a representative of the Gods success in creating them.

This self-indulgent game is played across all realms, and often leads to the destruction and then recycling of souls. However this can backfire, as sometimes souls can develop into powerful beings capable of rivalling even the Gods themselves. This can lead to a God getting supplanted, marking a soul’s accension to Godhood. A soul can also choose to escape to Hell for a chance at rebirth, or can willingly sacrifice themselves for recycling – a process that permanently destroys the soul and ends their existence.

Heaven contains colossal sky-whales known as Balene. These whales fly through the eternal skies of Heaven carrying islands on their backs. Very rarely a Balene can get lost and end up in the mortal realm. Heaven is also inhabited by various other races including the Kassalan, the Kitsune, Angels and Celestials. Heaven spans across the entire universe and holds souls from countless realms each in their own domains.

Limbo

A grey, bland realm of endless labyrinthian halls connecting palaces, Limbo is the origin of the Dragons. Limbo represents neutrality and contains one of Hell's Palaces bridging the two realms, it also holds the entrance to Heaven. Within the palace of Limbo a soul's weight is judged by being placed on scales. If it is heavy, due to experiencing a worthwhile life that had an impact on the world it hailed from, the soul passes into Heaven. A soul can be heavy even if it was evil, the only measurement that matters is if they were significant in one way or another. Souls waiting to be weighed can attempt to escape, sometimes successfully forcing themselves into Heaven or Hell, or even back into the mortal realm. Limbo, like Heaven and Hell, spans the universe, collecting souls from all of the realms out there.

The Dragons hail from this plane of existence, but often they attempt to escape, leaving their palaces behind in search of a world beyond their station. Sometimes dragons undergo a physical change when they hop planes, changing from their serpent-like form into something more lizard-like. Mages have theorised that it is actually whether a Dragon has been born on the plane of Limbo that determines its appearance, and even amongst friendly Dragon scholars it seems to be a topic that they are unwilling to discuss.

Hell

A fiery inferno full of rock, pain, and misery. Hell represents evilness, yet not everyone who goes there is evil. Hell contains ten palaces, each representing a separate sin: Limbo, Lust, Gluttony, Greed, Pride, Heresy, Wrath, Sloth, Envy and Treachery. Each Palace is the size of a nation and is ruled by a God. The Palaces overlap each other, meshing together into a weird pentagonal trapezohedron shape, and gravity can change seemingly at random as the Palaces overlap each other. Five rivers spread across the realm: the Styx, Phlegethon, Lethe, Acheron, and Cocytus. Acheron ends in the Palace of Hades, flowing out of Tartarus and then down one of its two pillars to Souls are bought in mass, their eternity assigned to the Palace that purchased them until they manage to earn, steal, or escape through rebirth.

Souls can be here for millennia and the Gods that rule are not the Gods that created the world they came from. Souls appear as little more than ghouls whilst present, being commonly referred to as Servitors by their masters. They are left to fester in pits within the Palaces until they forge a corporeal form for themselves, at which point they are put to work, fed upon, or tortured, until they either are sent onwards to the House of Hades for their next life by a superior, or escape on their own. Souls that fail to manifest a form in time are forged into Soul Coins which make up the

basis of Hell's economy as well as fuel their Hellfire Engines. Alternatively, some souls may become Fiends themselves by consuming other souls or by being granted power by a superior.

Hell overlaps all of existence, taking in souls from every world. They brutalise them in an attempt to make them more resilient before they are eventually sent back to their world, or a new world, to begin a new life that will hopefully add weight to their soul. Hell is populated by Demons and Devils of varying types, all serving the Gods who rule the realm as well as their own agendas. Hell is highly bureaucratic, and the Demons hate that, the Devils love it.

Each Palace is unique and takes up the majority of their domain in Hell, the rest is referred to as the Badlands. Demons tend to rule the Badlands, taking their own personal freedoms to the extreme within each of these unique environments. The enormity of Hell makes external travel between Palaces difficult, due to the sheer distances required to be covered. As such the Badlands contains vehicles known as Hellfire Engines. These appear in three main categories: flying machines, wheel or sled-based machines, and digging machines. These vehicles are fuelled by souls, leading to their degradation and then destruction.

Wrath

The Badlands of Wrath contain brimstone, magma and a boiling river of blood known as Phlegethon.

Heresy

The Badlands of Heresy are cold and icy. It contains a large ocean and a river known as Cocytus.

Envy

The Badlands of Envy are continuous swamps with toxic air.

Pride

The Badlands of Pride are made of pristine marble, shiny mirrors that show nothing but the worst of a being, and utter luxury.

Greed

The Badlands of Greed contain endless fields of oil soaked soil, with gemstones and precious metals beneath the surface.

Limbo

The Badlands of Limbo are smooth, bland expanses of grey rock. Limbo is unique compared to the other Palaces, in that it doesn't contain Fiends, acting as a gateway or a brokering house for souls entering Hell.

Lust

The Badlands of Lust are full of ruined paintings, artwork, broken glass and lost items, with a constant storm of rain falling across the region.

Gluttony

The Badlands of Gluttony is full of orchards and fields of food, however all of the food is spoiled.

Treachery

The Badlands of Treachery are full of false images and illusions.

Sloth

The Badlands of Sloth are full of uncared for filth.

House of Hades

There is an 11th Palace within Hell, sitting in the direct centre of the realm, connected by two pillars bridging the ten regions. This is where souls that have survived are sent to in order to be sent back to the Mortal Planes. It contains the source of Hell – the flames of inferno.

Tartarus

Tartarus refers to the expanse of caves and tunnels lining the exterior of Hell. Due to the outwards nature of Hell, it could even be referred to as the path to Heaven, but few dare to traverse it or have ever returned from deep expeditions. Demons seem to originate from this region, emerging as little more than humanoid beasts with a hunger for flesh and souls, and nothing other than a shared memory of their 'Mother'. The region itself is surprisingly arboreal and hospitable, but the labyrinthine structure makes it easy to get lost in, with seemingly no end and nothing other than an increasing volume of demonic monstrosities.

Twilight

Twilight is one of the realms existing in parallel to Tesuen. It is a realm representing Chaos. Twilight is only accessible through high level magic or portals that appear for only a few seconds every sunset and sunrise along with a green glow on the horizon. Twilight is covered in foliage and water and is simultaneously constantly bright and dark, painting the entire realm in an ethereal glow. The centre of the world

surrounds a colossal tree known as the World Tree. Its branches are decorated by portals that bridge the realms and even connect to other worlds. Heaven, Limbo, and Hell are all accessible through the World Tree.

Gloom

The Gloom is the underside of Twilight. It's a large expanse full of barren trees, that are actually the roots of the trees above, darkness and gloom. It's a realm of negativity, chaotic in its sense of death and decay.

The Depths

Although the Depths aren't actually another realm, the world under the surface is an entirely alien environment to the surface. It holds its own factions, its own nations, its own horrors. The Depths are broken up into three main habitats: rock, sea, and mushrooms.

The World of Tesuen

This setting is designed to be vast, to allow for all varieties of societies and creations. The world may truly never be fully known, and mystery will surround many locations.

The Continents of Tesuen

Tesuen was originally covered by a supercontinent, this continent was shattered into eight pieces by the Gods during the Era of Reckoning. Tsunelon and Munelus spread out to form their own separate regions, the two continents are isolated from the rest of the world and due to the slight tilt of the world on its rotation have each claimed the name Everdawn and Everdusk. One piece floated north forming the Red Ice, Gricrim, the north pole continent. Another floated south forming Darkres, the south pole. Left behind were four continents in the centre of the world, kept together by land bridges and an archipelago of islands to the south. Horthen connects the four, with Warrest and Esttoom to the west and east. Desreuth sits to the south, connected by an archipelago of islands known as the Spoils. The Everdawn and the Everdusk are in direct competition with Desreuth and Horthen for control over the spoils.

Each continent contains numerous territories of varying design. Despite twenty thousand years having passed since the Gods destroyed the world, the various territories and nations have remained isolated from each other. The Spoils and the ocean kept the Everdawn, the Everdusk, and Desreuth isolated for the majority of recent history. The poles are both extremely treacherous also leading to isolation. And the various kingdoms that spawned across the main continents took a long time to join into the nations that now rule. This isolation has led to varied histories, and has simultaneously prevented growth due to the mixing of cultures. It is only in the last six hundred years that the borders have been crossed in large numbers, as such a lot of ancient history has become the only history people have known, not much has changed in thousands of years.

The Everdawn – Tsunelon

The Everdawn is named after its long days, warm climate, and bright sun. It sat on the south west of the supercontinent and was once directly connected to Horthen and Desreuth. Magic lingers on this continent and there is a strong link to the elves that once ruled the region.

The Ancestral Woods – the Elf Forests

Although the mighty empires of the Elves were sundered, some lands still hold traces of their past. The Ancestral Woods are one such area. These woods hide ancient forest cities within their colossal trees and a strong sense of heritage befalls all Elves to call it their home. Although most of these cities are now open to all kinds of commonfolk, some still hold ancient views on Elven superiority. These lands were the home of the Elves once, and some folk hope for that to occur once again. The strong presence of Elves has also led to a large proportion of Elves who have fallen to insanity, a cost of their long lives. These insane Elves have banded together into feral packs, preying on the unprepared. Chaos has also seeped into some of the trees, creating an unusual amount of portals to the realm of Twilight.

The Riverlands – the Wetlands of Sun and Wine

The Everdawn provides near endless sun, this warm yet wet climate has created several bountiful regions. One such region is the Riverlands, a large wetland traversable only by small boats. Cities have been built floating on water and, to any with a means of getting there, it could easily be viewed as a holiday destination. However, beyond the sun and wine hides much danger hidden just below the water's surface.

The Myceellia – the Mushroom Forests

Nature expresses itself in multiple ways, so says the followers of Craitle. However, even the most devout nature cleric would struggle to find normality in the Myceellia. These forests hold more mushrooms than plants, creating an unusual and dangerous environment that hosts life in its strangest form. Some theorise these mushroom forests have grown from spores deep beneath the surface, others believe they come from the portals connected to Twilight – regardless it is a strange and oddly beautiful world of death and regrowth.

