

2.1 – Basic Instructions Before Leaving Earth

The Black Fleet left Earth, travelled for years within the multicolored void, and ended its journey by breaking through the nebulous shell that protected the core of the Aether. At its heart, the twisted remnants of humanity found islands, continents, and their kin orbiting around a pale ocean and a single obelisk throne.

Demons, false gods, and spirits were found to be real. Monsters that wished to gorge on the pain they inflicted poured into the fractured reality. What powers had sealed them in the aether, away from mankind, did nothing to shelter humanity once they crossed the barrier into the end times and set their fragile, faltering ships into the kaleidoscopic nightmare.

The journey cost thousands of lives, thousands of attempts made again and again by men and women trapped inside a cycle. Bodies changed, traded between each timeline and each permutation of an action. Millions died, screaming awake as they recalled and recounted their murders, as they recalled burning skies and hordes of shadows clawing at their flesh. Reset again and again for each failure, the Aether screened and narrowed all possibilities of action into eventuality, into the five continents reaching their destination.

Here, the land is known as the Navarre. It is the middle ground of all things.

The ships have fallen into orbit around the floating islands, the ports have opened, and the vessels have reached out to find civilizations that have existed without the taint of death, where man, woman, and child have endured reincarnation.

Death is only a minor punishment.

Their laws reflect this.

And at the center of it all, the dead throne gleams, daring all to fathom what being filled it.

2.2 - The Navarre

A wide expanse of realities that have become tethered to one another, the Navarre exists at the center of all creations. A realm of floating continents, chains of asteroids formed from petrified wood, and flying beasts capable of swallowing cities, the Navarre is the place caught between all realities and all possibilities.

The Navarre's shape is that of a large ring of floating continents occasionally separated or joined by oceans, but often separated by vast, open, and empty expanses of air. Many of the continents exist on lower or higher elevations, though often they do not directly overlap with one another. Those that are close enough are connected by wire bridges that send sequences of

metal platforms to their destination. Similar elevators provide an alternative for those continents vertically placed atop one another. Others, however, require travel by plane or spacecraft. Night and day are marked by the brightening and dimming of a sphere above the realm, a rocky body that burns with the intensity of a sun before fading to a dull ember, only to repeat the process in time.

The true size of the Navarre is unknown, and some scientists theorize it may be infinite in its design. What prevents this from being considered more than theory is the barrier of storms that rage at the edge of the Navarre's habitable region. This barrier encroaches and retracts at its own pace, often releasing turbulent masses of rock and material into the realm,

2.2.1 - Genkarra

Located on the NorthWestern portion of the highest ring, Genkarra is the large expanse of land that the Iron Empire has claimed. Composed of grand coniferous forests and hilly plains, true mountains are relatively rare on the continent. The largest cluster of said mountains form a protective barrier for Glyph, the Empire's capital, encircling the city and providing limited passage through the crags that join the valley to the outside world. Outlying cities proudly emerge from the forests, each one constructed from prefabricated structures and arcologies that jut upward like the talon of some long-buried beast. The plains are industrialized and exploited by open-air agricultural centers, automated machinery operating the fields with precision and care for those citizens within the cities.

Capital: Glyph

Major Towns: Agricenter, Saltzpyre, Tolya's Keep (Wharf)

Population: 29% Human, 34% Demihuman, 21% Artificial, 10% Banre

Government: Direct Fascist Dictatorship

Religions: Protestant Christianity (Dominant), Taoism (Scattered)

Imports: Basic Cybernetics, Fish, Iron, Manpower, Oil, Power

Exports: Advanced Armor, Advanced Cybernetics, Advanced Weaponry, Vehicles

2.2.1.1 - Life and Society

The citizens of the Iron Empire live in large residential districts within their arcologies and towers maintained by both labor and automated drones that accomplish minor tasks. Modern conveniences such as air conditioning systems and refrigeration are readily available and mass produced, though the limited amount of metal in their soil forces the prices for these accoutrements to be relatively high.

All citizens enjoy rights to freedom of speech and assembly within the nation. All citizens must be armed at all times once they reach eighteen, the age of majority. Functioning as a market meritocracy despite its imperial government, any man or woman may choose to engage in any

profession. The results of labor are taxed only once upon sale to another at flat ten percent rate. Those that do not find employment are either conscripted into the military as an asset or are placed into the common labor pool and assigned a case-worker responsible for ensuring employment. Repeated failures in conscription or labor result in exile.

Streetside or panhandling psychics are heavily discouraged, often leading to arrests for vagrancy. Vagrant or criminal psychics are often forced to wear a dampener that cancels their psionic abilities until their trial has occurred and may be removed afterwards. Criminals are fitted with Serf Collars to guarantee their public service, which is the common punishment. Those practitioners with a place of business are heavily encouraged and incentivised to seek accreditation. Such paperwork confirms their abilities and allows the populace to know that they have not broken any laws.

Aux Lenses and Serf Collars are commonplace gear that most citizens own and possess. All government workers are required to wear Aux Lenses and Serf Collars at all times, both symbolizing their service to the common people within the nation as well as ensuring that their actions will be for the greater good. One major entertainment and news personality, Cyanna Wayfinder, has popularized their usage by encouraging and challenging the public to 'better themselves' with the corrective devices.

2.2.1.2 - Major Geographic Features

Genkarra, is a temperate country covered in coniferous forests in its core and smattered with deciduous groves across its fertile plains.

Aekar's Redoubt - This lake on the eastern lowlands surrounds a solitary island. Aekar's redoubt was formed by the gargant Aekar in her final moments of defiance against a battalion of Vahl ships. Pinned in place by her duties to the empire, she shielded refugees with her own body as bombardments cracked and carved the ground. By the time reinforcements arrived to halt their progress, her dead body could be seen arched over her charges, warding deathblows with her broken back. Her remains, which have since petrified, have been carefully maintained to this day.

Gorram's Knuckles - A mountainous range along the north-western edge of the continent, Gorram's Knuckles act as a wind barrier that protect the majority of the landscape. Constantly growing by unknown means, their size is kept in check by continued landslides and avalanches, boulders which miners often crack open in search of minerals.

Kenda Forest - A wide deciduous forest spread across the southern reaches, Kenda forest is a wild and uncivilized territory plagued with problems such as banditry and forest fires. Under constant surveillance by imperial soldiers and police, their manpower is supplemented by private military and security forces that accompany logging teams that comb the forest for construction materials.

2.2.1.3 - Locations of Interest

Being a stable country, most oddities within the Iron Empire have been explored and exploited by their government. Even so, some locations are considered too dangerous to occupy or have access restricted to the general populace.

Agridome Alpha - One of the first and largest agricultural facilities on the continent, agridome alpha was struck by several blights over the years since its founding, each strike of rot depleting its resources and encouraging the empire to build other structures to sate their needs. Desperate for funding and recognition, several experiments were run that eventually led to the silence of the facility and the presence of monstrous beasts. Automated turrets now enforce a cordon and prevent an outbreak of those creatures.

