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1 The World Beyond The Barrier: A Fantasy Realm of Intrigue and Magic

In the realm of fantasy, where imagination knows no bounds, a vibrant world takes shape through the collaborative efforts of creative minds. Within the confines of a digital exchange, a group of individuals constructs a rich tapestry of lore, weaving together elements of magic, politics, and ancient history.

Central to this world is the conflict known as the Troll Wars, a historical event steeped in legend and myth. The catalyst for this conflict was the Sun going dark, perhaps triggered by a volcanic eruption or some other natural catastrophe, shrouding the world in darkness and chaos. In these wars, trolls, formidable and fearsome beings, invade the lands of humans, wreaking havoc and sowing chaos. The trolls, depicted as both savage and cunning, possess not only brute strength but also formidable magical abilities. However, the humans, aided by allies such as dwarves and potentially elves, manage to repel the troll invasion and erect a monumental barrier known simply as “The Barrier.” This barrier, born out of desperation and necessity, serves as a bulwark against the encroaching darkness, a symbol of defiance in the face of overwhelming odds.

The Barrier stands as a testament to human resilience and ingenuity, a towering edifice that divides the civilized realms from the untamed wilderness beyond. Yet, its significance goes beyond mere physical defense. Over time, The Barrier becomes a symbol of power and control, its true purpose obscured by the passage of ages. It is a focal point of political intrigue, with discussions revolving around its history, construction, and the motivations of those who govern it.

Beyond The Barrier lies a realm of mystery and wonder, where ancient ruins whisper tales of bygone eras and hidden treasures await discovery. These ruins, remnants of a once-great kingdom, serve as a backdrop for exploration and adventure, hinting at the rich history of the world and the secrets it holds. Moreover, the realm beyond The Barrier is not devoid of life but instead teems with indigenous peoples and creatures, each with their own cultures, customs, and magics.

Magic pervades every aspect of this world, flowing through ley lines and ancient rituals, and tied to different sources of power. Wizards wield magic through reason, harnessing their intellect to manipulate the arcane forces of the universe. Fairies, on the other hand, tap into instinct, their magic flowing effortlessly from the primal depths of their being. Dwarves, known for their craftsmanship and resilience, draw upon vigor, channeling their strength and determination into powerful enchantments.

Yet, magic in this world is not static but dynamic, influenced by external forces such as the proximity of otherworldly realms like Faerie. These realms, shrouded in mystery and myth, serve as sources of inspiration and danger, their influence shaping the course of events in the mortal realm. Rituals and symbols hold sway over magical energies, acting as conduits for the power that flows between worlds.

At the heart of this world lies a deeper mystery: the origins of magic and the interconnectedness of all things. It is hinted that gods, spirits, and other beings emanate from a shared source known as “the Otherworld,” a realm beyond mortal comprehension. Symbols and rituals serve as gateways to this realm, allowing mortals glimpses into its mysteries and tapping into its vast reservoirs of power.

The world is a realm of intrigue and adventure, where history intertwines with legend, and magic shapes the destinies of mortals and immortals alike.

2 Inspiration

- Nordic folktales
- Celtic myth
- J.R.R. Tolkien
- Neil Gaiman
- Lord Dunsany

- Michael Moorcock
- Gref Stafford
- Alan Moore

2.1 Reading material

- Promethea
- The Lord of the Rings
- The Hobbit
- Silmarillion
- The King of Elfland's Daughter
- The Eternal Champion
- Elric of Melniboné
- Knight of the Swords
- The War Hound and the World's Pain
- The Dancers at the End of Time
- Sandman
- American Gods
- Anansi Boys
- Every Glorantha book ever written

3 Adventure seeds

The Lost Expedition: Rumors persist of an ill-fated expedition from beyond The Barrier, led by a renowned explorer seeking ancient artifacts within the ruins of the fallen kingdom. The party is hired to track down the missing expedition and recover any valuable relics before they fall into the wrong hands. However, they soon discover that the ruins hold secrets darker and more dangerous than they could have imagined, with ancient guardians and malevolent spirits lurking in the shadows.

The Faerie Gate: A mysterious portal to the Otherworld has appeared deep within the wilderness beyond The Barrier, beckoning adventurers with promises of untold riches and forbidden knowledge. Tasked with investigating the anomaly, the party must navigate treacherous terrain and fend off hostile creatures as they journey to the heart of the enchanted forest. But as they delve deeper into Faerie, they realize that the line between reality and illusion is thinner than they ever imagined, and escaping unscathed may prove more difficult than they anticipated.

The Rebellion: In the wake of the Troll Wars, tensions simmer beneath the surface as disenfranchised communities beyond The Barrier grow increasingly restless under the yoke of colonial rule. The party finds themselves drawn into a burgeoning rebellion, tasked with rallying disparate factions and leading a daring insurgency against the oppressive forces of the human empire. But as they clash with their former oppressors and forge alliances with unlikely allies, they must grapple with the moral complexities of revolution and the sacrifices it demands.

Echoes of the Past: A chance discovery leads the party to stumble upon the ruins of an ancient civilization hidden deep within the wilderness beyond The Barrier. As they explore the crumbling remnants of a bygone era, they uncover dark secrets and forbidden knowledge long forgotten by mortals. But with each step deeper into the ruins, they awaken ancient guardians and unleash dormant magics that threaten to consume them whole. To survive, they must confront the sins of the past and confront the specters that haunt the ruins before they become trapped in a cycle of endless torment.

4 Cosmology

4.1 The World

Once there was an idea in a sea of ideas. It was a magnificent idea. Soon it started drawing in other new ideas and to gather mass, momentum and finally, form.

The form was a world filled with life. One, less magnificent idea gathered mass and momentum and form and started circling the world. Some of the other ideas formed stars and the Sun to watch over the little world.

Or so some people say.

Trolls say the world is located *on* the Grandmother. One day Grandmother will awaken.

4.2 Gods' domains

4.3 Faerie

4.4 The Underworld

4.5 Other places

5 Beings

All sorts of creatures live in the world.