The Mists – the Lands Trapped in Time

The Mists hold the remains of ancient time magic, sealing people of the past, present and future in its grip. A consequence of the Era of Devastation, the Mists hold great danger to those who enter. It hides a land of ancient creatures, giant reptiles referred to as dinosaurs, walking avatars of nature, and a primordial magic that warps time.

Those who enter and exit can find years have passed in an instant, or even emerge in the past. The Mists are easy to get lost in, and can be hard for even the most able explorers to leave.

The Dawnlands – the Sun Plains

The Dawnlands is a large savannah to the south, a somewhat dry expanse of grassy plains and mountains populated by roaming tribes of orcs, dragonkin and large beasts. The open plains hold much danger to the unprepared, but the lands are full of life as far as the eye can see. Trade is a huge part of everyday life, and those who cannot barter well perish.

The Everdusk – Munelus

The Everdusk is named for its darkness, its long nights, and its colder climate. It sat on the south east of the supercontinent and was within elf territory during the Era of Conquest. It is now populated by cursed creatures, most notably the vampires and the lycans who have each claimed large regions of the continent for themselves.

Xienrow – the Vampire Kingdom

The Nation of Xienrow is ruled by Vampires and has been ruled so for three thousand years. The current ruler is Queen Satene Shan Lian, the Blood Snow, a minor Goddess. Her nation is ruled peacefully with tributes received from the non-vampire majority. Her followers donate blood, in exchange the Vampires and their blood clerics utilise these donations to provide healing and protection to the nation's people. It is a mostly peaceful nation, with Vampirism under the watchful eye of the Queen – ever ready to put the vampire clans in her care back in line. Most other nations view Xienrow with hostility, and hold the nation at an arm's length at the very least.

The nation is split up into three main cities: Shusinxì, Haizhou, Ozsangui. Shusinxì sits on an island a little off the coast of the continent. The Capital, Haizhou, sits on the southernmost point of the continent and holds the Queen's castle. Ozsangui sits in the centre of the nation and is generally referred to as the trade city, due to its position and importance in providing trade goods for the rest of the continent. Nine major settlements sit throughout the rest of the country, along with countless other tiny villages, but are insignificant compared to the three main cities.

Queen Satene Shan Lian has ruled the nation since seizing power from the previous Vampire Queen in 251 PA. Her three hundred year rule has been comparatively short compared to the several thousand year reign of her predecessor, but she has endeavoured to bring about significant change to the nation and rules as an honest and kind monarch. Due to her position as an outsider to the other Vampires, she has enforced a brutal and clear hierarchy, offering no mercy to those that break her rules. Due to the Queen not being the progenitor of most of the Vampires within her nation she has to enforce her position through other demonstrations of power, utilising mortals she trains herself, as well as her own honed abilities as a monster hunter.

In turn, this has led to a unique structure of hierarchy within her nation, split between the Immortal and Mortal Courts.

Queen Satene Shan Lian	
First Immortal	
House Lords	
Clan Lords	First Minister
Clansmen	Lords
Spawn	Ministers
	Knights
	Locals

The First Immortal refers to the Queen's General, her closest advisor and likely the strongest Vampire underneath her. The First Immortal is one of the thirteen Vampires she has created and has the distinct right to execute any Vampire without trial. The Queen's youngest daughter, Astile Shan Lian, is currently training to be the next First Immortal under the current First Immortal Lü Tian.

The House Lords are Vampire Lords that have created entire families of Vampires. There are nine in total, with a total of around three-hundred Vampires tracing their roots to these nine. They act as the highest nobles within the nation, governing and ruling specific areas as well as managing their designated infrastructure. House Rei handle mercantile duties. House Ostol handle architecture. House Xena handles military. House Ven is the house of the previous ruler and handles justice. House Sung manages the economy. House Sul manages agriculture. House Teng manages entertainment. House Fel is in charge of religion. House Hua is in charge of Mages and technology.

The Clan Lords are the Vampires directly under the House Lords. Each Clan Lord has sired their own Vampire Clans, and sit as their heads, all in turn submitting to the House Lord they are under. There are many Clans, all with several Vampires within them.

Clansmen refer to Vampires that have earned independence from their creators. They act as established members of their Clans, as well as the equivalent of human lords. They may create Spawn underneath them, but only through lots of paperwork and with both parties consent.

Spawn are the lowest of the Vampires. They hold little say overall, but are respected due to their race and as such hold significant weight. The majority of the Xienrow Vampires are Spawn.

The Mortal Courts act as representation of the mortals within the nation. The First Minister sits at the top. They are elected officials, chosen through democratic votes

by the citizens of the nation, and hold the power of the people. Compared to Vampires they have little say, but the title is treated with respect and has a direct line to the Queen to convey the people's wishes. In hierarchy, it is equivalent to a Clan Lord, but holds power and influence equal to a House Lord.

Lords are mortal nobles. Most hold land given to them by the Clan Lords, and as such are often affiliated with a House and Clan. Few are independent, and often hold little political power without Vampiric assistance.

Ministers are the main politicians of the nation. They carry out the will of the people, and the will of their superiors.

The Knights lead the nations armies. They are trained to fight alongside Vampire commanders, or to fight against rogue Vampires. Should a Vampire Spawn lose control, the Knights are summoned to deal with the problem. These knights don blood red armour unique and identifiable across the world. The remaining army sit underneath, acting as enforcers of the law throughout the nation. Then the common people sit at the bottom of the hierarchy.

The nation is also full of its own sects of Blood Clerics, all who have been taught magic by the Vampires. They are all mortal, apart from the Queen's Daughter Hwaran Shan Lian.

Arkenaw – the Lycan Lands

Arkenaw is an expansive region within the Everdusk continent. Although referred to as a single territory, it is actually the culmination of multiple Lycan factions all operating separately but with the sole goal of retaining their territory and preventing conquest by the Vampire nation Xienrow. Tribes of werewolf rule the mountains and coast, but the Baned Wolves hold the majority, often leading Arkenaw being referred to as the Lycan Lands, despite holding all other kinds of werewolf.

The Duskwoods – the Dark Woods of Munelus

The Duskwoods bridge the Lycan Lands and the Vampire Kingdom. Local settlers caught between the two regions find themselves isolated and without protection from their predatory neighbours, now unhindered by their own rules. The woods are dangerous, populated by exiles of both lands as well as other monsters enjoying the dark and damp environment. Traders live and die on the roads, providing the blood that keeps the villages alive.

The Red Ice – Gricrim

The Red Ice contains the gateway to hell. It is guarded by the oni, and they will fight to ensure it is protected on both sides, not willing to unleash what is kept is within and not willing to let what is kept out inside. Towards the outskirts are numerous geothermal vents, patrolled by ancient giants.

The Iron Wall – the Lands of the Samurai guarding Hell

Hell is indisputable in the world of Tesuen. From the breach in Taralla, the existence of Fiends, to the very origin of the oni, Hell has always been known. And like any other realm across the universe, it too can be travelled to. In the Northern ices of Gricrim, across the red ice and the geothermal wastes, sits the Iron Wall, a land of warriors trained in the harshest of environment, ever ready to ensure that Hell's armies remain locked away. The oni were born from Hell's powers, they know better than anyone of its destructive and evil nature, and as such many have dedicated their lives to ensuring that the Iron Wall remains strong.

Gricrim holds a portal straight to Hell, an endless hole in the ground that radiates strong heat. Through the combined effort of oni and celestial paladins of old the portal has been sealed, contained by a colossal metal seal that can only be opened by a select few. Due to the seriousness of the danger Hell presents, the oni rule that lands with an iron fist, often acting wary of outsiders and only allowing those that displays codes of honour and traditional might to enter. Due to the Iron Wall's isolation the oni have dispatched countless envoys in hopes of building connections to ease their burden and bring prosperity to their people.

The Wastes – the Roaming Lands of the Giants

The Iron Wall is surrounded by a large expanse of geothermal land covered in ice, snow, hot springs, and lakes of lava. These lands had become the home of giants, enjoying the open world, the natural sources of heat, and the isolation from smaller folk. Although not particularly dangerous, the Wastes are expansive and barren, creating a harsh and difficult environment for any, bar the most nomadic of people, to thrive in. However the hot springs had led to places of respite, normally surrounded by green plants thriving on the heat.

Oblivion – Darkres

Darkres is the south pole, it is eternally dark except for one single beacon of light, the gateway to Heaven. Nothing good lives here, but it is the gate to all things good.

Darkres – Oblivion

Darkres sits at the bottom of the world, it a region of little light that only decreases the closer you get to its pole. As you step onto the southernmost land, an unnatural darkness surrounds you, smothering even magical light, but far in the distance sits a beacon of golden light – the portal to Heaven. Few people live here, and no one of good nature. The darkness hides much, and offers extreme danger for any mortal.

The North – Horthen

Horthen is the largest continent in Tesuen, it is the central continent where most people live and was also the site of most battles within the Era of Devastation.

Eta Murale – the Evil Empire

Eta Murale is a region of might, life without power means death or enslavement. It is an empire built on the attainment of power, through any means necessary. Those on top rule with iron fists, and are some of the most powerful people in the world. However despite the empire of Eta Murale being an inhospitable, cruel, and dangerous environment for anyone, it also offers complete and utter freedom in career progression.

Eta Murale holds personal power above all else, as such there are several key laws written into its constitution that allow for progression of all kinds. Of which, the most important is: 'a master or mistress who cannot control their slaves, can, and should, find their roles reversed'. Ultimately, this translates within their constitution such that any subordinate can replace their superior, regardless of status. This applies even to the Emperor. A slave can kill their master and take their place, legally this results in all of their property becoming the property of the now ex-slave.

For better or for worse this leads to an empire built on trampling over others, with such a deeply ingrained sense of selfish desire that a person can very rarely show vulnerability if they are within a position of power. It is a land of utmost freedom, and true dark enslavement. Due to this environment, it holds one of, if not, the most powerful armies in the world, and is almost constantly testing its borders with Taralla and Lon Nocros.