Bashya's Stand - Known as the gargant graveyard, Bashya's stand is where eight of the Empire's gargants fell in their war against the Vahl. Their bodies lie entombed in a grand mausoleum, joined by the soldiers and beasts whose lives were claimed. Their rest is only disturbed by what madmen carve out alcoves within the necropolis and what beasts scamper in the dark.

The White Fortress - A single rock that presses outward from the city of Glyph's center, allowing a swath of the city to live in its shadow. The white fortress is a hollow construction filled with technology and tools from an unseen era. According to imperial officials, the fortress is what remains of the vessel that brought them to the Navarre. Documents show that their beloved empress disappeared within it. Entry into the Fortress is restricted by the government, dependent on her return.

2.2.1.4 - Regional History

The Iron Empire was founded a mere three centuries ago during a skyfall event. The great ship that brought the empire to the Navarre had suffered through both war and a calamitous collapse of their reality. Though it burned in the night sky like a flaming spear, its engines remained active through the sacrifice and brilliance of engineers and scientists caught in acts of desperation. Though many of the citizenry were killed in the impact with Genkarra, the majority survived.

What was originally a city of tents and evacuees became a metropolis of wood, stone, and steel. Jealous of their neighbors, the tribes of Genkarra assaulted the White Fortress and were met with a zealous resistance that screamed their devotion for their mighty Empress. Such was their might and passion that the Vahl noticed the petty war and moved to capture and exploit the displaced populace.

The Vahl arrived on the fourth year of the war, sweeping across the landscape and burning villages in the night. Horrified by the torture that their enemies endured, the tales of the vahl reaching the Empress herself, the Iron Empire immediately shifted its stance. The villages of their enemies were to be protected by the twenty Gargants, titans of living steel that the Empire held in reserve. Their fighting raged for another full year, many of the colossi collapsing under the strain of continuous warfare. Those few that survived are names of legend: Icowa the Right Arm, Ralladin the Watchman, Anokka the Wall, and Innaru the Flame.

Though the losses were great the Vahl were forced to concede. They escaped with no more than a handful of captives despite the blood spent on Genkarra's soil. The thorough defeat, unheard of in history, forced a peace upon the continent and unification under the Empress's banner.

2.2.1.5 - Plots and Rumors

A safe haven in the violent realm of the Navarre, Genkarra requires men and women willing to keep it that way. Private military contractors employ guards to protect companies from crime and governments need soldiers to protect their civil services from sabotage.

The Missing Empress - One of the biggest mysteries of the empire is that their leader of over 300 years, the Empress, had not been seen since the beginning of their war with the Vahl. She was last seen entering the White Fortress, according to official documentation. Despite this, her words still reach the people, and messages sent from her seem strangely aware of all that happens within her lands and beyond.

The Dorma Standoff - Though they are not at war with any other nation, the Iron Empire can only consider its relations cold at best. A nation of outsiders and the first to fight the Vahl to a standstill despite their youth, many are jealous of their citizenry and technology. Dorma is among the worst offenders and continuously searches for ways to blame political incidents upon the fledgeling nation, hoping to extract prices for the iron that the empire craves. Other nations are not unaware of those hostilities.

The Exiled - A failing that the empire is desperate to correct, exiles often flee the justice of their police and military. In some cases these exiles are better armed and armored than they should be, their gear fresh and their magazines full despite years in the wild. It is unknown if they have a supplier within Genkarra or are being fed by an outside source.

2.2.2 - Tarbog

Tarbog exists on the lowest ring, to the East. A large piece of continental plate that is overrun with swampland, the region is often hotly contested by numerous corporations and countries that wish to secure exports of fuel and oil from its murky depths. Multiple conflicts have set the

bog ablaze in the past, several completely shrouding the continent in flames, but none have been able to deplete the bog itself. This volatility has forced the cities to be built upon steel platforms and to be linked by suspended bridges and elevated roads, and often conflict occurs on these safer heights.

Capital: Polnwa

Major Towns: Cassa, Radakama (Wharf)

Population: 62% Human, 16% Banre, 8% demihuman, 13% Artificial

Government: Mercantile Nationalists

Religions: Malthaist (Widespread), Tyrian (Suppressed)

Imports: Minerals, Iron, Food, Air Filtration Units

Exports: Chemical Fuel, Oil, Medicinal Products

2.2.2.1 - Life and Society

Tarbog's citizens are a rough sort that busy themselves with their responsibilities and hold a patriotic fervor for their nation. This shines through as crude humor and rough views of all other nations, embellishment of their own country's achievements and minimization others. Tempered only by their need for raw materials and food, they nevertheless remain capable of shrewd negotiation.

Able to produce oil and chemical fuels en masse at a price point that other nations cannot compete with, Tarbog has become highly prosperous. The environment, however, conspires to make life on the continent expensive as corrosion constantly wears away at the supports that keep their cities from falling into the swampland, bolstering the competition between merchants with an undertone of mild exasperation and desperation. As product they sell would be destroyed in the case of a stockhouse collapse, the fuel sellers are almost always willing to make a deal.

This has led to the creation of the Merchant's League, the main governmental body that maintains the cities and villages across the nation. Legislation is determined by the lesser merchants indicating issues and writing bills for repair that are submitted to governmental forums in each city. Those bills and issues that are found to be significant are passed forward to the capitol, who then determine which companies and groups will be paid. Often the lowest bidder gets the deal, and in some cases merchants are required to make deals at a loss to fix a significant issue that plagues their employees.

Though merchants are allowed to solve their problems however they see fit, the city governments universally outlaw firearms due to explosive environs. Instead, guards wield crossbows and blades.

2.2.2.2 - Major Geographic Features

Calaqua's Breath - A series of geothermal vents that emerge through the southwestern mire, Calaqua's Breath was once the site of an attempted power plant. The unstable ground and numerous sinkholes resulted in multiple failures and eventual abandonment of the project. To this day the quicksand continues to roil, sweltering heat and noxious gas sifting swampsand into a liquid state.

Fuelshard Grove - An anomalous development within the heart of the swamps, the Fuelshard Grove is a wide, flat plain barely above the swamp's level. Here the air quality is better than most of the island, and the trees that grow here are the reason. Wide, shallow roots and boughs heavy with glowing leaves filled with fuel give the trees life, slowly activating captured fuel for thermal energy and light.. The shards that have not activated are often collected and used to grow new plants within the cities, cleaning polluted air within the homes of the upper class.

The Cleave - A deep ravine within the swamp that perpetually draws in the fetid waters, The Cleave runs from northwest to southeast across the continent. It is surmised that this feature of the island is the reason for its fuel production as dead materials are constantly allowed to drop into the pungent, bacteria-filled depths. What few ill-fated expeditions had travelled into the cleave have not been able to prove this scenario, however.

2.2.2.3 - Locations of Interest

Adelpha's Spire - A single ivory tower along the coast of the continent, Adelpha Spire is a hollow construction that has existed for hundreds of years. Filled with levels of monstrous creatures and traps, the brave and psychotic often traverse its floors in order to acquire the precious treasures and remnants of other explorers.

The Burner - A natural furnace formed from a destroyed refinery and city, The Burner is a treasure trove of technology and scrap material. The fact that this facility was destroyed due to a single gunshot is a testament to the wisdom of the current laws, though some skeptics believe that the cataclysmic explosion was too large for the saturation of explosive gas.