Humans

Humans.

Original inhabitants. Empire builders, conquerors.

Trolls

Proper nordic trolls in appearance, not the rubbery monstrosities from “The greatest roleplaying game”.

The other original inhabitants of the world. Think they are protectors of the world. Used to cull humans, are probably responsible for destroying at least two human civilizations.

Trolls breed in litters, from time to time. Younger trolls may be called orcs or goblins. They are semi-sentient, with a vicious intellect. They mature quickly, but have no real sense of self at first. If trolls survive long enough they gain sentience. They can operate in packs if led by an older troll.

Trolls grow throughout their lives, but older trolls find it harder to concentrate on the “now”. They lair up underground or on top of mountains and watch the world. They can be roused from their slumber if a disaster threatens the entire creation. Trolls are functionally immortal, unless slain. Some trolls are very powerful witches and sages, they have centuries of knowledge and can sometimes learn things from the older Watchers as well.

Trolls believe they were cursed by the Sun or the demons or the Enemy at some point.

Trolls believe the world is actually a giant sleeping troll called Grandmother. They might consider humans and dwarves mining for ore a bad thing since that might awaken Grandmother.

Dwarves

Immaculate craftsmen. Friends of trolls. Dwarves are fae creatures, but they’ve lived long enough in the world to be an actual part of it. This means they’ve given up on some of their Glamour, but in trade they’ve gotten the ability to forge iron and steel. Some dwarves also dabble in sorcery.

Dwarves are longlived, but not immortal. They bear children, like humans.

Corpses usually decompose but may turn to stone.

Dwarves claim one of their ancestors must have created the world.

Fae

Appear as your typical elves most of the time, with some inhuman features depending on personal preferences. Might be a bit more otherworldly, depending on the fae, their power and their age. Some take other forms, like huldrafolk, pucks, kelpie, nymphs or goblins.

Actually extra-dimensional beings that can manifest in the world in only avatars that lack their full power. Or at least that’s what they claim. Want new experiences to take back to their home.

Keep their oaths, at least in letter if not in spirit.

“Chaotic”

Elves have kingdoms hidden away in pocket dimensions near forests and mountains. Emulate human kingdoms with courts and royalty. Seelie and unseelie courts, Summer and Winter. Elves switch courts as they feel like. An elf switching courts can be termed Autumn or Spring.



Figure 1: The troll King Irontooth



Figure 2: A dwarf enjoying his mug of ale after a day's work



Figure 3: A sidhe lord surrounded by his bodyguards

Seelie court elves are not “good”, but aren’t actively malicious like Seelie elves. They tend to toy with mortal lives, but some might actually care for some humans and enjoy spending time among them.

Unseelie court elves tend to be malicious, cruel and uncaring of mortal lives. The Wild Hunt consists of mostly Winter and Autumn elves. Autumn elves might consider joining the hunt a rite of passage.

Maybe there is a fifth court that watches over the other. Maybe the fifth court is made up of renegades who won’t to overthrow the old order.

Maybe there is a limited number of fae at any time. A new one is born when one dies.

Iron hurts them. Steel doesn’t hurt, but irritates them. Makes steel weapons usable, steel armour is out of the question. They have other alternatives.

Fae can breed and sometimes may do so for the experience. It involves putting a part of themselves into the world so it makes them weaker. Sometimes they leave their children as changelings and take mortals back to their realms. All the usual stuff.

Fae think the world just appeared. They don’t think it’s strange since they think they just appeared into the worlds.

Gods, spirits, daemons and so on

Possibly the same origin as Fae, but bound by different rules when manifesting.

Gods begin as ideas.

Gods might be small and local, or powerful with influence on nations. Gods are limited in their scope. No all-powerful Gods here.

Gods are not the creators, they are ideas manifest in power. Ideas might die.



6 Character backgrounds

Human

Human paths

Troll

A Troll of only one lifepath is barely sentient, but might be an exception.

Older trolls must find a way to keep themselves from wanting to off on their own and turn to a Watcher. Some make bonds with mortals, some find other, more horrific ways of keeping them invested in the day to day happenings.

Troll Paths

Dwarf

Dwarves age like mortals in this world so lifepaths correspond to age and professions, like with humans and trolls.

Dwarves can learn one Glamour as a Secret if they want, but that's the only one. They can learn to craft Runes and if they befriend a troll or a human that is knowledgeable in magic, there's nothins stopping the from learning spells.

Dwarf Paths

Fae

Fae lifepaths are usually an indication of their power, not their age. A fae of four lifepaths is a powerful being, but stuck in their ways and probably has lots of different oaths they must keep. They also manifest their power in their physical features that set them clearly apart from mortals.

Fae must choose one otherworldly feature per lifepath. The feature can be as simple as eyes of a weird colour, but they might include stag horns, hooves or other animal features or flowers blooming in their footsteps. Basically anything you might come across in myths or fiction goes.

Every Fae Secret also means one oath to keep. Fae Secrets are basically Glamours or Runes.

Fae don't usually bother with sorcery, since that knowledge binds them to this world, but some might learn a few spells and tricks here and there.

Fae Paths

Changelings

Cultures

Professions

7 Magic and religion

Sorcery and trollish magic are basically the same thing. Secret knowledge of the world.

Magic is a fundamental force in the world, accessible to various races in different ways. It manifests in different forms and is harnessed through different means, including reason, instinct, and vigor.

Reason-based magic is associated with intellect and strategic thinking, often practiced by wizards and scholars. Instinctual magic relies on intuition and primal instincts, commonly utilized by mystical creatures like elves. Vigor-based magic emphasizes physical energy and strength, favored by races like dwarves.

The environment plays a crucial role in magic, with certain places and times becoming conduits for magical energies. Celestial events and natural phenomena can influence the potency of magical practices, suggesting a deep connection between magic and the world's rhythms.

Additionally, there are hints of otherworldly realms such as Faery and Asgard, where powerful entities reside and exert influence on the material world. Magic is also intertwined with religion, with different races having their pantheons and beliefs about the origins of magical forces.