Taralla – the Kingdom of Knights

Taralla is a fair nation of chivalry and honour. It is a feudalistic society split into numerous fiefs that govern over the large rolling hills and streams. The majority of the nation consists of peasantry, but they are taken care of by their local Barons and Baronesses. It is bordered by the sea to the west, the undead country of Lon Nocros to the north, the empire of Eta Murale to the northwest, the underground cities of A'vend to the southwest, and the Ashen wastes of Therrid to the south.

In the year 559PD Taralla suffered an invasion from Hell, resulting in a God, referred to as the Horned King, emerging onto the material plane. The entity waged a bloody war towards the capital, Vaburen, leading to a long line of desolate land called known as the Scourge. To rise against him and his armies, the kingdom sent every knight at its disposal, headed by the fabled Knights of Oxern, one of the fiefs. The knights fought hard, bringing Hell's march to a halt, but they couldn't stop the

Horned King. To save their nation, the leading knights made various pacts with any entity they could for more power to save their home. Varus, the leader of the Knights of Oxern made a pact with Nyobele the Goddess of War, temporality summoning the Goddess to aide them in battle. The knights succeeded in driving the Horned King back to Hell, but at the cost of most of them.

Taralla now sits in vulnerable state, with most of its most powerful warriors now dead or missing.

A'vend – the Underground Nations

A'vend marks the edge of the old Dwarven empire, but in modern day it is a common point of access to the Depths, the world below. Containing the remnants of several dwarven cities it is a region full of strongholds that have been taken over by monstrous races or reclaimed by dwarves seeking ancient treasures. Its naturally treacherous environment has helped to keep the neighbouring nations out and several mining companies have sprung up instead of any localised government. They are always hiring any who are brave enough to enter the Depths.

Lyorre – the Isolated Elf Kingdom

Lyorre is the southernmost nation on the continent, and due to the Burning Lands to its north it has sat isolated for many years, only accessible by those willing to make the journey or by sea. Elves have risen to leadership roles despite a human majority. The nation is ruled by an elven family and has a strong purist attitude towards non-commonfolk races. The King has ruled longer than most can remember, and has long exceeded the normal life expectancy for a sane elf.

Therrid – the Burning Lands

Few know what caused the creation of the burning lands, but the region is a toxic expanse that few dare attempt to cross. Pockets of civilisation have found means to survive, but life is considerably shorter and of lower quality than anywhere else. Smog floats in the skies, rot ruins the crops, it is not a pleasant land to exist within.

Lon Nocros – the Undead Nation

Not all shy away from undeath. Lon Nocros is ruled by an ancient lich who has long held the belief that death need not be the end. She is stubborn, selfish and directly opposes most of the Gods in her work, knowing the fate of the those who die. Her followers, her people, have come to terms with the concept of death – specifically that there's no reason to hurry to it. Utilising endless hordes of skeletons and zombies, all citizens are free from manual labour. Families get extended lifespans with each other, accepting the terms of temporary revival with the

acknowledgement that when they do pass beyond, as a consequence of their own choices, their bodies will serve the nation until they no longer can.

Most who travel there find the concept unnatural, unnerving and grotesque, but the people who live there do not, and are more than willing to accept the rejection of their neighbours. Those who seek to disrupt these beliefs swiftly learn the consequence of disturbing the dead. It is a mostly peaceful land, but, like any nation, not everyone holds the same beliefs on how power should be used. Several liches seek to undermine their ruler, but often find themselves obliterated or excommunicated.

The Spoils Archipelago – a Shattered Continent

Long ago the Gods shattered the centre of the world, this is what remains.

The White Isles

Through one way or another this archipelago is home to absolute luxury. Decorated in bright sun, marble buildings and shallow waters, it is a paradise. The consequence of such a natural paradise is a strong enforcement of rules and defined neutrality under threat of death. Wealth is a requirement, and the club is exclusive.

Lawless Bays

These islands have little in the way of rules, and consequences come about as a natural result of peoples' actions. Mess with others, they'll mess with you. Otherwise you can find and buy most illicit things. The Lawless Bays are divided into territories belonging to multiple different pirate groups. These groups often push the boundaries of each other and have each garnered fleets of ships and hoards of wealth. A tight grip on your coin pouch is advised and never take anyone by their word.

Lost lands

The Lost Lands house ancient remnants from the Era of Reckoning. An undiscovered island could house anything from old mysterious weapons to undiscovered magic items to vaults full of treasure, as such, a single map leading to such an island can be sold for a fortune. Like anything, no reward comes without a little risk.

The South – Desreuth

Desreuth is hot, sunny, and mostly dry. An archipelago lies to its north in constant competition with the elf empire of Lyorre.

Amara – the Desert Nation

Amara is a region of constantly shifting sands. Entire cities are swallowed and buried, yet equally ancient history is unearthed and revealed. The cities have high walls, are built around water – a resource rare and far-between – and have to endure harsh sunlight year round. It is a harsh land to live in, but for one reason or another it has garnered the attention of the Gods. The Gods bestow blessings upon those the wish to be their champions, something they do nowhere else. Often these blessed ones obtain positions of leadership through their divinity, becoming pharaohs, prophets, or champions. The current rulers are a family of Ailouros.

Tanglerun – the jungles

Like most of the southern world, Desreuth was once under the control of the elves. They built cities even within the jungles and some have lasted the tests of time. What remains in Tanglerun is a hot, humid environment containing a scattering of portals to twilight and countless insane elves from a time long forgotten.

Mudrock – dirt lands

Mudrock is exactly as the name implies, a region full of dry, orange dirt and large rocky mountains. Various tribes have populated the area, creating a dangerous environment for those who have nothing to offer other than meat. Some settlements have taken to creating mud cities just beneath the surface of the dirt lands, to hide from the sun and the roaming monsters. Some of these natural cities even extend all the way to the Depths, mining resources far beneath the sun.

Coldsands – the icy desert

Not all deserts are warm and Coldsands certainly is not a warm desert. This barren wasteland is expansive and historically was decimated during the Era of Reckoning. Few folks live here, and those that do are hardy survivors with nowhere else to go. Amongst the ice are ruins of long forgotten civilisations.

The West – Warrest

The west continent is isolated and remains severely destroyed after the annihilation of the orc empire. A large swamp isolated one of the nations which has led to strong religious beliefs.

Stillwater – the Endless Swamps

Stillwater divides the west. It is treacherous and holds ancient necrotic magic that corrupts the dead. It is populated by hags.

Solost – the Godfearing lands

Solost has sat isolated since the Era of Reckoning. The lasting image of the Gods' wrath and the magical influence of their neighbouring hags has led to a warped and terrified perspective on magic.

Si-ling – the Land of Innovation

Si-ling has become the centrepiece of magical innovation. It boasts numerous magical colleges and universities, and its treasures are highly coveted.

The East – Esttoom

The east holds the remnants of the dwarf empire, it is very mountainous and is hard to traverse.

The Celestial Peaks – the Height of Enlightenment

Boasting the highest mountains in the world, the Celestial Peaks mark the points closest to the Heavens. Many seek out the monasteries at their peaks in search of enlightenment, and few ever decide to descent after arrival.

The Wilds – the Glacial Expanse

The Wilds are full of cold canyons and deep crevasses patrolled by wild tribes and packs.

Uragost – the Dwarf Mountains

Even as the Gods brought reckoning to the world, the Dwarf cities remained strong, only brought down by something from within. Over time these cities have mostly been reclaimed, now populated by various monstrous races and mixed populations.

The Melt – the Endless Waterfalls

The colossal glaciers covering the mountains melt and are replenished constantly. This has led to some areas being populated by huge and endless waterfalls.

The Depths – Dayless

The World Down Under. The depths are unmappable – too big to comprehend and far too dangerous for any one organisation to even make a real dent into. However, what is known is that the Depths are split into three layers.

The Rays – that which is closest to the sun

The Rays is named after the faint cracks of light that have managed to make their way below the surface. In reality there are next to none, but, to those who wish to see the surface or enjoy the benefits of trading with those on the surface, the idea of light breaking through the darkness offers feelings of hope to those in the Depths. The Rays in actuality is a layer nearest to the surface: a layer of relative safety, but often hampered by the intruding predators from above and below. Trade is frequent, and positively encouraged with miles upon miles of train tracks transferring all manner of goods throughout the undercontinent. The Rays is the first five kilometres below the surface.

The Cracks – that which is closest to the darkness

The Cracks has no surface light, nothing can penetrate that deep. No surfacers come down this far – not without guides or really, really bad luck. The Cracks is named after the many holes and gaps leading up and down, offering fast methods of transport between layers – or even quicker falls straight to the afterlife should any misstep. This layer is filled with dangers, and has few settlements. It is considerably more barren than the layers above and below, but due to the crumbling nature of the environment it is an easy place to mine, albeit hazardous and risky should the floor fall out from under you. This layer is the thinnest of the three layers, sitting between five and seven kilometres.

The Abyss – that which is closest to the afterlife

The Abyss is dangerous. Very dangerous. It holds darkness that threatens to consume both mind and body, and is perilous to all and everything. Even magical light can struggle to survive in certain areas, and life seems to have warped and twisted. The locals are explorers from above and an ancient race known as the Chakouri – a species that uses it's psionic abilities and shapeshifting to prey upon or enslave other creatures they encounter. Few have encountered them, fewer have survived them, and only one person has ever controlled them. Entering the Abyss is the same as suicide.

The Undersea Territories

The majority of the world's seas are unknown to those who live on the surface. Without magic surface dwellers simply cannot survive underwater, and technology capable of bridging that gap is limited. However, as much as the surface world is fascinated with what is below, the underwater world is equally as fascinated with what lies above. Scattered across the globe are eleven cities, with four sitting in shallow waters, three below the surface, and a further four hidden in the deep – all awaiting visitors from above.