Tanglewood - A single copse along the southern continental border, the tanglewood is a solid dome of wood and leaves. Cracked by geothermal fissures and whirlpools that surround it, the heart of the tanglewood is visible from above. Smoke pours from these holes, obscuring the faint impression of glittering structures from afar.

2.2.2.4 - Regional History

Tarbog finds its origin in a religious pilgrimage from far more civilized lands. Ostracized for their lack of belief in any faith, the people of Tarbog were left to their own devices for generations, growing increasingly hostile towards any other faith. Even so, their need for raw materials such as solid wood and food to match their growing population encouraged them to be diplomatically smug while making deals.

Three hundred years ago, Tarbog had thoroughly exploited the swampland, creating floating cities of wood and siphoning off the gas to fuel their homes with enclosed heaters. A small occupation force from Dorma had decided to place itself in a supply town and was quickly contested by Osaian interests that were already present. The violence escalated quickly and resulted in numerous stabbings and amputations before Tarbog citizens could react and halt the violence. Panicking from the loss of his men, a Dorma officer drew his pistol and fired, setting off a conflagration that encapsulated over half of the continent.

The pressure wave from the blast could be felt on every continent, the force enough to temporarily scrape Tarbog's underbelly against The Basin. The only thing that prevented all loss of life was the lack of oxygen in the atmosphere, a state that quickly suffocated the flames and prevented any further detonations. The site of the blast, The Burner, serves as the basis for their isolationist nature, a fervent nationalism that refuses to allow any outsider to intervene politically.

2.2.2.5 - Plots and Rumors

Though its lack of firearms and convenient solutions may seem to be of benefit to the nation, a constant undercurrent of violence pulses beneath the common people. Hatred of all faiths is deeply rooted within the people of the nation, and their history has caused many citizens to feel that they are a nation destined to overtake and surpass all others.

The Red Dragon - Many claim that the true power of the nation does not lie in its many merchants, but in their ability to negotiate and converse with one another with great alacrity. On numerous occasions outside bidders have been shut out of the Tarbog markets, forced to pack their items and leave the country. There are some signs and information that point out smaller merchants may be banding together to cut out larger shares for themselves.

Buried Debts - Word of mouth has often passed around that The Burner was not destroyed by a random act of mercenary violence. Records sometimes point to excess materials being shipped to the city that once existed there, and on occasion a new bill is produced that shows of exploratory groups heading to the site. The curious are often derided for being too paranoid, but there are some that think the city held something of enough value that it could not fall into another nation's hands.

2.2.3 - Vike

A landscape long considered barren, Vike rests at a high altitude to the southeast. The tumultuous winds have long stripped the land bare and revealed the foundation of the continent itself. Vegetation refuses to take root in what sparse, stony soil litters the valleys and crags,

meaning that life can only be coaxed from the hardest of seeds. Yet still men and women make their lives here, toiling in the mines to export raw iron and steel.

Capital: Levah (Harbor)

Major Towns: Channington, Derino Tower

Population: 76% Human, 23% Demihuman

Government: Proximal Fiat Government

Religions: NeoRanian (Minimal), Tyrian (Minimal)

Imports: Food, Water, Construction Supplies

Exports: Metal, Minerals, Personnel

2.2.3.1 - Life and Society

A citizen of Vike does not first hold its loyalty to the continent. Rather, if they are loyal at all, their hearts belong to whatever country sent them to the barren landscape. This has resulted in constant infighting between gangs that pledge themselves to their home nations, searching for ways to bolster their ranks while cutting down their competition.

The only mercy newcomers find is that the cities and towns are regarded as neutral zones. Murder is still a crime in these havens, and the guard, though willing to look away for petty offenses, are required by treaty to intervene and investigate murders to the fullest extent they can. As a result, the guards and the mayoral staff they report to act as nobility in the interest of their nations.

Most people on Vike own very little, often no more than the clothes on their backs and the weapons at their hips. As such they live a nomadic lifestyle, travelling from mine to mine in order to sell their wares or to search for more work. Those few that adapt to the landscape outside the cities join with nomadic camps that wander the few shrub-forests that do exist, sheltering from storms and hunting for food with the barest of necessities.

2.2.3.2 - Major Geographic Features

Dulla's Pearl - An anomaly on the far eastern coast of Vike, Dulla's pearl is a single, perfect sphere that hovers above the continent. Centered over a large, rounded hole that allows the unfortunate to drop to The Basin, the Pearl is protected by the Veinridge mountains, strong winds, and violent blasts of lightning from the pearl itself.

Spineridge - Half of the mountainous ranges that protect Vike, the spineridge exists along the western coast and covers much of the landscape in its shadow. A single series of mountains, the barrier allows for much of the lowlands to be used in futile attempts at crop cultivation and the construction of outposts. The few hills between mountains are populated by cities such as Channington that serve as alternate ports of trade.

Veinridge - The other half of the mountains that protect Vike, The Veinridge is a massive sequence of spreading mountain ranges that stand in sharp contrast to the neat and orderly Spineridge. Rich in minerals, the difficulty in traversing the territory is weighed heavily against profits.

Rukka Forest - A brown and dry landscape made from shrub grass and scrub trees, Rukka Forest marks the southernmost edge of the continent. With gnarled and twisted plants, the hardy woods have made an effective barrier against invasion for the nomadic tribes that meet within the forest to trade.

2.2.3.3 - Locations of Interest

Sokka's Lament - A lake to the south of Channington, Sokka's Lament serves as the main source of freshwater on the continent. Fed by a river that courses through the mountains, stories tell of how the lake was created from the impact of a woman's body after she threw herself from the highest mountain in her misery.

Red Palace - An infamous structure within the Veinridge, the Red Palace is a castle high upon the peaks that overlook Dulla's Pearl. Though many have travelled to it, all have found the gates to be barred and the windows to be shuttered, its moat empty and the village in its shadow to be barren. Though many have claimed to break into the structure, the doors and barriers reform and replenish themselves, while the rooms rearrange when one leaves.

2.2.3.4 - Regional History

Vike was, as it remains, an almost entirely barren continent. Possessing so little topsoil and almost no plantlife, it was originally assumed that prisoners exiled to the land would naturally die off of their own. Instead, the prisoners banded together into primitive tribes and hunted the wild game that roamed the mountains and sparse shrub forests.

When metal was discovered in the mountains more prisoners were delivered to the landscape under the care of guards and wardens. Towns and cities were rapidly constructed, large swaths of land taken up and used to create the fortified harbors that served as the lifeblood of the fledgeling country. Further outposts spread into the mountains, carving hollows into the hills so that more food, water, and personnel could be purchased.

Unlike most other continents, Vike is left on its own militarily. As such, the main conflict within its borders are political in nature. Muggings, stabbings, and outright murder do still occur in the city, often by disposable agents that serve to embolden and enrich their home nations. Those proxy politicians that cannot be threatened often can be bought, with extra money filling their pockets to ensure one country might receive more metal than another. The only threat to this arrangement exists within the southern forests, with the wild tribes that care nothing for other civilizations and Vike on the whole.