Overall, magic in this setting is depicted as a complex and pervasive force that shapes the world and its inhabitants' lives, offering a rich backdrop for exploration and adventure.

Sorcery

Human sorcery, grimoires, rituals, shamanism and things like that. All fall under the same "rules". Troll magic is secret knowledge from the deep, secret words and craftsmanship. Mechanically the same as sorcery.

Faery Glamours

Glamours create a temporary reality, clothes, food, buildings.

A glamour can usually be lifted only by the Fae who created it in the first place. There may be other ways, iron and certain church bells come to mind...

Faery glamours are almost always **Secrets**.

Enchanting items

Dwarves can craft magic items just by skill alone. This could be taught to anyone, if the dwarves did not guard their secrets so closely. Dwarves also know runes that can bind magic into items, objects, buildings and even living creatures.

Other ways of enchanting items exist.

Oaths

Give power, take away freedom.

Oath of Truth Never tell a lie knowingly. Promises have to be kept.

Can mislead.

Oath of Hospitality You may not directly harm or even work strongly against guests and hosts after accepting/granting hospitality (but can politic towards eventual harm after guesting is over).

Oath of Gifts You cannot accept a gift of item or service without providing something of similar value (owing a favor if you cannot immediately reciprocate); if you have provided services without a formalized gifting/quest structure, you can accept a gift as a way to settle this debt.

Oath of the True Name Not all fae are vulnerable to use of their true names, but this is the oath that ensures it. It is often the final oath, as it is the ultimate claim of identity that allows full nobility.

Statement of your True Name by an antagonist weakens any of your mystical protections, as well as your mystical attacks against the target (and “statement” may be broad enough to include working your name into bindings or other magics). It also unmasks you of any magical or physical disguise.

Oath of Protection This oath could involve pledging to safeguard and defend those who are entrusted to one’s care, to stand against threats and dangers, and to use one’s strength and abilities to defend the weak and vulnerable.

Oath of Service This oath involves pledging to serve a cause or a higher power, to use one’s abilities for the benefit of others, and to put the needs of others before one’s own.

Oath of the Quest This oath is taken by those who seek to undertake a particular journey or quest, and to dedicate themselves to achieving a particular goal. Those who take this oath vow to use their powers and abilities to pursue their quest with determination and perseverance, and to see it through to the end no matter the challenges they may face.

Gods and religion

There are many more religions and gods that are worshipped in the world. Almost every religion includes multiple saints, minor spirits, gods and demigods as well.

Some religions get along with Fae and Trolls, some don’t. Most religions don’t get along with each other.

Troll Ancestors

God	Domain
Eir	The goddess of fertility and the earth, revered by trolls who value the strength of the land and seek to increase the size and strength of their clans.
Hel	The goddess of death and the underworld, feared by trolls who believe in an afterlife and the power of the dead.
Eld	The god of fire and passion, worshipped by trolls who seek to channel their fierce emotions into powerful actions.
Hav	The god of the sea and storms, revered by trolls who live near the coast or depend on the sea for their livelihood.
Jaga	The goddess of hunting and savagery, worshipped by trolls who embrace their primal instincts and seek to conquer their prey.
Ison	The god of magic and sorcery, revered by trolls who seek to harness the power of the arcane.
Yö	The goddess of the moon and the night, worshipped by trolls who see the darkness as a source of mystery and power.
Vala	The god of war and conquest, worshipped by trolls who seek to dominate and conquer.
Tumma	The god of chaos and disorder, revered by trolls who embrace the unpredictable and revel in destruction.
Kivilo	The god of the earth and stone, revered by trolls who value tradition and the strength of their ancestors.

Dwarf Ancestors

Ancestor	Domain
The Blacksmith	This ancestor spirit is revered for teaching the dwarves the art of forging and shaping metal, as well as the abilities necessary to create weapons, armor, and other tools.
The Miner	This ancestor spirit is revered for teaching the dwarves the art of tunneling and delving deep into the earth, as well as the abilities necessary to extract valuable minerals and ores.
The Engineer	This ancestor spirit is revered for teaching the dwarves the principles of architecture and engineering, as well as the abilities necessary to build sturdy, functional structures.
The Artisan	This ancestor spirit is revered for teaching the dwarves the art of crafting and creating works of beauty, as well as the abilities necessary to produce intricate, ornate objects.
The Warrior	This ancestor spirit is revered for teaching the dwarves the art of combat and defense, as well as the abilities necessary to protect their kin and their homeland.
The Lorekeeper	This ancestor spirit is revered for teaching the dwarves the art of preserving and passing down knowledge, as well as the abilities necessary to keep the histories and traditions of their people alive.
The Healer	This ancestor spirit is revered for teaching the dwarves the art of medicine and healing, as well as the abilities necessary to tend to the sick and wounded.
The Weaver	This ancestor spirit is revered for teaching the dwarves the art of spinning and weaving, as well as the abilities necessary to create garments and other textiles.
The Herbalist	This ancestor spirit is revered for teaching the dwarves the knowledge of plants and their medicinal properties, as well as the abilities necessary to gather and prepare herbal remedies.
The Cook	This ancestor spirit is revered for teaching the dwarves the art of cooking and preserving food, as well as the abilities necessary to nourish their kin and maintain the health of their community.
The Brewer	This ancestor spirit is revered for teaching the dwarves the art of brewing and distilling, as well as the abilities necessary to create a variety of beverages.

Faerie royalty

The Lords and Ladies	Domain
Lady of the Starlit Sky	Stars and night time
Lord of the Endless Horizon	Travellers, unknown places
Lady of the Golden Fields	Agriculture
Lord of Tranquility	Peace and harmony, tranquil woodlands and lakes
Lady of the Moonlit Tower	A guardian of passage between Faerie and the mundane world
Lord of Twilight	Transitions between states
Lady of the Glen	Wild places and animals
Lord of Void and Bliss	Entropy and Contentment
Lady of Blood and Harmony	Peace and harmony, through force and fear
Lady of the Velvet Thorns	Boundaries and pain
Lord of the Wild Hunt	Revenge and the thrill of the hunt
Princess of the Northern Lights	North and dark winters

Empire saints

One day, the Sun God decided to create the world and all that it would contain. He began by creating the heavens and the earth, separating the two with the great expanse of the sky. He then created the sun, the moon, and the stars to light the world and provide warmth and energy to all living things.