The Shallows – a mirage of the world above

The Shallows refer to bodies of water that an average surface dweller is able to traverse. They are shallow, often sitting above and below the surface of the ocean. Four cities exist: Oceania, Marelle, Island Falls, Otoh Gallo. Each city is slightly different, but all are freely accessible by surface dwellers and underwater beings alike.

The Surface – idyllic quiet

The Surface refers to the shallower seas of the world, areas that are accessible only through magic or machines. Most cities are flooded and as such require alternate methods of breathing for surfacers, but most locals have designated areas for surfacers to inhabit. There are three main domed cities, but countless villages exist. Ookean, Soameri, Oolila.

The Deep – darkness and solitude

The Deep is far from the surface. It's dark and isolating, with little in the ways of hospitality. Those who live there are often tougher and more hostile to those they encounter. Four cities offer respite from the darkness, but none are truly welcome to those who live on the surface. Garrgarll, Bluupp, Shoghmu, Krrrkkk.

The Local Folk

The Local Folk refers to sentient races deemed human-like and originating from the Seed.

Humans

Humans are viewed as the standard for mortal existence, as a race without any particular extremes or adaptations they function as an easy comparison. What Humans are known for, however, is adaptability. Humans are surprisingly hardy and resilient and can found in all terrains regardless of their suitability.

Elves

Elves are known for their pointed ears, long lives, and fragile bodies. Evolving first from the Seed, Elves are the oldest race in the world of Tesuen. With guidance from the Gods they were the progenitors of most forms of magic, their progression only heightened thanks to their long lives. However, without a need to develop hardiness, their bones are brittle and easy to break without much effort. Their long lives has also come with a cost. As Elves age their minds deteriorate, typically after three hundred years of existence, although some Elves have supposedly retained their sanity even beyond the age of five hundred. Eventually they become feral, unable to recognise anyone or anything around them. They become dangerous and animalistic and in this state, provided they aren't killed through starvation or external factors, they can live forever. The Elven empire of the past committed numerous atrocities and they are the creators of the majority of the monster races.

High Elves

High Elves evolved to travel, they are tall and slender often with dark skin as well as the other signature Elf traits. They are most commonly found in cities.

Low Elves

Low Elves evolved to explore the darkness, their eyes match the starry night sky, and their skin is often as white as snow.

Water Elves

Water Elves took to the rivers and seas. They share a set of gills as well as a pair of lungs allowing for life in and out of water. They are typically fair skinned with tinges of green, blue, or pinks. Their hair possesses camouflaging traits, typically of a blue or green colour. They also have webbed fingers and toes.

Wood Elves

Wood Elves are the most common form of elf. They are fair skinned, often with brown hair, and typically keep to the woodlands.

Dwarves

Dwarves hold slightly shorter lifespans than elves, typically anywhere from 100 to three hundred years old, but compared to the other races are also considerably long lived. Dwarves are short and stocky typically ranging up to 5ft in height whilst weighing more than eighty kilograms. Their bones are particularly durable, and are significantly thicker than the average humans. They also possess more hair. Dwarves have evolved to live underground or near mountains, their skin is thicker and tougher, and some have even developed a resistance to fire. Dwarves have used their long lives to become master craftsman, capable of working with stone and metal alike.

Like Elves, Dwarves have also developed a detriment to their long lives. As Dwarves age their skin toughens, they begin to calcify. Slowly they lose movement, feeling in their extremities until they can no longer close or open their hands. Eventually this progresses and they find it harder and harder to move, until finally they are frozen in place, stuck as living statues, their bodies as hard as stone. Slowly they starve to death, a process that could take decades, or if they're lucky someone will put them out of their misery.

Arcana Dwarves

Arcana Dwarves share typical Dwarven characteristics, but they developed an attunement to the arcane. They possess elemental powers typically displayed through their hair: a spark of lightning, steaming hair, flaming hair.

Cloud Dwarves

Cloud Dwarves have evolved to live high in the mountain tops. They are resistant to cold and sometimes possess blueish skin.

Stone Dwarves

Stone Dwarves are used to living underground, they have developed a resistance to heat and typically are the most durable kind of Dwarf.

Halflings

Halflings are short and energetic creatures, typically three feet tall. Their lifespan maxes out at around forty-five, with those older than fifty considered ancient. Their short lifespans have granted them great speed, and it is not unusual for halflings to

try to live a life full of excitement, to make up for their lack of time. They have pointed ears similar to Elves and Orc.

Wanderer Halflings

Wanderer Halflings are the most common form of halfling. They looked no different from humans, only significantly shorter, and are quite nimble for their size.

Heavyfoot Halflings

Heavyfoot Halflings have traded their mobility for mass, whether muscle or fat. They are less travelled than their cousins and typically do not stray far from their homes.

Gnomes

Gnomes evolved from Halflings that descended below ground. They have similar lifespans to humans, trading the energy of their ancestors for a connection to magic.

Tunnel Gnomes

Tunnel gnomes live near the surface, often acting as traders between the underground and the world above.

Deep Gnomes

Deep Gnomes evolved from gnomes that continued to go deeper and deeper underground, developing camouflage to the dark stone around them.

Orcs

Orcs are the largest of the six greater races and are also one of the largest sentient creatures. They have shorter lifespans with forty typically being venerable. Almost all orcs are larger than 6ft, with females ranging from 6-7ft and males ranging from 8-10ft. They have pointed ears akin to the Elves and Gnomes.

Orc Bulls

Orc Bulls make up the majority of all Orcs, they are typically softer in nature than their cousins and have learnt to coexist with the other races. They are nomadic and form herds ranging anywhere from 15 to 100 members strong, sometimes super herds form from multiple herds in dire situations. They have grey or green skin and typically have tusks extending from the corners of their mouths.

Orc Brutes

Orc Brutes are nearly extinct. They are violent and aggressive to all races including their own, often engaging in rape and cannibalism with little concern. They are

slightly smaller than their cousins, but not by much. Continued violence has led to the development of flat snout-like noses and their ears have extended upwards granting them a more pig-like appearance. The majority of their mass comes from fat, but they still hold a terrifying amount of strength and speed regardless. The general advice known across the world is to kill on sight, or to flee and not look back.

Half-breeds

The races of the Seed can all reproduce with each other, however this comes with its own difficulties due to the varying sizes and physiologies of each race. Some combinations are more common and successful than others, whereas some are never seen. A pairing of an Orc Brute and a Halfling will always end in tragedy if the Halfling is female, whereas the opposite could potentially have success. Humans are typically the most successful with interracial relationships. Traits can come from either parent, both parents, or entirely new traits can form from the pairing.

Half-Elf

Half-elves are generally the fusion of human and elf, often combining the longer life of the elf with a curiosity and adaptability of humans.

Half-Dwarf

Half dwarves typically end up with the height of regular humans and the hardiness of dwarves.

Quarterling

Quarterlings are half-human half-halfling and typically result in taller halflings.

Half-Orc

Half-Orcs are significantly rarer than other mixtures and are typically born from an orc mother and an adventurous member of another race. Half-Orcs born from other pairings are typically born from tragedy resulting in alienation or orphaning. Remarkably half-orcs are often viewed as highly attractive by most races, resulting in a surprising amount of descendants with orc heritages.

The Monster Races

The Monster Races refer to monstrous sentient creatures, typically deemed too dangerous for normal societies.

Spiderfolk

The Spiderfolk were created through Elvish experimentation by splicing spider genetics onto unwilling female human subjects. This resulted in two races: the Aranae and the Arachne, both of which are only ever female. Spiderfolk are generally feared, due to only ever being female they have become feared manhunters, known for luring men into their nests. Most Spiderfolk are harmless and are simply looking to live out their existence in peace and quiet, often with a human partner to keep them company. Due to their physiology, humans are the only species capable of successfully reproducing with Spiderfolk, and their offspring can be human, of either sex, and sometimes with small spider characteristics, or Spiderfolk – of which are always female and are laid as eggs. Spiderfolk sisters looked identical to each other and are normally born in pairs.

Aranae

The Aranae were designed as highly capable abductors: fast moving, highly intelligent, with the ability to create webbing. They still possess a humanoid figure, however they have a small abdomen attached to their tailbone and exoskeleton plates covering their arms and legs. They also possess two extra pairs of arms, extending from their lower back and shoulder blades as well four small eyes on their foreheads. Aranae either have chitinous limbs or hairy limbs, with the hairy Aranae typically possessing stronger bodies reminiscent of tarantulas.

Arachne

Arachne were created to act as guards, setting large and complicated webs to ensnare entire armies in a well-concealed trap. Arachne have eight eyes in total and they possess the lower half of a spider. This lower half is connected just below their waist to their thighs, with their human legs getting substituted for a shorter fifth pair of legs reminiscent of pedipalps. Their arms are covered in an exoskeleton in an identical manner to the Aranae, both of which possess claw-like hands.

Amarok

The Amarok are a race of giant sentient wolves. Created by the Dwarves as weapons they have strong ties to the mountains and are typically solitary. They prowl on all fours but can stand up in a similar manner to bears. They are intelligent and can speak, but otherwise stay away from civilisation.

Vampire

Vampires were created by the Demons, granting the curse to those seeking liberation or protection in dire situations. Over times their numbers have grown, even establishing a nation in the Everdusk. They possess red eyes, pointed ears, and fangs, as well as typically a weakness to sunlight, although this is mitigated provided they are well fed. The curse itself takes form as a mutating virus, allowing Vampires to create others by sharing their blood through injection or ingestion.

Vampires created from other Vampires are viewed as Vampire Spawn and are typically weaker until they have fed enough to produce their own Vampiric cells. Regardless of power, Spawn are always under the control of their creators due to containing their cells that can be destroyed at will, regardless of distance. However, a Vampire that has lived long enough and fed enough may survive the cellular destruction. Should this occur, the Vampire is free from the control of their creator. Any Spawn created by a Spawn are also under the control of the original Progenitor Vampire, also known as Vampire Lords. True Vampires are original Vampires dating all the way back to the Era of Devastation, or their direct descendants. These Vampires are the most powerful of all and there are only thirteen across the world.