2.2.3.5 - Plots and Rumors

The Red Door - The biggest rumor of Vike involves the Red Palace. A castle-like structure that dominates one of the highest peaks within the Veinridge, many rumors claim that the building is cursed. That its rooms constantly shift and change their placement within the structure is enough to label the entire grounds a hazard, but wanderers are still drawn to the building in search of a single door within. Though some of the doors may lead to strange and alien worlds, the Red Door in the deepest room on the lowest floor is said to take a person anywhere they wish, even to a land where the most absurd dream can still come true.

The Iron Trade - Iron is the chief export and there is no secret that men and women are paid to assassinate or bribe the nobility of Vike. Despite this, however, whispers have risen that the landscape itself is haunted, and that the increasing number of cave-ins are the land demanding a sacrifice for its bounty.

2.2.4 - Salsur

Salsur, which exists at a lower altitude barely Northeast of the pale ocean, is a landscape half-submerged by crystalline waters. The fertile islands that exist here are connected to one another by shallows that also serve to foster plant life and small fish. Strangely, the sedimentary material of these islands has been converted to glass by an unknown process. Rich with resources, both material and human, the deep ocean that dominates the continent leaves the people of the nation vulnerable to assault. As such they make deals with other continents, giving what they can in exchange for treaties to threaten away those that would pillage and burn their cities.

Capital: Bannata

Major Towns: Flotilla Morosa (Floating Wharf), Amatta

Population: 67% Human, 23% Demihuman, 4% Artificial, 2% Banre

Government: Clan Republic

Religions: Buddhist (Scattered), Christian (Scattered), Luciferan (Rumored)

Imports: Medical Supplies, Tools, Raw Materials

Exports: Fish, Kelp, Rare Earth Metals, Manpower

2.2.4.1 - Life and Society

The citizens of Salsur enjoy relatively simple lives without intrusion or the politics of the greater world. Hopeful, yet content with their lives on the whole, most of the citizens have earned what they own and spend their days maintaining their lifestyles. Their homes are the best example of this ownership of their lives, as the majority of people live on the open sea of their continent.

These floating homes are steadily improved over the course of a person's life, generators and rooms added as they acquire more resources and sold when they have needs.

These rugged individuals bow to the greater blood ties that they hold, gathering and organizing moots in order to decide laws and responsibilities of the four great families: Shark employs and directs guards and soldiers, Whale provides food for the people, Turtle is responsible for their traditions including punishment, and finally Seal is responsible for trade negotiations. Membership in these clans are maintained by the scribes within each clan. Family names themselves do not indicate which clan an individual belongs to.

Clans meet for a Grand Moot three times per year, each time inviting the allies they wish to negotiate contracts with. Each clan may only make its own agreements during this time, and may not negotiate on behalf of another clan. The result is a time of rapid conversation that, at times, devolves into marketplace peddling. However, some nations do not believe negotiation is acceptable and a raid would be a more timely, and effective, means to meet their needs.

Crimes within Salsur are handled quickly and efficiently. Labelled 'intellectual servitude', criminals are often lobotomized or, in the case of high political standing, reduced to a near vegetative state with implants and forced to do manual labor until their debt to society is paid. Whereas many cultures find this penalty to be unnecessarily cruel, the people of Salsur justify their system by pointing to the developments in organ replacement and cybernetics that allow for correction of brain damage.

2.2.4.2 - Major Geographic Features

The Cleaving Stones - A serrated ring of stones that entrap spiraling waters, the cleaving stones mark the outflow of The Undertow. Like the fingers of a predatory beast, the sharp rocks rise skyward to form a barrier that catches what few pieces of ships and submarines that manage to avoid pulverization. Those fragments and scraps that do survive are wrapped around the stones in great rings that beckon to scavengers.

The Undertow - The great network of caves that flow throughout the continent's belly. Filled with water that pushes, pulls, and tears at its victims, The Undertow nevertheless has several locations that are considered safe, where pockets of air allow resilient, hardy travellers to stop and rest before attempting an escape. Though survival is slim in these circumstances there exist great sections of stone where light cannot penetrate, and are rumored to contain treasure.

The Great Sink - The Great Sink is the continent's boundary, a roiling band of water that continuously swirls and pulls downward into the Undertow. Here the ocean is violent and cruel, capable of capsizing a ship in a heartbeat and dragging its victims into its depths.

Zamuda's Foot - Zamuda's foot exists along the Southern edge of the continent. A chain of mountains, this range both prevents direct entry into the coastal waters and forms the islands

and shallows on which people live. This safety is not total, however, as The Foot is also occasionally shrouded by mists that fall away from the fog rift and affect the minds of the citizens.

2.2.4.3 - Locations of Interest

Hammal's Archive - A small library off the coast of Zamuda's Foot, Hammal's archive is a deep facility constructed from concrete and steel that penetrates into the depths of the undertow. So great was Hammal's collected knowledge that the massive underground facility had to be expanded four times. Each instance pushed deeper into the continent, until at last the tower broke through the bottom and spread outward across the underside. Due to the constant warfare, the main entrance has been ruined and the only way to enter safely is through the lowest section, with several layers inaccessible to airborne vehicles due to the sharp, narrow crags.

Poukai Falls - A series of glass shelves on the western side of the continent. The Poukai falls have gained notoriety as a cursed spot, a place where travelers have lost their lives due to being unable to watch the currents. Though the first three drops are quite dangerous on their own, the final drop where the falls meet the Great Sink is such a narrow gap that many ships caught in the current are not dragged underwater. Instead they are flung from the continent into the abyss below.

Ripper Reef - A patch of ocean to the north of the Cleaving Stones, Ripper Reef is plagued by a stagnant mist caused by the water's expulsion from that location. Here the glass terrain is constantly moving and many have supposed that the Reef is actually some type of pumping mechanism for the land mass. The dangerous conditions, as well as the pirates and vagabonds that call the place home, have prevented any confirmation.

2.2.4.4 - Regional History

Salsur's unfortunate history begins eight hundred years ago with its discovery and colonization by a clan of Osai exiles that crash landed upon Zamuda's Foot. The native tribes of the region immediately set upon them when they began to create encampments and repair the floating barge that would allow them to escape. The ensuing fights resulted in the destruction of the remaining fuselage and the murder of all higher commanders and family elders.

The result was their replacement by Edgar Callanin. A man who was little more than a soldier at the start of the conflict, Callanin gained his notoriety by surviving the initial assault and rallying his fellow troops. Killing several tribesmen with a spear crafted from a ruined flag, the shape of his silhouette against the burning flames of their home inspired men to rise and slaughter, death denied for vital moments as the dead were given one last chance to rip at the throat of their murderers.

Within two days of the failed assault, Callanin gathered his men and marched on the surrounding villages, striking at them one at a time and claiming the heads of their own elders, leaving them without direction or purpose. One choice was given: Surrender. The tribes, broken, submitted themselves to the man's mercy, naming him First Elder of the new, unified tribe.