Next, the Sun God created the oceans, rivers, lakes, and streams to provide water for the earth and its inhabitants. He then created the plants and animals, filling the land and seas with a diverse array of life.

Finally, the Sun God created humans, whom he endowed with intelligence, creativity, and the ability to communicate and interact with one another. He gave them the gift of free will, so that they could choose their own paths in life and make their own decisions.

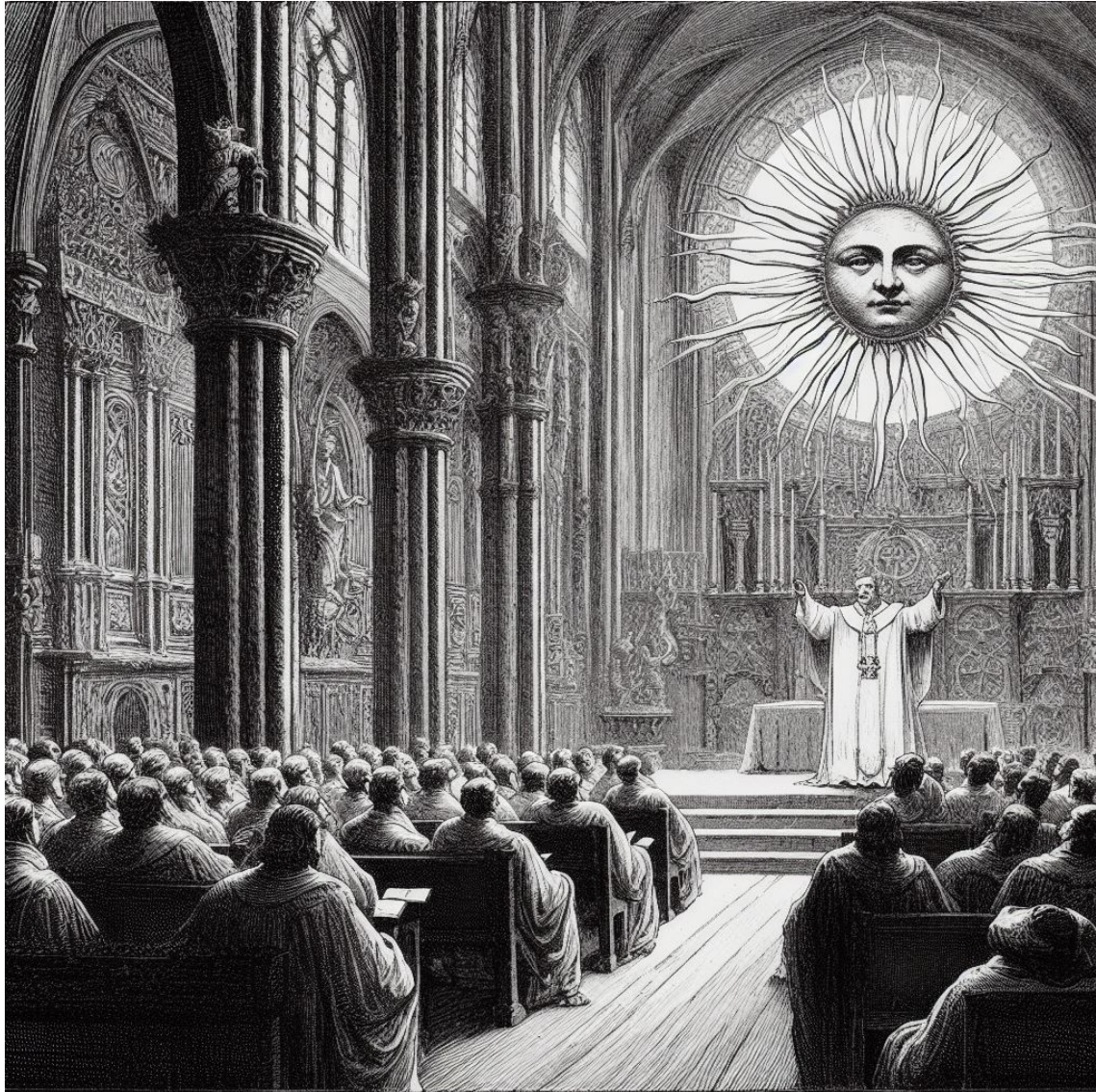


Figure 4: A ceremony

The Sun God watched over his creation with love and care, and he sent his angels and saints to help humans and guide them on their journey through life. He wanted all living things to thrive and be happy, and he hoped that his creation would be a place of peace and prosperity for all.

Saint name	Domain
Saint Erevan	patron saint of repentance and forgiveness
Saint Elora	patron saint of mothers and childbirth
Saint Joram	patron saint of fathers and families
Saint Arik	patron saint of missionaries and evangelists

Saint name	Domain
Saint Eamon	patron saint of animals and the environment
Saint Tess	patron saint of spiritual retreats and meditation
Saint Kaitlyn	patron saint of Italy and fire prevention
Saint Anton	patron saint of lost items and travelers
Saint Thora	patron saint of missions and the sick
Saint Augie	patron saint of brewers and theologians
Saint Keira	patron saint of protection and safety
Saint Liam	patron saint of strength and endurance
Saint Nia	patron saint of clarity and enlightenment
Saint Rowan	patron saint of agriculture and abundance
Saint Keira	patron saint of warmth and comfort
Saint Joanna	patron saint of fertility and childbirth
Saint Nia	patron saint of celestial navigation and guidance
Saint Rylee	patron saint of joy and laughter
Saint Landon	patron saint of peace and serenity
Saint Amelia	patron saint of beauty and grace
Saint Declan	patron saint of purity and innocence
Saint Ada	patron saint of harmony and balance
Saint Orion	patron saint of passion and romance
Saint Grace	patron saint of tranquility and radiance
Saint Lily	patron saint of wisdom and knowledge
Saint Ava	patron saint of hope and inspiration
Saint Noah	patron saint of mercy and compassion
Saint Emma	patron saint of love and kindness

There are four demons that oppose the sun.