Baned

Baned were also created by the Demons, granting the curse of therianthropy to those seeking to inflict revenge against the Elves, Dwarves, and Orcs. Most can transform at will, but every full moon, generally twice a month, they transform without choice, often going berserk in the process. As such, most people fear Baned due to the chaos they create. Lycan's are the most common form of Baned, the werewolf form often the first to come to mind in most folk.

Therians

Therians are created from Baned who lose the ability to change back. This can occur due to multiple reasons. Some Therians simply choose not to change back, eventually losing the ability to change. Every Therians also has a breaking point where after having the curse for so long they find the ability to change back gets weaker and weaker, eventually resulting in a permanent change. Therians are generally larger than Baned and still possess the ability to talk.

Skorus

Skorus are a race of insectoids created by the Elves as instigators. Their Queens possess the ability to reproduce with any species, but an instinct created within them

demands that only a creature capable of defeating them in combat may breed with them. After a queen has mated she will produce a new generation using the best characteristics of her partner. Resulting in a new generation of warriors to set out and conquer territory. The Queen will then produce a single daughter to replace her.

Initially a first generation queen is the size of a fingertip, but as of the current day they have grown to the size of adult humans and are some of the most powerful creatures in the world. There are eight queens, each identified by a signature colour: red, blue, black, yellow, green, white, cyan, purple, across the world, each waiting for their next great warrior to arrive and face them in combat. As most Skorus warriors are born to seek out other queens the species has developed a similar physiology as certain traits have wiped out others. What remains is a giant insectoid species, typically anywhere from two to three metres tall. The Skorus combine traits from a variety of other insects, including: the stinger and tail of a scorpion, the mandibles of an ant, the eight eyes of a spider and the arms of a praying mantis. Two main Skorus have been noted, those with four legs and two arms, normally equipped with pincers, and those with two legs and four arms.

In a method of self-preservation, these warriors have over time adapted a code of honour, demanding challenges from those they see as rivals, whilst not attacking those who cannot defend themselves. Their opponents must be prepared and ready to fight at full strength otherwise the duel is dishonourable, as only strength matters to their species. It is still unknown who bred with the queens of old to allow them to gain intelligence and the ability to speak, but most point fingers towards a halfling known for his sexual exploits. Regardless, envoys often find their way into most major settlements seeking out the strongest warrior to test themselves against to see if they are ready to take on the queen, reproduce with her, and then escape without getting eaten.

Minotaur

Minotaurs were created by the Elves to counter the Orcs stature and ferocity though the fusion of humans and bulls. Minotaurs are large, typically ranging from 6 to 8 ft tall, they possess the head, hooves and tail of bulls with a humanoid fur-covered body. They were initially only created as male, but over time, through breeding with humans, a female hybrid has established itself, resulting in a significantly less bovine minotaur typically with just a larger size and horns, but sometimes possessing a tail and bovine legs. Minotaur males, regardless of if their mother was a hybrid or human are always born as full Minotaurs.

Centaur

Centaurs were another creation of the Elves, once again using the adaptability of humans to create living weapons. Designed as calvary in a single body, Centaurs are very mobile and possess the lower body from the waist down of a horse. They are male and female, often operating in herds. Enough centaurs were created to not rely on reproduction with humans, and they are one of the only human hybrids to not be able to crossbreed.

Some Centaurs made deals with Demons and Angels for modification to their physiology, resulting in Pegasus Centaurs possessing wings and Nightmare Centaurs possessing horns and pointed ears with innate magical abilities.

Ailouros

Whereas Centaurs were designed as calvary and the Arachne were designed as guards, the Ailouros were designed as assault troops for the Elves. Possessing the lower bodies of large cats and the upper bodies of Humans, the Ailouros are skilled and fierce combatants. They possess a few further traits resembling cats such as ears and paw-like hands and cat-like eyes, but otherwise their upper bodies are human-like. Ailouros are male and female and live in close knit prides.

Lamia

Lamia were snake-based creations of the Elves, they possess the upper bodies of women with large snake tails descending from just below their waist. These tails range anywhere from two to four times the length of the torso.

Gorgon

Gorgons are Lamia with small snakes instead of hair. They can also petrify with their gaze.

Jotunn

To counter the size of the Orcs and the Minotaurs, the Dwarves created the Jotunn by modifying volunteer Dwarves. These Giantfolk were much smaller than the Giants they went on to create, but were large enough to compete with their enemies. The Jotunn range from 7 to 8 feet tall and hold a natural resistance to the cold. They are little different from Dwarves and are simply larger in size. Compared to the rest of the monster races, few consider the Jotunn unwelcome, but their size and temperament does little to prevent the unnerve of those around them.

Anubis

The Anubis are jackalfolk. They possess humanlike bodies with jackal heads and fur. They can only breed with their own kind and come in male and female forms.

Horus

Horus are birdfolk. They are humanoid with wings that allow them to fly. They lay eggs and are both male and female. They can only breed with their own kind.

Muscleus

No-one is particularly certain where the Muscleus came from, but one way or another they evolved like any other sentient species. These tiny mousefolk can stand comfortably in the palm of a person's hand, and their lifespan is typically up to ten years of age. They live their lives as any other would, enjoying the benefits of their tiny stature in the giant world of settlements around them.

Kassalan

The Kassalan are another race that few have any inclination as to where they originated from. These small catfolk are typically only 1 to 2 feet tall and have developed to walk on their hindlegs. Their short lifespan and antagonistic attitudes have led most scholars to assume they were the result of modification on halflings by either the Elves, Dwarves, or Orcs, but no records remain to indicate any truth to that theory. Regardless, the Kassalan live to explore, fuelling their curiosity with adventure and exploration. They are typically unwelcome in commonfolk settlements.

Hobgoblin

The Orcs had little need to create other races to fight for them, their numbers were enough, but over time this began to change. With each new Elven creation and each new Dwarven machine their battles became harder and harder to win. To change this, the Orcs stole the magical techniques of their enslaved Gnomes to create the Hobgoblins. The Hobgoblins were designed to act as their commanders, a highly militaristic race with a knack for battle strategies.

Once freed from Orc control, the Hobgoblins set out with their own armies of Goblins. Eventual evolution has resulted in three different types of Hobgoblin all sharing similar sizes, typically the height of an adult human, pointed ears and pointed faces. Hobgoblins are immediately distinguished from each other by their skin colour: white, black, and red.

Hobbs are white and possess much fattier bodies than their cousins, they are slightly shorter and less intelligent, but are no less dangerous. They have longer arms designed for throwing and grappling. Hobgoblin Minors are red and were the original creation. They have bony protrusions on their shoulders, elbows, and jaws acting as armour around their joints. Hobgoblin Majors are black and possess slightly larger bodies than Hobgoblin Minors as well as large bone protrusions, they are generally stronger than minors and are viewed with reverence.

Goblin

Goblins were created alongside Hobgoblins to act as their subordinates. They have short gestation periods and short lives, allowing for them to multiply rapidly. They share similar features to hobgoblins: pointed faces and ears, but they are significantly smaller and less intelligent. They have large heads and are tribalistic, normally viewing strength as indication for a members capability to lead.

Fast reproduction has led to multiple variants each identifiable by their skin colour. Common Goblins are green, they are short, clever, and omnivorous. Typically they are nomadic, but some have set up homes in cave structures. Shallows Goblins are blue and have adapted to live on coasts or in rivers. They have lungs and gills, and have developed larger mouths with sharper teeth to bite, as well as webbing to aide their swimming. Pouncer Goblins are yellow and possess longer limbs to help them jump and run. Typically they live on mountains using height to drop on unsuspecting prey. War Goblins are red and are highly territorial. They possess bony protrusions similar to Hobgoblins and are the most intelligent of all goblins. They are slightly taller than other Goblins but are still shorter than Hobgoblins.

Draconids

Draconids were created by the Dragons to fight for them. they are humanoid dragons possessing the ability to use elemental breath attacks and sometimes possessing wings. They come in all manner of colours and are their own species.

Kobolds

Kobolds were created from captured Goblins, taking the craftiness of their kind and meshing them with Draconic traits. The result were small dragonkin that on their own provide little threat, but in large numbers can take down even the greatest of foes. Some have wings, most do not.

Lacergothan or Sobek

The Lacergothans were the Dragons answer to the Draconids call for stronger troops. These Lizardfolk range anywhere from 6 to 10ft tall and made up the Dragon

Empire's commandos. Possessing aquatic capabilities they could ambush their targets from all angles, whilst still having the size and strength to fight against the larger races. They are highly predatory and hold little care for the traditions of other races, believing that nothing should go to waste resulting in cannibalism and scavenging of dead.

Succubus/Incubus

Succubus and Incubus were creations of the Demons when they granted blessings to their followers. Succubus are women of unrivalled beauty, possessing a pair of curving horns and a set of feathered wings emerging from their lower backs.

Incubus are highly attractive men and possess a large pair of bat wings emerging from their shoulder blades, typically they have smaller horns emerging from their forehead. Succubus and Incubus feed off of their sexual partners, consuming their life energy using bodily fluids as a medium.

Oni

The Demons created the Oni as instigators of their presence. The Demons granted powers to human slaves trapped within the Elf, Dwarf, and Orc empires, granting them fire resistance, extra height, horns, and strength, allowing the slaves to revolt. Oni have now developed into their own race categorised by their skin ranging from white to grey to black and their brightly coloured horns and eyes. Their horns are sensitive to their surroundings allowing them to see even without sight, and they possess a thin barbed tail. Oni can reproduce like any other human, resulting in a variety of mixed breeds. Oni have taken on numerous codes of honour from their alliance with Paladins during the uprising and hold strong beliefs in ways of combat and life.

Kitsune

The Kitsune, or Foxfolk, are celestial beings with shape-shifting abilities. In their base appearance they are fox-like humanoids that are slender and tall. They can take on a semi-humanoid form that turns them into near humans with fox ears and tails. Kitsune can also take on the appearance of a large fox. Kitsune typically have a single tail, but royalty and nobles have multiple, ranging from anywhere from one to eight tails. The Kitsune Goddess, Rebani the Forest Light, is the only Kitsune with nine tails. Kitsune live in the realm of Heaven, but sometimes they explore and leave their home.