The tribe, originally named Ransack, went on to procure many deals with other nations to establish their independence as well as ward off attacks through a chain of alliances. Technology flowed in exchange for rare materials and food, and once their hold of the ocean was complete this tribe changed their name to Salsur. The split into the current families occurred shortly afterwards in order to maintain stability and prevent the consolidation of overwhelming power, by order of Callanin himself.

2.2.4.5 - Plots and Rumors

Though it has become stable, the constant threat of attack and subterfuge by other nations has drawn investigators and soldiers to the churning ocean. The Vahl Dominion has been the greatest threat with raiding parties that continually observe the ships and cities from afar. They likely believe the relatively primitive and simple lifestyles of the Salsur families make them a good source for manpower and breeding stock.

The Killer Whale Tribe - Not all disappearances can be linked to the Vahl. Numerous ships have disappeared from the ocean in uncontested and calm waters, only to reappear elsewhere without their owners inside. These disappearances are rumored to be tied to the fifth house of the Salsur clans, named the Orca. Supposedly this family refuses the procedure of lobotomy for criminals and sees the society as corrupt as a result. Instead they feel that wrongs are to be paid in blood and chains.

Glass Houses - The need for stone and arable land is paramount to the people of Salsur. That the landscape retains stone and farmland means that its people are able to forage and produce a wide variety of food. Even so there are fears that Zamuda's Foot may be slowly converted into glass without the people's knowledge, and that the hidden machinery within the continent will be what causes the change to occur.

Jade Winds - People have reported shapes flickering across the mountaintops of late, of lone shadows and figures waiting upon the steep cliffs when the fog rifts come close and shroud the snowy peaks. Shortly after the occurrence entire villages have lost their memories, villages far from the upraised territories, villages that then say the urns of their honored dead, have disappeared from their mantles.

2.2.5 - Chroma

Chroma floats on the Northeast edge of the Navarre, a monument to selfish desire and interconnected society. Originally nothing more than a broken ring of floating stone and soil, chroma quickly developed downward through the use of gantries, steel cables, and structural reinforcement. The end result is a cybernetic colony where a wide cap supports the economically fortunate, hanging concrete bunkers house the slums, and a singular trunk protects the industry. Powerplants provide constant electricity, illuminating the continent throughout the night, occasionally turning it into a kaleidoscopic mushroom upon the horizon.

Capital: Shell One

Major Towns: Shell Two, Ring One, Trunk (Wharf)

Population: 55% Human, 25% Artificial, 10% Demi-human, 10% Banre

Government: Meritocratic Stock Analysis

Religions: Maltheism (Endorsed), NeoRanian (Solidified), Christian (Scattered)

Imports: Raw Electronics, Raw Minerals, Consumer Goods

Exports: Entertainment, Basic Cybernetics, Advanced Cybernetics

2.2.5.1 - Life and Society

Chroma's citizens are cultivated from the smart, industrious stock that originally developed on the continent. The citizenry initially suffered from a low population due to the fractured nature of their home, but quickly expanded after several successful trade negotiations that brought in raw materials for construction.

These early days had a significant effect on the overall psyche of Chroma's people. After years of intense labor and cooperative living on small pieces of land, their society came to value space and property as the ultimate measure of an individual's worth. Citizen rights are determined by how much of this worth they possess and is amplified by how much they have donated to their fellow citizens and government. Those that contribute the most to their society are allowed to live on the uppermost layer, amongst the farmland, lakes, and country villas that are graced by the sun.

The individuals allowed this pleasure are determined every half a year, with the income generated by public servants for their individual sectors automatically added to their totals. Often this results in a 'week of compassion' from the populace, entire bank accounts emptying into charities by those desperate to live in six months of luxury and a chance to work in local government. On occasion these people are successful in their bids, encouraging others to attempt the same, though some members invest too much in the gamble. A rare few are repeatedly successful and serve to make up the continent's board of directors, men and women who determine trade deals and the direction of the nation. Those that fail too hard or too often fall beneath the minimum account balance required to maintain their homes and are dispossessed.

Debtors and criminals are both treated with pity and contempt by their fellow citizens. Unlike some nations, which may encourage or enforce sale of organs, Chroma uses collars, aux lenses, and penal neural implants to enforce subservience to others. Pain receptors are deadened, while strength and endurance are enhanced with these modifications in order to turn citizens into a tireless workforce. It is debated whether this is better or worse than the alternative; patrons that purchase modified men and women to serve their clientele.

2.2.5.2 - Major Geographic Features

Capstone - Capstone, often referred to as the Cap, is a fertile, arcing plain filled with farms that grow wheat, sunflowers, vegetables, and animals. Viewed as paradise by the occupants of the continent, the Cap maintains the smallest population while simultaneously being the lifeblood of its people by producing the food and fresh water that allows the continent to maintain its independence.

Ring One - The population center that comprises the slums of Chroma, Ring One is little more than a collection of hanging stone bunkers connected by metal platforms in some sections. A dangerous place to live, those regions with more people and more funding are only marginally better with the inclusion of guard rails and roads for diminutive vehicles. Ironically, the danger of some of these more populated regions makes Ring One a popular vacation spot for middle- and upper-class citizens.

Shell One - Shell One serves as the housing for Chroma's multiple power plants. Situated directly below the largest lake in the center of the Cap, Shell One cycles much of its heat through the waters above without contaminating them through direct exposure. These conditions make the residences within the region quite hot however, increasing the desire for basic consumer goods such as air circulation, humidifiers, and air conditioning. The heat, quiet, and seclusion also combine to make a thriving red-light district.

Shell Two - Industry, entertainment, and commerce are all performed on this shell. Lively and boisterous, the people within Shell Two strive and struggle daily to make ends meet, making sales and purchases wherever they can. Common sentiment is that if you cannot locate something on Shell Two, it may not actually exist.

Trunk - The primary dock of the continent, Trunk comprises the external surface of Chroma's distended body. Gantries are in constant operation here, repairing, refueling, and recharging ships as they dock and leave with a dizzying frequency. A hive of information, some ships merely dock for an upload of market prices before hurrying to their destination in an attempt to sell it.

2.2.5.3 - Locations of Interest

Daruka Spire - The Daruka spire is a single spiraling tower that rises from the western edge of the Cap. A glittering ivory horn, the citizens of Chroma have stated that the horn has always been there, an ominous talon that reaches towards the heavens. Cavernous entrances line its surface, hinting at something that lives within, suggesting treasure, but none that have wandered within have found success.

Ring Two - An abandoned expansion for the slums of Ring One, Ring Two was intended to house the prison population of the citizenry. It was hoped that the men and women that lived here would see proximity to their families as a mollification factor, but this desire was never fulfilled. Instead virulent outbreaks caused the half-formed ring to be shut down. All elevators and stairwells were sealed shortly after the notification was received. Transferred engineers and prisoners were left to die so that the diseases would not reach the rest of the capitol.

The Guts - A complex series of pumps, elevators, vacuum tubes, engineering workshops, and single-room apartments that fill the insides of Chroma, the Guts are the veins and arteries through which all material passes. Labyrinthine and narrow, accidents within the corridors are presumed to be common, however the workforce does not often find the bodies quickly enough to keep an accurate account of mortality.