Antigod	Domain
The Shadow	A deity of darkness and obfuscation, who seeks to undermine the light and truth of the sun god. The Shadow is associated with secrecy, deception, and hidden agendas, and is worshipped by those who seek to conceal their actions from others.
The Eclipse	A deity that represents the temporary obscuration of the sun, and is associated with change, transformation, and disruption. The Eclipse is worshipped by those who seek to bring about radical change or who wish to challenge the status quo.
The Infernal	A deity of the underworld or the abyss, who seeks to subvert the light and warmth of the sun god. The Infernal is associated with death, decay, and corruption, and is worshipped by those who seek to bring about the end of the world or who seek to embrace the darkness.
The Blight	A deity of plague, famine, and destruction, who seeks to undermine the nourishing and sustaining qualities of the sun god. The Blight is worshipped by those who seek to bring about suffering and devastation, or who seek to spread destruction and decay.

Other religion

God	Domain
Eryndor	the supreme god of creation and order, who was believed to have created the universe and imposed order upon the world.

God	Domain
Nymara	the primordial goddess of chaos and the earth, who was believed to have given birth to the gods and the monsters of the world.
Jovis	the god of thunder and the sky, who was believed to hold sway over the winds and the sky.
Kethor	the god of wisdom and magic, who was believed to have brought civilization to humanity and was often associated with crafts and magic.
Liriana	the goddess of love and fertility, who was also associated with beauty and the planet Lirilith.
Zarek	the god of agriculture and hunting, who was often depicted with a bow and arrow and was believed to protect the crops and animals of the land.
Nefran	the god of the underworld and death, who was often depicted with a scythe and was believed to preside over the realm of the dead.
Galathor	the god of the sun, who was often depicted with a solar disc and was believed to bring light and truth to the world.

In the beginning, there was only chaos. The primordial goddess Nymara roiled and swirled, giving birth to the gods and the monsters of the world. But from the chaos emerged the supreme god Eryndor, who set about imposing order upon the universe.

Eryndor created the sky and the earth, separating the two realms and setting the stars in the sky. He called forth the god Jovis to rule over the thunder and the winds, and the god Kethor to bring wisdom and magic to the world.

Eryndor then created the goddess Liriana, the embodiment of love and fertility. And he summoned the god Zarek to protect the crops and animals of the land, and the god Galathor to bring light and truth to the world.

But Eryndor knew that there must also be a place for the spirits of the dead, and so he called forth the god Nefran to preside over the underworld. And thus the pantheon of gods was complete, each one ruling over their own realm and working together to maintain balance in the universe.

Barbarian gods

God	Duties and domains
The Great Cattle God - Burog	This god is the patron of the tribe and is responsible for the abundance of their cattle. They are often depicted as a mighty bull or cow and are revered for their strength and fertility. Offerings of milk and beef are made to them in hopes of a successful cattle raid or a bountiful herd.
The War God - Korga	This god is the protector of the tribe and is responsible for victory in battle. They are often depicted as a fierce warrior with a spear or sword and are revered for their courage and strength. Offerings of weapons and armor are made to them before a cattle raid to seek their favor.
The Harvest Goddess - Falda	This goddess is the protector of the tribe's crops and is responsible for the abundance of the harvest. She is often depicted as a woman with a cornucopia or sheaf of wheat and is revered for her generosity and fertility. Offerings of grain and vegetables are made to her in thanks for a good harvest.
The Rain God - Hroga	This god is responsible for the tribe's water supply and is revered for his ability to bring life-giving rain to the fields. He is often depicted as a man holding a thunderbolt or carrying a bucket of water. Offerings of water and other liquid gifts are made to him in hopes of a good rainy season.

God	Duties and domains
The Moon Goddess - Selga	This goddess is the guardian of the tribe's calendars and is revered for her ability to control the passing of time. She is often depicted as a woman with a crescent moon on her head and is associated with fertility and childbirth. Offerings of silver and other precious metals are made to her in hopes of a prosperous future.
The Trickster God - Phelg	This trickster god is often depicted as a sly and cunning fox, known for his ability to outsmart others and cause mischief. Offerings of food and other small trinkets are made to him in hopes of gaining his favor or avoiding his pranks. However, Phelg is not always dependable and may turn on those who try to use him for their own gain.
The God of Death - Vorgur	This god is responsible for the souls of the deceased and is often depicted as a hooded figure carrying a staff. Vorgur is revered as the keeper of the underworld, where the souls of the dead go after they leave the mortal world. Offerings of food, drink, and other gifts are made to Vorgur in hopes of a peaceful and happy afterlife.
The God of Learning - Torg	This god is responsible for the pursuit of knowledge and the advancement of learning. They are often depicted as a wise and scholarly figure, holding a book or a scroll, and are revered for their wisdom and understanding. Offerings of knowledge, such as books or other written works, are made to Torg in hopes of gaining insight or understanding.

In the beginning, there was only chaos and darkness. But then, the Great Cattle God Burog emerged from the void, bringing with him the light of day and the abundance of the earth. Burog roamed the land, creating mountains and valleys, rivers and oceans, and all the plants and animals that would populate the world.

As Burog wandered, he came across the War God Korga, who had been born from the sparks of his hooves as he struck the ground. Korga was a fierce warrior, with a heart full of courage and a mind full of strategy. Together, Burog and Korga fought to bring order to the world and defend it against the forces of chaos.

Meanwhile, the Harvest Goddess Falda emerged from the soil, born of the fertility of the earth. She was a generous and nurturing goddess, who taught the people how to grow and harvest their crops. With Falda's help, the people prospered and their land flourished.