Rahbitsuni

The Rahbitsuni, commonly referred to as Bunnyfolk or Vorpal Bunnies, are a race not native to Tesuen. Their original world was far away, but, in a swap between Major Gods of multiple worlds, several found their way to Twilight, and, from there, to Tesuen. They are bipedal rabbit-like beings that are small to tiny in size and hold strong personal beliefs on challenging stronger beings to battle and proving themselves in pursuit of personal glory. Their name, Vorpal Bunnies, stems from their strong ability in crafting precise and efficient weapons, as well as their willingness not to hesitate in 'going for the throat'. Several cities have been built by their kind in Twilight, but there are few major settlements in the main world that they have created, with most living in small groups within larger nations.

Chakouri

The Chakouri are a shapeshifting ooze-like race that formed from the original seed, but were rejected as failures when compared to the six great races. They live deep underground and have rejected the Gods and their world. All who encounter the Chakouri refer them as creatures of madness, beings that are almost undefinable other than an aberrant nature that brings despair to who all encounter them. They are aggressive and utilise psionic attacks as well as their shapeshifting forms to confuse and overwhelm those they encounter. Often treating other races as little more than prey, livestock, or slaves depending on the intelligence of their leader and which ideology they subscribe to. Some become beastlike in nature, believing size and ferocity is all that matters. Others opt for cunning, taking on more humanoid forms and sometimes even blending in with other civilisations. Others believe in dominance, taking on forms that mock celestials and fiends alike, seeking to use their psionic abilities for control and dominance. Few have ever encountered them, fewer have survived them, only one has ever controlled them. They are a race even the Gods wish to stay buried.

Archel

The Archel are a bipedal race of turtlefolk. Capable of walking on land and swimming through the oceans, these gentle giants act as guardians of the coast. They are large in size with heavily armoured shells and can put up a strong fight if needed. Most Archel prefer to travel unencumbered, not particularly believing in personal belongings, but it not unusual for them to create or buy homes for themselves of which they will happily decorate in the case of guests. Archel prefer to be in water, but they have little protests with traveling along beaches or the coast to get to nearby locations. It is believed the first few Archel predate the six great races, having originated on the world of Tesuen even before the Gods arrived, but as there

no real history or explanation to their creation or origin most theorise they came from other worlds through portals.

Cephmari

The Cephmari are a race of cephalopod-folk native to the Spoils. They look like octopus, squids, and nautilus, each looking very different from each other. However, due to their similarities and communal relationships with each other they have been classed together by scholars – many believing they are the same race. They are actually three races, that have been forced into communion by external pressures, creating long lasting alliances that have strengthened all three groups.

Nautimari

The Nautimari are the shyest of the three races, rarely communicating with races other than the Octomari and the Sepiomari. They boast small round forms and hard durable shells. They very rarely leave water and only do so for very brief moments of time, opting to roll around or walk on multiple tentacles. The Nautimari are keen traders but due to their fondness for hard to reach locations they rarely get a chance to show off their wares.

Octomari

The Octomari are arguably the most humanoid of the three races, looking near human apart from numerous tentacles as legs and a more octopus shaped head. They often take great interest in the overworld and are normally more than willing to communicate with those willing to find a means to do so. They aren't particularly strong fighters on land, but can dominate underwater. The Elves attempted to create their own Octomari soldiers through genetic mutation and magic but these Merfolk and Tentacen have only become targets to the Octomari.

Sepiomari

The Sepiomari are the largest of the three, and are the most combative. They sport large mantles connecting from their heads to their shoulders, have tentacles around their faces, and utilise arms and legs, each created from various tentacles gripping together.

Lossel

The Lossel are medium sized catfolk that stand around four to five foot tall in height. They look more akin to ocelots than regular cats, but there are some variations amongst. They are light and slender and normally utilise ambush tactics to hunt

smaller prey. Lossel are typically cowardly and rarely strike unless they have the advantage. Lossel also are keen swimmers, often diving for food in tropical environments. It is unknown where they originated from, however they have been found within the realm of Twilight, so it is theorised they have migrated from another world before settling in the southern continent of Tesuen, specifically within Tanglerun.

Felinar

Whereas the Kassalan are tiny to small and the Lossel are small to medium, the Felinar are medium to large in size. Unlike the others, the Felinar have a proud and strong history, tracing a lineage back to the first few chosen who were blessed by their Goddess Meowry early within the Era of Devastation. The Felinar are big and strong creatures, with a strong sense of justice and pride. They look like large humanoid cats, often holding imagery akin to large cats such as tigers, lions and jaguars but some Felinar have lighter frames and can look more like leopards, cheetahs or other smaller cats. Often they hunt in groups, but is not unusual for Felinar mercenaries to travel alone in the search of glory.

Merfolk

The Merfolk were created by the Elves to protect their coasts from invaders. Possessing large fish like tails, the Merfolk otherwise look very human.

Tentacen

The Tentacen, like the Merfolk, were modified by the Elves to fight in the seas. Possessing lower halves with many tentacles, the Tentacen look humanlike.

Engine

The Engine were created as ancient weapons. Now, they sell themselves off to the highest bidder as mercenaries or hired help. They can be any race or species, but all have a cyclops mask as an identifier that is integrated into their bodies. They have little qualms about killing, doing anything to make money and survive. They replicate by animating bodies of their foes, they then take over their bodies by placing a mask on the faces of their victims. These masks integrate into the body, taking them over. They follow their tribe chieftains to the letter and hold little individual freedom.

Homunculus

The Homunculus are artificially created humans, designed to be superior with a greater magical potential. They are identified by permanent magical tattoos etched onto their bodies. Once their use has run out, their minds are wiped, and they are

thrown away. Once wiped they simply live out their lives as if normal humans. Some Homunculus do not age, but are susceptible to illness and other methods of death.

Legends

Fantasy to me has always been about power, about the extraordinary. You won't find ordinary people adventuring and this is for a reason - the world is dangerous. Common people will not put themselves in danger; in real life, a dagger can and will kill you, a bad fall could kill you, but to an adventurer that concept isn't really a factor. In terms of D&D, players go far beyond the capabilities of a normal person. A level two player, by statblock definitions, can have six times the health of the normal human NPC.

I find people misinterpret what this means: for some reason as characters progress, maybe as a counteraction to players who are overzealous and are quick to act with hostility towards NPCs, Dungeon Masters find a need to increase the hit points of non-adventurers. I think this is a misinterpretation of what a player's character actually is. They are legends, they aren't normal people. Hit points (this may be different for other table top RPGS) in my eyes represent a characters skills and abilities as well as a supernatural element of durability. A mage may remain as vulnerable as they were when they first began, but as they grow in experience they become more aware and capable of defending themselves, of ensuring attacks are non-critical, as an alternative to simply being more durable. A Barbarian, on the other hand, may simply be supernaturally durable, to be a walking talking force of nature. A character at some point becomes able to fall off mountains and survive, that's not a normal feat, although some people have survived falling from the skies in our world.

Ultimately, these sorts of characters shouldn't be comparable to a normal person, they aren't normal, but they are still people, they still have flaws. So this section is designed to categorise these legendary beings, these heroes, these villains, these adventurers, and to explain how and why they are so remarkable.

Adventurers

In the world of Tesuen, adventuring is a viable career path, albeit one rarely chosen due to its dangerous nature. It is standardised and measured by all major civilisations, resulting in the creation of the Adventurer's Licence. This Licence is an acknowledgement of a person's extraordinary capabilities, using a general human as the baseline; physically stated through a dog tag hanging from their necks. A non-human person may automatically qualify, simply for being non-human because they could just be that much more powerful.

The Licence acts as a register, a means of measurement of these unique peoples' capabilities and as a written contract by the local establishment that they are allowed to pursue adventuring or other related work. This is to prevent vigilantism and to also allow the local regions insight into who to look out for. A Licence could be a requirement for entry to a local magic school, or as a demonstration to a local guard

that the person is capable of defending themselves if they wish to enter a dangerous area.

Villains may still seek to procure one for themselves simply because it opens doors that otherwise could be difficult to pass through, even at the cost of giving up some awareness of their capabilities to others around them. If they are deemed dangerous and powerful, the Licence will state that, directly warning adventurers or citizens who cross their path. This may sometimes lead to a complete de-escalation of a situation, or the complete opposite.

A wannabe adventurer must pass a trial to obtain their License, normally this is held in the Capital of each major nation during key times throughout the year. Due to the cost of participating, some hopefuls may seek sponsorships, or family members may use savings to pay for them. The trials run for a full week before concluding, although an individual person's assessment may last only a few minutes, and it is typically managed by a local Adventurer's Guild.

Once assessed the hopeful either fails, in which case they can try again as soon as they wish, or they pass. If they pass they are granted their Licence, an enchanted paper document as well as a dog tag. This dog tag states their rank, determined by the material it is made from, as well as their name and class. The item is enchanted, rendered nearly invulnerable as such and can act as an emergency lifeline to escape back to the nearest Guildhall if a situation is too dire, the cost of which is reduced depending on the rank of the adventurer. Adventurers are valuable, keeping them alive is often deemed worth the cost by local settlements.

- Rank 1 - Platinum
- Rank 2 - Gold
- Rank 3 - Silver
- Rank 4 - Bronze
- Rank 5 - Sapphire
- Rank 6 - Ruby
- Rank 7 - Emerald
- Rank 8 – Steel
- Rank 9 - Flint
- Rank 10 – Porcelain

Each rank is designed to be quickly recognisable: the higher value precious metals shine, the gemstones are noticeable colours, and the bottom three are muted and dull but are distinguishable from one another. Adventurers are often drawn to one another, sometimes forming adventuring parties of varying races and classes, all with one goal in mind: the obtainment of more power.