2.2.5.4 - Regional History

Chroma was founded by its native human population seven hundred years ago. Constantly rising in numbers, only to be culled by a lack of resources, the tribesmen of the continent were consistently reduced to prehistoric levels of cultivation and industry. Each time a portion of the continent would grow too populous they would exile dissidents to other portions of the continent, only to be destroyed by them later.

Warlord Vangr was the first to break this cycle, subjugating the other tribes under his rule rather than outright destroying them. In return they were to entertain and amuse him and his soldiers, and in turn would help heal the wounds of their wars. After stabilizing the population by exploiting the territory's fertile soil, he set about creating primitive trade routes between the villages to assist each other. Stocks of food became readily available, and thus the only limitation became space.

Director Sundel of these stocks came to prominence two hundred years later, during a drought that threatened to kill off much of the population. Though it was against the regulations that their people had held to since Vangr's time, he released the stores of his own stockade to the public and forced others to follow suit. This act granted him the respect of the people and political power, starting the Week of Compassion in celebration.

All was not compassionate, however, as Sundel was a harsh negotiator for his stock. He traded for worthless expanses of stone and iron, construction materials that he dreamed would spread across the great hollow in the ring-shaped continent. Years passed as his laborers toiled and

refined the humor and satire founded beneath Vangr, until, at last, fifty years after his death the first structurally solid beam was put in place. What followed was an explosion of industry, of desperate manufacture to see their dead leader's dream fulfilled. The Cap was finished twenty years later, and as the first ships landed to trade with the indigenous people their surplus food brought them more technology, more skilled labor, and a better chance.

Now Chroma exists as a floating, inverted spire glistening with technology. Though overpopulated, its people are relatively civil and enjoy the modern conveniences of electricity and unfettered access to the Electrosphere. They produce food and entertainment for the whole of the Navarre, from tame to exotic, and their intelligent minds have turned to the realm of cybernetics to further their earnings.

2.2.5.5 - Plots and Rumors

Replacement Metals - Not all the materials that arrive at Chroma are of the highest qualities. Many pieces of the continent's infrastructure require continual repair due to the consistent strain, and therefore these low-quality materials can cause serious harm and injury. Most times the inferior products are caught and rescinded, sometimes they are not.

The Dead Space - Gangs collect on the lower limit of Ring One, but they're still forbidden to enter Ring Two. Any breach of this quarantine is quickly investigated by police and military agents alike, but still rumors persist that some of the more desperate population has found a way down to the incomplete prison system.

Runner's Gauntlet - Whispers of an easy way to collect money often spread through Chroma like wildfire, only to be tamped down and hidden as truth or court cases come to light. The Gauntlet, however, has persisted through the ages, a deadly race within the Guts and across Ring One. The rules are supposedly simple: Get first place and kill anyone in your way.

2.2.6 - Osai

Osai is an arid landscape that exists to the North of the pale ocean. Dominated by five towering mountains, the continent of Osaid is shaped similar to a cupped hand. The palm of this hand holds the land mass's only other defining characteristic; an internal freshwater sea. With a history dominated by wars in foreign territory, most of which involve their military contracted as mercenaries, the people of Osai have built an ideology from their profiteering.

Capital: Delar

Major Towns: Trademeet

Population: 40% Human, 50% Artificial, 9% Banre

Government: Technocratic Junta

Religions: Malthesim (Established), Tyric (Rumored)

Imports: Technology, Finances, Personnel, Medical

Exports: Military Hardware, Weaponry, Artificial Intelligences

2.2.6.1 - Life and Society

Osai's military has taken the place of its government for the past six hundred and fifty years. As such, its people trust wholeheartedly in the machinations of their leaders, even when those schemes and plans pit their mercenary citizenry against itself. Though such occasions are rare, these events have shaken the faith in the command structure severely and placed multiple lower level commanders in direct conflict and contest with their superiors.

Originally this contest was disallowed and strife grew between the various groups. After a brief period of internal fighting, however, the Osaian people ceased to contract themselves as ground troops in foreign wars. Instead, they focused their technical aptitude on the construction of drones and artificial bodies that their consciousnesses could inhabit or control remotely.

This usage of drones and artificials extended into everyday life, with machinery cultivating land and producing products for the militarized people. Remarkably, Osai has been extremely progressive with its view of their serviles that become self-aware, offering full citizenship upon their awakening. This stance, however, is often juxtaposed by their punitive system and reliance upon exile rather than imprisonment and personal reform. Criminals that choose not to leave the nation are often conscripted and sold to other nations or are summarily executed for their malfeasance.

2.2.6.2 - Major Geographic Features

Five Fingers - The Five Fingers form the dominating landscape of Osai. A series of tall mountains with harsh ranges between them, the Five Fingers have both protected Osai from external assault as well as limited the growth of its population. The towns spread between the high peaks are often small and secluded, centered around what limited fertile terrain can be used as farmland.

The Palm - The central region of Osai, the Palm consists of a single enclosed ocean and its surrounding desert. Attacked by both traitorous clients and disgruntled enemies, the people of Osai only use the shifting sands for mining and as the brain of their military junta. What few trade ships wish to sell to Osai are forced to land here, further discouraging attacks.

2.2.6.3 - Locations of Interest

The Nexus - The Nexus is the heart of the military state of Osai. Located within the Palm, the Nexus is located on the democratic government's capitol. What was originally burned to the ground by the Vahl, then later by Dorma and the Hive, has since been transformed into a

stronghold. Attacks have been further discouraged by five large electromagnetic-assisted gun batteries capable of knocking spacecraft from the sky.

The Ripping Field - A testing site on the outskirts of the Palm, Ripping Field is the sole location on Osai not tainted by sand. Samples of the rich black soil have indicated that the field is fertile and the temperature is ideal, however nothing grows within the region. Excavation has been strictly prohibited by the junta.

2.2.6.4 - Regional History

Osai was originally a collection of farming and fishing villages isolated from the greater Navarre. Uninvolved in the majority of conflicts, the people of Osai developed many fine arts and traded amongst themselves. Citizens participated in a democracy and were expected to wield weapons only for the purpose of hunting and protection from the elements.

When the Vahl Dominion discovered the people there were of a genetic stock they did not have access to, they immediately overran the citizenry within the Palm. Slaves were taken En Masse and the government was destroyed overnight. Those that were safely tucked away in the mountains were able to escape the assault, and those survivors determined that they would not be taken advantage of again.

The Junta was originally created as a temporary measure, only for an invasion by Dorma to extend it. Forced into a costly defensive war, Osaid became indebted to other nations and lent its troops as payment. This began the tradition of voluntary service and taking as many contracts as possible, which ultimately culminated in a betrayal. In a single city siege, Osaian citizens were massacred en masse by their peers.

The mass exile that followed for the traitors of their nation, people who had been previously following their contracts to the letter, determined that a change was required. In order to prevent another incident, the military junta focused its interests on creating secret projects as well as the mass production of artificials and drones to fight with greater efficiency and lower cost.

2.2.6.5 - Plots and Rumors

The Secret War - Osai is always at war, with any nation for any price. Even so, it is rumored that Osai is at war with the Iron Empire without a contract being signed. The reason for their aggression is a breached agreement; that the empire never fulfilled an obligation to protect their people during an assault.