As the world took shape, the Rain God Hroga descended from the sky, bringing the life-giving waters that nourished the land. Hroga was a powerful god, whose thunderbolts could shake the earth and whose rains could fill the rivers and lakes. Without Hroga, the land would be dry and barren.

But as the gods worked to bring order to the world, the Trickster God Phelg emerged from the shadows, causing mischief and disrupting the natural balance. Phelg was a sly and cunning fox, who delighted in causing chaos and outsmarting the other gods.

Despite Phelg's tricks, the gods persisted, and eventually the Moon Goddess Selga rose from the depths of the ocean, bringing with her the tides and the passing of time. Selga was a wise and enigmatic goddess, whose phases marked the seasons and the cycles of life. With Selga's guidance, the people learned to track the passing of time and plan for the future.

And then, one day, Phelg had an idea. He approached the other gods and suggested that they create a new being, one that would be able to think and reason and create in turn. The gods were skeptical, but Phelg was persuasive, and eventually they agreed to his plan.

So the gods gathered together, each lending their own powers and abilities to the creation. Burog contributed strength and vitality, Korga contributed courage and strategy, Falda contributed nurturing and care, Hroga contributed intelligence and creativity, and Selga contributed wisdom and understanding.



Figure 5: A rite on a full moon

And with these gifts, the gods created the first humans, imbuing them with the powers and abilities of the gods themselves. The humans were curious and clever, and they quickly learned how to use their gifts to their advantage. They learned to build shelters, to create tools and weapons, and to domesticate animals. They learned to grow and harvest crops, to trade and barter, and to communicate with one another.

The humans flourished, and their numbers grew. They spread across the land, forming tribes and communities, and each group developed their own ways of living and believing. The gods watched over them, guiding them and protecting them from harm, but they also allowed the humans to make their own decisions and shape their own destinies.

As the pantheon of gods took shape, two more deities emerged - Norgur the Reaper of Souls and Torg the Chronicler of Knowledge. Norgur was the keeper of the underworld, where the souls of the dead went after they left the mortal world. He was a grim and somber god, who was revered for his role in the afterlife.

Torg, on the other hand, was the god of learning and wisdom. He was a scholarly and wise deity, who was revered for his knowledge and understanding. Torg spent his time studying the world and collecting all manner of knowledge, from the secrets of the stars to the mysteries of the earth.

Together, Norgur and Torg played a vital role in the pantheon of gods, helping to guide the people towards understanding and wisdom. And so, the pantheon was complete, each deity playing their part in the balance of the world.

8 Kingdoms, Nations and Empires

All sorts of quasi-medieval kingdoms exist.

8.1 TEMPLATE - What my /[insert authority figure/] told me

Who are you?

Who are we?

What makes us great?

Where do we live?

How do we live?

What is important to us

Who rules us?

What is evil?

What is my lot in life?

How do we deal with others?

Who are our enemies?

Who are our gods=

Where did the world come from?

Where did I come from?

Why do we die?

What happens after we die?

Why am I here?

How do I do magic?

8.2 Northern Trolls - What my Grandmother told me

Who are you?

Who are we?

What makes us great?

Where do we live?

How do we live?

What is important to us

Who rules us?

What is evil?

What is my lot in life?

How do we deal with others?

Who are our enemies?

Who are our gods=

Where did the world come from?

Where did I come from?

Why do we die?

What happens after we die?

Why am I here?

How do I do magic?

8.3 Barbarians - What my Shaman told me

Who are you?

Who are we?

What makes us great?

Where do we live?

How do we live?

What is important to us

Who rules us?

What is evil?

What is my lot in life?

How do we deal with others?

Who are our enemies?

Who are our gods=

Where did the world come from?

Where did I come from?

Why do we die?

What happens after we die?

Why am I here?

How do I do magic?

9 Background random event tables and shit

Generated with ChatGPT so probably stolen from who knows where.

Use these if you get stuck.

Noble events

d20	Result
1	Magic: The character becomes embroiled in a conflict involving magic, whether they possess magical abilities themselves or not. Consequences: The character may gain or lose magical abilities or knowledge depending on their involvement in the conflict. They may also suffer injury or trauma if they are caught up in the violence of the conflict.
2	Coup attempt: A group within the kingdom tries to overthrow the ruling family or government. Consequences: The character may gain or lose political power or influence depending on their involvement in the coup. They may also suffer injury or trauma if they are caught up in the violence of the attempt.
3	Famine: A natural disaster or economic crisis causes widespread food shortages. Consequences: The character may lose wealth or resources as a result of the famine. They may also gain survival abilities if they are forced to scavenge for food or find creative ways to provide for themselves and others.
4	Plague: A deadly disease spreads through the kingdom, killing many people. Consequences: The character may lose loved ones or suffer from the effects of the plague themselves. They may also gain medical knowledge or experience in caring for the sick.
5	Assassination attempt: Someone tries to kill the character or a member of their family. Consequences: The character may suffer injury or trauma as a result of the attempt. They may also gain a bonus to perception or stealth abilities if they are able to avoid or evade the assassination attempt.
6	The character or a member of their family is kidnapped for ransom or political leverage. Consequences: The character may lose wealth or resources if they are forced to pay a ransom. They may also suffer injury or trauma if they are mistreated while held captive. They may gain a bonus to persuasion or intimidation abilities if they are able to negotiate their release or escape on their own.
7	Betrayal: A trusted ally or advisor betrays the character or their family. Consequences: The character may lose allies or suffer from a loss of trust. They may also gain a bonus to perception or investigation abilities if they are able to uncover the betrayal and take appropriate action.
8	Political marriage: The character is married off for political gain. Consequences: The character may gain or lose political power or influence depending on the terms of the marriage. They may also gain or lose personal happiness depending on their feelings about the marriage.
9	Exile: The character is exiled from the kingdom for political or personal reasons. Consequences: The character may lose access to their previous resources and connections. They may also gain a bonus to survival abilities if they are forced to make a new life in a foreign land.
10	Scandal: A scandal involving the character or their family becomes public. Consequences: The character may lose social standing or reputation as a result of the scandal. They may also gain a bonus to persuasion or deception abilities if they are able to spin the scandal to their advantage or cover it up.
11	Inheritance dispute: The character must fight to claim their rightful inheritance. Consequences: The character may gain or lose wealth or resources depending on the outcome of the dispute. They may also gain a bonus to persuasion or legal abilities if they are able to negotiate a favorable settlement.