Power is a major theme within the world of Tesuen, any character with any semblance of it has gained it through a cost. A budding adventure may have experienced great tragedy in their lives, a mage may have spent their childhood ravaged with illness, a warrior may have sold their soul for a weapon. Each person seeking power will willingly pay for it, this is a prerequisite for becoming a legend. However, costs come in many ways, not all directly detrimental: time is a major component, one that offers a different sacrifice. Death could be another, the sacrifice of other lives to benefit ones' own – although this could easily be considered a villainous act in the right circumstances. Ultimately, no legend within the world will have not lost something to reach their position.

Classes

A Class represents a person's abilities, their skills. Classes typically fall into one of three categories: Mage, Technician, Warrior, however some classes contain traits of multiple.

Mages

A Mage refers to someone who purely utilises magic. There are several classes of Mage, each specialising in different techniques:

Bard – infuses magic into words and sounds to control and manipulate their surroundings.

Cleric – uses the power of the divine to heal their allies and damage their enemies.

Druid – uses the power of nature to manipulate their surroundings and transform into animals.

Psion – uses their psychic powers to warp and manipulate minds and items.

Oracle – uses their magic to foretell the future.

Shaman – uses their magic to connect to the beyond and manipulate death.

Sorcerer – draws their magic from their lineage. Manipulates spells to create varying effects.

Warlock – buys power from more powerful beings.

Witch – weaves magic into potions to create varying effects.

Wizard – stores spells in a spell book to allow them to cast any spell.

Technicians

A Technician refers to someone who uses skills.

Alchemist – uses magic to transmute materials.

Artificer – uses magic to enhance items.

Ranger – uses their skills to manipulate their environment and harness the power of nature.

Rogue – uses their skills to sneak and steal.

Warriors

A Warrior refers to someone who uses their physical abilities.

Barbarian – uses their rage to enhance their strength and durability.

Fighter – uses their techniques and tactical prowess to damage enemies.

Monk – uses their bodies as physical weapons

Paladin – uses the power of their oaths to enhance their attacks with magic.

Swordmage – casts spells to enhance their attacks with magic and control their surroundings.

Warden – acts as a wall to protect their allies with their bodies and armour.

Heroes

Hero refers to someone viewed as morally good, however morals are not universal: the conqueror who brought food to a starved nation is a hero of their people, but a villain to those they conquered. I have included characters who are both active and inactive within the current timeline: 564PA onwards (explained in the next chapter). This is because some characters of old may still be preserved in some form, even if deceased, potentially to return once more. I also quite like the idea of having ancient legends to maybe write about someday.

Ironheart

One of the oldest living dwarfs, this ancient being has survived by replacing his calcified flesh with machinery.

The Warrior King

Villains

A Villain may be a Hero in their own eyes, even if their actions are evil and abhorrent. Most will have reasons as why they do what they do, but some are just evil for the sake of being evil.

Iselphin the Immortal Madness

Iselphin went mad a long time ago, he is one of the oldest elves to ever exist and many have tried to put him to rest. Some say through the madness he has evolved into the true form of an elf, regardless he is extremely dangerous.

Pluto the Glutton

One of several legendary monstrosities across the world, Pluto the Glutton is a colossal Orc Brute far larger and older than any others of his kind. Known for flattening entire villages, Pluto is often constantly hunted by adventurers wishing to collect the countless bounties on his head. Few have lived to see Pluto in person, those who have describe the Orc Brute as a colossal being, nearly twice the size of other Brutes, wearing a sealed suit with a breathing apparatus hooked up to a large vat which he carries on his back.

The World History

When thinking about Tesuen, specifically its world history, I found myself initially struggling to picture what I wanted. To counter this I began to ask myself questions: How did life begin? What did the Gods do? How did the varying forms of intelligence interact with each other? How did they evolve? How did the varying species of intelligent monsters form? Each question had an answer, a piece that formed together to form a greater puzzle. I have absolutely no idea on any of the specifics, forming key dates in fantasy has never been my speciality, and I do kind of like there being ambiguity as to when certain events occurred. This section is designed to give some context to the world, to explain certain nations, certain hostilities to particular races and species.

As with any account of history, this will be biased and from a particular point of view: a scholar, a gnome scholar called Blevin Mangatory.

Era of Exploration: Dawn of the Tesuen ~ 48,000 Before Abandonment

Long after the start of the universe, the Gods created our beautiful world: Tesuen. With the world empty and devoid of life, the greater Gods came together, deciding upon what to place onto our world. Together they created the Seed: the foundation race that all of the Greater Races can trace their lineages back to. It was an unusual species, of unknown design and majesty, an embodiment of the Gods' essence, of their willpower, designed to evolve and expand out across their new lands. This Seed divided into the first five sentient races, each choosing a design, a philosophy, to make their own.

From two parts of this Seed came the Elves and the Dwarves, each choosing longevity and the knowledge and wisdom that came with it. Another part became the Humans, an adaptable race steadying the middle ground. The final two parts became the Orcs, trading their lifespan for great size and might, and the Halflings, trading their lifespan for speed and erraticism. Together these five races spread out across the world, a single continent at the time, evolving, adapting to the world bestowed upon them by the Gods.

The Dwarves took to the mountains, developing into three sub-races. Those that lived under the mountains became hardier, adapting to the darkness, the heat, and the stone – the Stone Dwarves. Those that lived on top of the mountains grew tough against the cold, learning to live in the clouds – the Cloud Dwarves. And those that lived at the bottom of the mountains took to learning the Arcana of our world through Alchemy, eventually infusing their own bodies with their magic – the Arcana Dwarves. All stout, durable, and long lived.

The Elves split into four, spreading far across the world. Some took to roaming the lands, eventually building majestic cities: the High Elves, their skin darkening under the sun. Others took to living beneath the world, in the darkness: the Low Elves, their skin as white as snow and their eyes like starlight. Others took to the forests, creating homes in harmony with nature: the Wood Elves. And others took to the water, sailing far out across the ocean or immersing themselves in the rivers: the Water Elves. Each pointy eared and long lived.

The Humans remained as one, developing no unique traits between themselves, but a vast array of tones and designs, fitted to the numerous environments they took as their own.

The Halflings used their hyperactivity to spread far and wide, never settling down and continuing to embody the ideals of enjoying their short lives to the fullest. Some however were drawn a little too far into the pleasures of the world. They grew fat, lazy, comfortable in their small houses and simple lives: the Heavyfoot Halfling.

Others continued to roam, finding new lives for themselves underground. Over time they adapted to their new environment, developing the pointed ears of the Orcs and Elves, and regaining some of their lifespan, becoming the sixth race: the Gnomes. These Gnomes eventually returned to the surface, using the numerous caves and tunnels whilst emerging every so often into the light to trade and explore. Others continued to go deeper, becoming the Deep Gnomes, their skin matching the stone around them to hide from the predators far below.

Lastly, the Orcs split into two, using their vast size to two different effects. Some became nomadic, their skin varying shades of green and grey with tusks sprouting from their mouths. Their size taught them patience, peace, awareness of their surroundings and how brittle their world and its inhabitant were. They became artists, explorers, able to use their presence to negotiate, their clients ever wary of their devastating wrath. These are the Orc Bulls.

Their cousins took a different attitude, becoming savages, the Orc Brutes. Their violent natures forced them to develop flat noses, pig-like snouts, and fatty bodies, burying terrifying muscle. They are cannibalistic, militaristic savages that rape, pillage, and consume to their heart's content.

These six great races and their variants spread across the world, claiming lands for themselves, building cities, nations, empires. Amongst the races, the Orc Brutes, the Dwarves, and the Elves reigned supreme as the Greater Races, all others forced into slavery beneath them as the Minor Races.

Era of Conquest 47,999 ~ 20,000 BA

As the Greater Races spread out across the world, they claimed the lands for themselves, trampling all in their way to take what they perceived to be theirs. Eventually there was no more to take, the three empires of the Orcs, the Elves, and the Dwarves all pressed against one another, the lines of their nations changing daily with battle after battle. Desperate to break the landlock, to seize the world for themselves, each nation created weapons of horrific design.

The Brutes were the strongest, their might uncontested, but controlled by the magic of the Elves and the technology of the Dwarves. They ruled with horror, their whims and wants left uncontrolled, their atrocities countless. Yet compared to the other nations, life in the fortresses of blood could almost be considered the better of the three options. They treated their slaves as livestock, food, prey, toys of pleasure, ensuring they were well kept as they awaited their demise. With the borrowed magic of their slaves they created the Hobgoblins, the Hobgoblins in turn creating the Goblins to act as their foot soldiers.

The Elves were the most cruel, the adaptability of the Humans was turned against them – the Elves conducting breeding experiments, genetic splicing, magical manipulation to create horrors and weapons to turn loose against their rivals. As such, the majority of the monster races can be traced to the Elves and their magic.

The Dwarves put their slaves to work, entire generations spending their lives without seeing the sun. They created machines to fight for them, eventually turning to modifying their own when the Elves discovered the flaws of their creations. They created the Giants, colossal beings with might vastly superior to the strength of the Brutes. To counter these Giants, the Elves created the Cyclops and their cousins the Hundred-Handed Ones, whilst the Orcs created the Trolls and the Ogres with the aid of their Gnome slaves. These Giants took to the frontlines, trampling all in their path, until finally, as their corpses littered the lands, they stopped, looking down at the smaller Races ordering them to fight.

The Giants and their kin turned against their creators, creating a fourth nation in the middle of the other three. This inspired others; the Aranae, the Minotaurs and all of the other Monster Races revolted. The armies of the Orcs, the Elves, and the Dwarves turned inwards, now vastly more powerful than their creators and so began the Era of Devastation.

Era of Devastation 19,999 ~ 10,000 BA

With the Monsters Races pushing further and faster into the three Empires, the Empires cracking and dividing, other worldly entities began to take interest. The realms of Hell and Heaven and their inhabitants: the Fiends and the Celestials, saw opportunity, offering boons and gifts to the slaves trapped within. Factions formed in secret. The Demons wrought chaos granting powers without consequence, creating Vampires, Werewolves and other cursed beings. The Devils created the Oni: emissaries to carry out death with strong wills and respect for law and order, whilst also trading boons in exchange for souls, creating the first Warlocks. The Celestials saw the suffering across the lands, unleashing devastation in recompense. Their Angels recruited followers, teaching them to restrict themselves, to condense the flow of Arcana, creating the first Paladins.