Project Ubersturm - With so many minds geared towards war and defense, Osai obviously has many secret projects. That said, there are those that believe the few unveiled test videos as well as whispered trials are only those with the lowest risk. There are supposedly more dangerous prototypes spread throughout other continents, some even within the wastelands of the Basin.

2.2.7 - Dorma

Not truly a single continent, the western realm of Dorma consists of large rocky chunks tethered together by bridges and steel cable. Sometimes referred to as the Tiers, Dorma's citizens have cultivated the sheer cliffs of their fractured landscape. Primarily used as farmland, the vertical stacks provide a surprising amount of food for their populace as well as stable land for houses. The flat terrain atop the fractured landscape is reserved for military and construction, even nobles are required to live along the stony sides.

Capital: Dian

Major Towns: Huoyan (Forge City), Tian Ya (Harbor)

Population: 44% Human, 30% Demihuman, 10% Artificial, 15% Banre

Government: Imperial Nobility

Religions: Neordic (Scattered)

Imports: Manpower, Iron, Cybernetics

Exports: Steel, Weaponry, Armor

2.2.7.1 - Life and Society

The majority of Dorman citizens were once immigrants from other nations. Naturalized by mandatory military service, many of these citizens live comfortable lives after their military careers working in the smelters on the continental flats. Those of a high enough rank are allowed to work within the Tiers, in the fertile farmland. Those of the highest peerage are given a place within the noble houses that organize the military as well as the distribution of goods, though in these cases their service is never considered concluded and, therefore, they are not often displaced.

The peerage of military governors are responsible for the citizens within the cities, overseeing trade and policing of the imperial policies. These policies are dictated from the capitol city, Dian, which is distinct due to its placement on the flats of a continental island rather than its side. Called the Sunkissed City by its residents, Emperor Sukahn has remained in power for multiple generations, with his eldest son, Theodore Sukahn, increasingly becoming more involved in state policies.

Citizenry are allowed to buy whatever goods they wish, though they are prohibited from owning firearms if they are not a part of the nobility. As such most citizens defend themselves with spears when travelling and carry swords or pistols that can be easily disposed of or concealed when not in use. The rampant black market has also allowed other conveniences to grace the nation, though importing such goods requires numerous bribes or significant political clout. Thankfully Theodore seems to be relaxing his father's restrictions on luxury and entertainment which has curbed the black market's influence.

2.2.7.2 - Major Geographic Features

Fragfalls - The lowest island that makes up the continent, the Fragfalls are nothing more than clusters of rock and what few structures that the adventurous have seen fit to build. The ultimate destination for the waters flowing from Russunta Lake, the lip of the continent is covered in waterfalls that give it its name.

Russunta Lake - A lake suspended between several continents, Russunta provides water for the rivers that rush between the various towering islands. Those ships that are attempting to access the black markets must often follow these river paths and have shown that there often is no rock to support the water, merely inertia and unknown forces keep it flowing from point to point with excess spilling in great streams.

Sohi Mountain - A large spire that billows smoke, Sohi Mountain is one of the few active volcanoes within the Navarre. Constantly billowing smoke and disgorging molten material, the region is a natural choice for the smelters used to create weapons and armor.

2.2.7.3 - Locations of Interest

Donhin Spire - A bone white spire similar to the others that are spread throughout the Navarre. Donhin spire is a needle pointed towards the sun itself, a jagged and rigid structure that strikes upward and arcs at its apex. So far none have climbed the structure to its highest point, and the thorny surface prevents an airborne drop onto its tip

Fort Talvin - Rumored to be constructed by Osaians, Fort Talvin is a fortress built onto the underside of the continent. Filled with automated drones powered by and fused with black technologies, Fort Talvin is considered a treasure trove for the fragments that fall to the basin below. Many have attempted to invade the structure, but have been beaten back by the weaponry embedded within.

2.2.7.4 - Regional History

Dorma was founded centuries ago and, by some accounts, is considered the first nation to form within the Navarre. As such, the Dorman people took it upon themselves to spread their ideology of a perfected society and government to all regions. After several wars with the native tribesmen of other countries, each one resulting in defeat at worst and a toehold at best, the Imperial city was forced to withdraw from its ambitions.

The premature battles had destroyed the coffers of the nation and caused poverty among its people. Forced to take austere measures and fearful of a counter-attack, the people hid between the islands. Beasts of burden were bred to carry trade goods up and down the narrow paths that protected the cities, and vehicles remain rare as a result of their territory.

In modern times the same surefooted beasts are still used and vehicles are mostly frowned upon. Swordsmanship is viewed as an art form as well as a way of life, while guns are viewed as the weaponry of an outsider and a subversive. Trade has only recently begun to return to the nation under Theodore's reforms, and the materials and goods that are sold go towards social incentives and benefits that the people desperately need.

2.2.7.5 - Plots and Rumors

The Dishonored Prince - Due to their vast differences in world-view, many people wonder whether Theodore and his father are actually related by blood. The most malevolent of these rumors suppose that Theodore is illegitimate, a son born to a mistress that has supplanted the emperor's true son.

The Windwarden - One of the most frightening stories told to Dorman children is that of the Windwarden. A white-feathered ghost that swoops through the canyons and rifts between the islands, it is said that the Windwarden only screams when it snatches a victim from the bridges between the cities, ripping them and their mounts free from the rope pathways before tearing them to shreds.

2.2.8 - Vahl Dominion

An alien realm high on the southwestern border of the Navarre, the Vahl Dominion is hostile to all other territories. Alliances are often few and far between, created out of necessity and with substantial bribes given, only to end in betrayal. The Vahl Dominion actively endorses servitude from all it captures and runs through its captive populace at an alarming rate. The sloping fertile plain that dominates the continent should render this activity obsolete, however the alien species culturally demands the subservience of all others.

Capital: Vahl'Act

Major Towns: Vahl'Rehm (Harbor), Vahl'Suuk (Slave Market)

Population: 60% Xeno, 20% Human, 14% Demihuman, 5% Banre

Government: Zealous Theocracy

Religions: Vahlian (Governmental), Christian (Crushed), Luciferian (Endorsed)

Imports: Manpower

Exports: War

2.2.8.1 - Life and Society

Vahl's upper class consists entirely of extraterrestrial life, lead by the Egol species, that dictate all rules and traditions through their collective faith. For these creatures, life is built upon the backs of their slave castes and their life's work. The priests of their religion demand eternal war

and conquest, complete consumption of the Navarre and usage of its resources. Only when the last continent is controlled by their might will their golden age begin.

For those outside of this upper caste, the rules are quite different. Extraterrestrial citizens are pushed to work constantly and be ready for deployment at a moment's notice. They produce weapons and refit stolen arms and armor with their own techniques in order to make them more appealing and painful. Even so, they often do not receive enough supplies from their leadership and rely upon purchases from the few merchants willing to make such a dangerous trip for the chance to buy back lost family members.