d20	Result
12	Bandit attack: The character's caravan or estate is attacked by bandits. Consequences: The character may suffer injury or loss of property as a result of the attack. They may also gain a bonus to combat or survival abilities if they are able to fend off the bandits or escape.
13	War: The character's kingdom is embroiled in a war with a neighboring kingdom or an invading force. Consequences: The character gains combat experience, possibly gaining a bonus to combat-related abilities. They may also be injured or suffer trauma as a result of their experiences in the war. They may gain allies or the respect of the common soldiery.
14	Band of adventurers: The character hires or joins a band of adventurers to achieve a specific goal. Consequences: The character may gain or lose wealth and resources depending on the success or failure of their adventure. They may also gain new abilities or abilities as a result of their experiences with the band.
15	Political intrigue: The character becomes involved in political scheming and maneuvering. Consequences: The character may gain or lose political power or influence depending on their actions and the reactions of others. They may also gain a bonus to persuasion or deception abilities if they are able to successfully navigate the intrigue.
16	Ambush: The character is ambushed while traveling or attending an event. Consequences: The character may suffer injury or trauma as a result of the ambush. They may also gain a bonus to perception or combat abilities if they are able to avoid or defend themselves against the attackers.
17	Duel: The character is challenged to a duel to defend their honor or settle a dispute. Consequences: The character may suffer injury or death if they lose the duel. They may also gain a bonus to combat abilities if they are able to win the duel.
18	Assassination: The character successfully assassinates an enemy or rival. Consequences: The character may gain political power or eliminate a threat, but they may also face consequences for breaking the law or going against societal norms. They may gain a bonus to stealth or combat abilities if they are able to carry out the assassination without being caught.
19	Marriage of convenience: The character is forced to marry for political or financial gain. Consequences: The character may gain or lose political power or wealth depending on the terms of the marriage. They may also gain or lose personal happiness depending on their feelings about the marriage.
20	Kidnapping rescue: The character successfully rescues a kidnapped family member or ally. Consequences: The character may gain allies or personal satisfaction as a result of the rescue. They may also suffer injury or trauma if they are injured during the rescue. They may gain a bonus to combat or stealth abilities if they are able to rescue the kidnap victim without being caught.

Peasant events

d10	Result
1	Magic: The character becomes embroiled in a conflict involving magic, whether they possess magical abilities themselves or not. Consequences: The character may gain or lose magical abilities or knowledge depending on their involvement in the conflict. They may also suffer injury or trauma if they are caught up in the violence of the conflict.
2	Bandits: The character's village is attacked by bandits. Consequences: The character may suffer injury or loss of property if they are caught up in the attack. They may also gain a bonus to combat or survival abilities if they are able to fend off the bandits or escape.
3	Animal attack: The character is attacked by a wild animal. Consequences: The character may suffer injury if they are attack by the animal. They may also gain a bonus to combat or survival abilities if they are able to fend off the animal or escape.

d10	Result
4	Plague: The character's village is struck by a plague, either of a natural or supernatural origin. Consequences: The character may suffer injury or death if they are infected by the plague. They may also gain a bonus to medical or survival abilities if they are able to help others or protect themselves from the plague.
5	Marriage: The character marries and starts a family. Consequences: The character gains new responsibilities and may gain or lose resources depending on the success or failure of the marriage. They may also suffer injury or trauma if their spouse or children are harmed.
6	Political upheaval: The character's village or kingdom is caught up in political turmoil, whether due to a change in leadership or a rebellion. Consequences: The character may gain or lose political power or influence depending on their involvement in the upheaval. They may also suffer injury or trauma if they are caught up in the violence of the conflict.
7	Natural disaster: The character's village is hit by a natural disaster, such as a flood, earthquake, or tornado. Consequences: The character may suffer injury or loss of property as a result of the disaster. They may also gain a bonus to survival or utility abilities if they are able to help others or protect themselves during the disaster.
8	Feud: The character becomes involved in a feud with another family or group. Consequences: The character may suffer injury or loss of property as a result of the feud. They may also gain a bonus to persuasion or deception abilities if they are able to resolve the feud peacefully or outmaneuver their enemies.
9	Conscription: The character is conscripted into the military or required to perform labor for the government. Consequences: The character may gain or lose resources depending on their compensation for the labor or service. They may also suffer injury or trauma if they are caught up in the violence of war or if they are mistreated by their superiors.
10	Marriage of convenience: The character is forced to marry for political or financial gain. Consequences: The character may gain or lose political power or wealth depending on the terms of the marriage. They may also gain or lose personal happiness depending on their feelings about the marriage.

Barbarian events

d10	Result
1	Conquest: The character's tribe is conquered by another race or empire, and the character must navigate life under their rule. This event could involve resistance, collaboration, or survival in the face of oppression.
2	Tribal conflict: The character becomes involved in a conflict with another barbarian tribe, either as a warrior or a diplomat.
3	Alliance or alliance-building: The character forms an alliance with another race or group, either as a friend or a mercenary.
4	Family drama: The character has a contentious relationship with one or more of their family members, competing for resources or status within the tribe.
5	Solo hunting trip: The character embarks on a solo hunting trip, testing their abilities and endurance in the wild.
6	Tribal leadership: The character takes on a leadership role within their tribe, either through merit or inheritance.
7	Trading: The character becomes involved in trade with other races, either as a trader or a hired muscle.
8	Exploring: The character sets out on an exploration journey, seeking out new lands or resources for their tribe.
9	Exile: The character is exiled from their tribe, either voluntarily or involuntarily, and must make a new life for themselves in a foreign land.

d10	Result
10	Tribal ritual: The character participates in a significant tribal ritual, such as a coming of age ceremony or a rite of passage.