The Empires now faced enemies in all directions, their slaves receiving powers and boons from the new invaders, their weapons turning against them, and traitors and infighting emerging within their courts. Slowly they collapsed. The fortresses of blood were the first to fall, burning as their prey butchered their masters, the gentle Orc Bulls siding with the Humans, the Gnomes, and the Halflings to exterminate their cousins, leading to the near extinction of the Brutes.

The Elves fell next, exposed as they were attacked from all angles. The Dragons, having long observed the chaos from Limbo, created their own armies to take over, creating the Draconids, the Kobolds, the Lacergothans, joining the fray and razing the kingdoms of the Elves.

The Dwarves held up far longer within their keeps, their mountain fortresses resistant to their enemies, their race united as they held fast. But eventually the doors were pried open, and, to the shock of their aggressors, their kingdoms were empty. Tunnels led far underground, but no matter how much was explored no Dwarves were ever found. Eventually some returned to the surface, far from their original homes, speaking in tongues, or speaking of unimaginable horrors deep below the surface.

The Fall of the last dwarf keep marked the end of the Era of Devastation, the world now ruled over by the Giants, the Dragons, the Celestials, and the Fiends, all warring against one another. The smaller races found themselves swept up in the devastation, the great races of old now at the mercy of the new rulers.

Era of Reckoning 9,999 ~ 9,900 BA

The devastation scarring the continent brought great shame to the Gods. They were horrified by what they saw, what they had allowed to bloom, and so, they took action. For a hundred years the Gods punished their creations, destroying the lands they stood upon. They punished the new rulers first, casting the Fiends back to the hell and the Celestials back to heaven. The Dragons had their hordes taken from them, yet through their own cunning they avoided exile back to limbo. The Giants, now taller than the heavens, had their size stripped from them. The continent was shattered into pieces, broken apart by a fist from the stars and the Gods unleashed Reckoning on the lands. To survive, the races joined together, resulting in the Great Mixing, yet the Orc Brutes remained isolated, their kind alone in the storms of the Gods' wrath.

Era of Abandonment 9,899 BA – 0 Post Abandonment

When the anger of the Gods subsided they felt great remorse for their actions, realising the pain and misery they had created. Ashamed, the Gods set about repairing what they had damaged. The great continent had been shattered beyond repair, so the Gods created the Titans, granting the size of the Giants onto elemental gardeners. These Titans dragged the pieces to new parts of the world, moulding new lands to live on. With the Titans placed to restore what was lost, the Gods departing, unable to listen to the cries of those they had hurt. And finally the lands began to heal.

The bones and ash gave way to flowers and trees. Civilisations were rebuilt in a combination of the numerous Races, a consequence of the Great Mixing. New relations were explored, giving way to Half-Elves, Half-Dwarves, Quarterlings and the likes, the shared ancestry of the Seed allowing for new life to form between the six races, sharing traits of their parents as well as creating new ones. Of course some races did not mix well, an Orc and a Halfling would end in tragedy from the wrong pairing, but that didn't stop some from trying.

The Brutes remained in exile, their numbers continually thinned as they continued to pose a danger to those around them. Some found company amongst the Monster Races, and those that have tempered their aggression have found friends and peace. The Monster Races, although this term is widely debated, kept to themselves, a mutual fear of the other races leading to isolation on both sides, their more vicious natures sparking great fear from the everyday person. Although, as with any example, exceptions have been found and some nations have developed under the guise of mutual trust.

For twenty centuries the Gods departed, watching their world heal.

Era of Reclamation 0 – 564 PA

The end of the Era of Abandonment came with the awakening of a voice, marking the return of the Gods with a call to search the world and explore, the creation of a quest for heroes. Now Humans find themselves leading the world, the slow recovery of the Dwarves and the Elves noticeable, and the Orcs and the Halflings too short lived to plan the development of nations. In some manner the world has found peace, but dangers still lie in wait, ancient weapons remain buried, and mysteries are everywhere, prompting further questions about the security of the future that awaits us.

~Excerpt from 'A Brief Summary of Tesuen's History, Volume I' by Blevin Mangatory

Bestiary

In my eyes, a Bestiary has specialised information gathered from numerous sources within a setting, it should feel written, realistic, and - in some very real ways – be flawed. For a Game Master, a Bestiary provides quick information on how to run a creature: it should present tactics, physical statistics, and a ranking on where it fits on the danger scale. However for a player, or at least in my humble opinion on how a bestiary and the knowledge known to players should be presented, it should expand on the world and give players clues on how to take down the creature. Players should be given information relevant to the creatures they face, either from their character's general knowledge, or as information they work out. I would always present an in-universe item that players can use to research their enemies. Ultimately, I aim to provide the statistics of the creatures created for use in a D&D setting whilst also creating an in-universe entry detailing tactics and monster specifics.

Beasts

A beast typically refers to an animal that has evolved and adapted through non-magical means.

Giant Crab

Huge Crab

Colossal Crab

Giant Lobster

Celestials

A celestial refers to a being originating from the plane of heaven.

Angel

Celestial

Constructs

A construct refers to a creature or object made of inorganic parts and materials.

Metal Golem

Stone Golem

Flesh Golem

Dragons

A dragon is a reptilian creature with magical properties.

Elementals

An elemental is an inorganic being made of magical matter typically possessing an element of either fire, earth, water, or air.

Fey

A fey being is typically a being possessing magical properties.

Fiend

A fiend refers to a being originating from the plane of hell. Fiends are classified as one of three main classes: Demons, Devils, and Hellbeasts. Demons value their personal freedoms above all else, acting as creatures of chaos. Devils value order above all else, acting as creatures of order. Hellbeasts are the natural fauna of Hell. Demons and Devils find themselves sorted into an internal hierarchy based on their individual power and the status they carry because of it. Demons utilise physical prowess, Devils use magical abilities and cunning, but all serve the Gods of Hell. Although rare, a soul can become a Fiend due to Hell's contamination, however they are far more likely to go to Heaven. Fiends may be near-human or completely monstrous, with higher ranked Fiends possessing the ability to change their form.

Demons

Demons find themselves classified into categories based on their individual power. Each tier is represented by a title, and involves the transformation of the Demon from a previous tier through the consumption of souls. They tend to fit into two castes: loners or rulers. Demons are believed to have come from the Abyss, but from where and how is a mystery – other than the collective memory all Demons possess of their 'Mother'.

Kings – Demon Kings represent the peak that a Demon can rise to, apart from Godhood, having consumed thousands of souls. There are only ten Demon Kings, each too territorial to allow others to exist. They have no need to command legions, the legions obey or die. Each King is a walking apocalypse, and near to divinity in power.

Dukes – Dukes are the pinnacle of the conquerors, ruling legions of Demons and Devils. Some Dukes may act in manners similar to Devils, making Pacts with mortals but normally through press ganging.

Princes – Princes represent the stage before a King, taking that sense of personal freedom to the extreme. Princes act as walking destroyers, ruling not through purpose, but by presence.

Marquises – Marquises continue the development of a Demon's right to rule, leading hordes of fiends.

Earls – earls combine both aspects of Knights and Presidents, ruling and leading.

Knights – Knights also emerge from Soldiers, developing individually rather than as rulers.

Presidents – Presidents emerge to rule the Soldiers, taking their pack mentality and turning into an army.

Soldiers – Demon Soldiers have learnt to temper their rabid desires, replacing it with a steep ambition, often packing together to hunt tougher enemies. Vespator – tall, furry, large jaws and claws.

Slaves – Slave Demons are as the name implies, little more than newborns with an animalistic thirst to consume and create chaos. Daesao – tall slender, furry, fanged, bat-like. Mulus – furless, scales, large horns.

Devils

Devils are classified by status, dictated by the number of souls in their possession. The tiers are exponential and require a promotion from a Devil of a higher status, usually through a pact of sorts. Devils split into two separate castes – those fixated on magical power, and those fixated on wealth.

Apex Devil – an Apex Devil is a Devil at its peak, it possesses the greatest magical power of all of the Hells, directly serving under the nine Gods of Hell in their Palaces. They have millions of souls in their possession.

Primal Devil – a Primal Devil is an incarnation of evil, acting as some of the most powerful mages in existence. They offer powers and pacts to mortals and other fiends.

Archdevil – an Archdevil is extremely wealthy, holding countless souls to their name and numerous employees helping to generate their wealth.

Supreme Devil – Supreme Devils control numerous devils in their care, often making multiple pacts with mortals and having a direct influence on the mortal plane.

Greater Devil – Greater devils may make pacts with mortals.

Minor Devil – Minor Devils often act as soldiers or assassins for Devils of higher ranking.

Lesser Devil – Lesser Devils act as guards or perform basic administration for higher ranked Devils.

Devilspawn – Devilspawn are the lowest caste of Devils, performing menial labour in exchange for souls. Imps

Hellbeasts

Hellbeasts are the animals of hell, with little to no intelligence and often a deep thirst for violence.

Half-fiends

Sometimes a communion may occur between a Fiend and another race, resulting in a half-fiend.

Hellangel

Hell-Elf

Oni

Giants

A giant is typically a humanoid being of great size.

Rock Troll

Earth Troll

Ice Troll

Horrors

A horror refers to an otherworldly creature, an oddity that can often be extremely dangerous.

Humanoid

A humanoid refers to a bipedal creature with some degree of intelligence.

Orc Brute

Monstrosities

A monstrosity is typically a creature that has been created or evolved through magical tampering.

Plants

Plant is plant.

Undead

Undead refers a creature that is or was deceased.

The Catalogue of Creation

In a world as dangerous as Tesuen, or even our own, weapons and equipment become the lifeline for adventurers. There will millions of items created throughout history and this catalogue should highlight some of the more remarkable ones. Some are cursed, some are unique, some are ordinary, but all have been used by someone somewhere at some point in time.

Weapons**Armour****Potions****Encounters****Miscellaneous**