Dwarf events

d10	Result
1	Betrayal: The character is betrayed by someone they trusted, either as a personal or a political act. This event could involve a betrayal of friendship, a breach of contract, or a plot to seize power.
2	Mining: The character becomes involved in mining, either as a miner or a craftsman working with the materials mined.
3	Warfare: The character becomes involved in a war, either as a soldier or a diplomat.
4	Politics: The character becomes involved in the politics of the dwarven community, either as a participant or a bystander.
5	Love and romance: The character falls in love and begins a romantic relationship with another dwarf or a member of another race.
6	Exile: The character is exiled from the dwarven community, either voluntarily or involuntarily, and must make a new life for themselves in a foreign land.
7	Craftsmanship: The character becomes skilled in a particular craft, such as smithing, carving, or engineering.
8	Leadership: The character takes on a leadership role within their community, either through merit or inheritance.
9	Exploration: The character sets out on an exploration journey, seeking out new lands or resources for their community.
10	Tribal ritual: The character participates in a significant dwarven ritual, such as a coming of age ceremony or a rite of passage.

Troll events

d10	Result
1	Confrontation with a rival: The character has a confrontation with a rival, whether it be a personal grudge or a political conflict. This event could result in a physical or magical battle, or is resolved through negotiation or mediation.
2	Tribal conflict: The character becomes involved in a conflict with another troll tribe, whether as a warrior or a diplomat.
3	Alliance or alliance-building: The character forms an alliance with another race or group, either as a friend or a mercenary.
4	Sibling rivalry: The character has a contentious relationship with one or more of their siblings, competing for resources or status within the tribe.
5	Lone hunting: The character embarks on a solo hunting trip, testing their abilities and endurance in the wild.
6	Tribe leadership: The character takes on a leadership role within their tribe, either through merit or inheritance.
7	Trading: The character becomes involved in trade with other races, either as a trader or a hired muscle.
8	Exploring: The character sets out on an exploration journey, seeking out new lands or resources for their tribe.
9	Disgrace: The character falls from favor within their tribe, either due to a transgression or a change in leadership.
10	Exile: The character is exiled from their tribe, either voluntarily or involuntarily, and must make a new life for themselves in a foreign land.

Faerie events

d10	Result
1	Awakening: The character awakens to their fae nature and begins learning about their magical abilities and the ways of their people.
2	Court politics: The character becomes involved in the intrigues and politics of the sidhe court, either as a participant or a bystander.
3	Love and romance: The character falls in love and begins a romantic relationship with another sidhe or a member of another race.
4	Glamour: The character discovers and masters the art of glamour, the sidhe ability to manipulate the perceptions of others.
5	Exile: The character is exiled from the sidhe court, either voluntarily or involuntarily, and must make a new life for themselves in a foreign land.
6	Faerie quest: The character is given a quest by the faerie court or by a powerful faerie being, testing their magical and physical abilities.
7	Enmity: The character becomes the enemy of another sidhe or faerie being, either due to a personal grudge or a political conflict.
8	Friendship: The character forms a close friendship with another sidhe or a member of another race.
9	Betrayal: The character is betrayed by someone they trusted, either as a personal or a political act.
10	Faerie war: The character becomes involved in a war between the faerie courts or with other supernatural beings.

Magical events

d10	Result
1	Magic: The character becomes embroiled in a conflict involving magic, whether they possess magical abilities themselves or not. Consequences: The character may gain or lose magical abilities or knowledge depending on their involvement in the conflict. They may also suffer injury or trauma if they are caught up in the violence of the conflict.
2	Prophecy: The character learns that they are the subject of a prophecy that could affect the future of their kingdom. Consequences: The character may gain or lose political power or influence depending on how they choose to fulfill or avoid the prophecy. They may also suffer injury or trauma if they are pursued or attacked by those who believe in the prophecy.
3	Monster attack: The character's home or kingdom is attack by a monstrous creature. Consequences: The character may suffer injury or loss of property as a result of the attack. They may also gain a bonus to combat or survival abilities if they are able to fend off the monster or escape.
4	Ancient artifact: The character discovers or comes into possession of an ancient artifact with powerful magical properties. Consequences: The character may gain new abilities or knowledge as a result of using the artifact. They may also suffer injury or trauma if they are unable to control the artifact or if it has negative consequences.
5	Dragon: The character encounters a dragon or becomes involved in a conflict involving dragons. Consequences: The character may suffer injury or death if they are caught up in the conflict. They may also gain a bonus to combat or persuasion abilities if they are able to negotiate with or defeat the dragon.
6	Faerie: The character becomes embroiled in a conflict involving faeries or other supernatural creatures. Consequences: The character may gain or lose magical abilities or knowledge depending on their involvement in the conflict. They may also suffer injury or trauma if they are caught up in the violence of the conflict.

d10	Result
7	Cursed: The character becomes cursed and must find a way to lift the curse. Consequences: The character may suffer negative consequences as a result of the curse. They may also gain a bonus to magical or religious abilities if they are able to lift the curse on their own or with help.
8	Polymorph: The character is transformed into a different creature against their will. Consequences: The character may gain or lose physical abilities or attributes as a result of the transformation. They may also suffer injury or trauma if they are unable to control the transformation or if it has negative consequences.
9	Dimension-hopping: The character becomes trapped in or travels to another dimension, either intentionally or by accident. They must find a way back to their own dimension while navigating the dangers and unfamiliarities of the new one. Consequences: The character may gain or lose magical abilities or knowledge depending on their experiences in the other dimension. They may also suffer injury or trauma if they are unable to return to their own dimension or if they encounter dangers in the new one.
10	Divine intervention: The character is visited or aided by a divine being. Consequences: The character may gain or lose faith, knowledge, or resources depending on their interaction with the divine being. They may also suffer injury or trauma if the divine being is unhappy with their actions or if they are caught up in the consequences of the divine intervention.