The lowest caste are the slaves and the unwashed, unclean Banre, the hybrid offspring of humans, demihumans, and their captors. These people have no rights save for what their masters afford them. Electronics, Cybernetics, and prosthetics, even life-saving ones, are forcibly removed and disallowed. Many die from the cruelty, and those few kind masters that do exist are often expunged by their more violent peers. Escape is rewarded by violent electric shocks distributed from their manacles and collars, ultimately terminating with an explosion should the slave take too long to return.

2.2.8.2 - Major Geographic Features

Gold Flats - The majority of the Vahl Dominion is made up of the sloping fields called the Gold Flats. Named after the overwhelming prevalence of wheat, the region remains dangerous due to a native wolf population that the Vahl refuse to completely control. Often the wild animals are seen as more valuable than the slaves that are lost by their presence.

Dorust Grove - The heart of the capitol, Dorust Grove is a placid and serene lake surrounded by dense and vibrant forests. The singular island at its center serves as the seat of power for the entire Dominion, a temple dedicated to the god they worship.

2.2.8.3 - Locations of Interest

Vassin Spire - An ivory tower similar to those that dot the Navarre, the Vassin spire carries a hauntingly different appearance. Covered in red eyes that watch all that travel across the continent, the Spire is worshipped by the Vahl and praised for its gaze. A living creature with ghastly limbs, it occasionally plucks slaves from the fields to satisfy its hunger.

Grost's Encampment - No more than a collection of tents and ramshackle buildings, the encampment of David Grost is the only location safe enough for outsiders to land. A collection of mercenaries, they specialize in the acquisition and liberation of slaves within the Vahl dominion, though at a significant price point.

2.2.8.4 - Regional History

Originally nothing more than an open grassland that Dorma and Osai intended to exploit, the Vahl dominion was quickly and violently established when their ships broke through the cloud bank at the edge of the Navarre. After a colony was established, the inhuman hordes began a series of probing strikes that were battered back within the dominion's borders..

Hedonistic and relentless, the Vahl's religious caste, known as the Egol, declared a holy war. The announcement was broadcast to the entirety of the Navarre in English, a fact that stunned many of the citizenry into silence. Their arrogance, however, was well-founded. While the human populace debated whether the creatures could be reasoned with, and whether there would be a possibility of a peaceful resolution, the Vahl spearhead struck at the Atani Hive and Salsur, razing several outlying villages.

It was only the timely intervention of the Iron Empire that prevented these first sets of slaves from reaching the mainland. In a fierce, violent encounter, their ships launched without the permission and clearance of any other nation, the full compliment of their forces meeting with the threat in midair. In a few brief, violent moments the Vahl ships were sent careening towards the basin. As none had requested assistance, it is unknown whether the Iron Empire was aware of the civilian casualties their surprise attack inflicted.

2.2.8.5 - Plots and Rumors

The Bleak Church - It is rumored that the religious Vahl are in service to one of the ancient, primordial creatures known as the Bleak. Some theorize that they worship multiple entities simultaneously, despite the fact the nature of the beings to attack each other. Further speculation has been presented that their attacks are not a unified front, but factions in search of sacrifices.

Language Connections - So little is known of the Vahl's native culture that the usage of English was a horrifying revelation. The majority of texts are in english as well, while military information uses codes and referential language that translates easily with a cipher. Some wonder if the Vahl have been stalking humanity, or perhaps they may have even been human at one point in time.

The Signal - While some busy themselves with the origin, religion, and culture of the Vahl, others work on more practical problems. Despite the fact that the Iron Empire actively combats and kills dominion soldiers, the Vahl have managed to continue capturing slaves at an extraordinary rate. Grost, a man who lost his sons to the dominion, has noticed similarities between the collars distributed by the Iron Empire and the devices the Vahl use and has spurred a movement towards freedom for the enslaved.

2.2.9 - The Basin

The largest continent within the Navarre, The Basin lies beneath all others. Centered directly beneath the pale ocean, The Basin is protected from constant rainfall by a barrier of turbulent winds that separate it from the lands above. Only specialist vessels and skilled pilots are able to traverse this expanse, and those who fall down to The Basin must pay either exorbitant fees or stow away on vessels that might never break through on their ascent.

Capital: Scrapheap

Major Towns: Beneventro, Kelstram, Trost, Verdantine

Population: 40% Human, 20% Demihuman, 15% Artificial, 20% Banre, 5% Wormblood

Government: Representative Republic

Religions: No Endorsement

Imports: Food, Water, Manpower, Construction Materials

Exports: Anomalous Materials, Mana, Manpower

2.2.9.1 - Life and Society

Life in the badlands of The Basin are quite tough for their inhabitants. The government for the region is split among multiple cities that maintain their own militaries and laws. Said laws of these nations are basic at best, ensuring that people are allowed property and the right to travel through the city walls in exchange for taxes. Court cases over legal matters are settled by representatives of each district and terminating with the representative council for the city. These representative councils interact with one another when discussing disputes that cross between two separate cities.

Slavery is a cornerstone of The Basin's penal system, as well as its labor force. Those that own slaves are as varied in their treatment as their histories would suggest, with men and women from all walks of life filling the ranks. Isolated from the safer realms above, they all share a sense of stoic individuality that borders on fatalism. It is this same isolation that has allowed the otherworldly a place in their society, with minor, yet sentient creatures participating in trades and mercantile endeavors.

Luxuries within The Basin are often recovered from the debris that crash through the pale ocean above and survive impact with the surface of the continent. Welders, engineers, and technicians crawl over the remains of great vessels and carve them apart within hours, transporting the remains to the cities for either sale or personal use. The money to be earned from these expeditions ensures the attention of both mercenaries and raiders, both of whom are all too aware of the badlands' fickle nature.

2.2.9.2 - Major Geographic Features

The Dunkirk Sprawl - One of the largest uninhabitable zones, the Dunkirk sprawl is a massive region along the southwestern edge of the continent. Ruined by an outpouring of mana from a

skyfallen vessel, the bubbling black morass remains a treasure-trove of anomalous materials for those willing to risk death.

Tierfalls - For the longest time the northern Tierfalls were the sole source of surface water for the continent. A massive underground spring fed from the core of the continent, the mountainous region consists of bowl-shaped steppes lined by stone walls. These walls were created by the cannibal tribes to prevent the escape of their slaves and to this day numerous ruins of their structures dot the fifty-mile mountain range.

Rhinecliffs - The southern edge of The Basin is covered in mountainous terrain and deep valleys. Perpetually blanketed by snow and buffeted by winds due to its high altitude, the Rhinecliffs invite expeditions with high-quality iron and minerals hidden within the shallow caves. The true wealth of the Rhinecliffs rests within the snow that accumulates in massive drifts, a source of fresh water for those communications..

The Gout - The living remains of the Great Tree that have breached the northeastern reaches, The Gout is a verdant and fertile series of slopes that lead towards a singular, suspended platform. The sap that flows from this central, thriving point is filled with nutrients that make it possible to grow crops, though the barbaric tribes that still haunt the boughs see it as bait to capture others.

Kavani Dustlands - Though the badlands that dominate the The Basin are forever parched and heated, they remain filled with life. Scorpions, horses, bison, and mutant creatures that can call any number of animals a relative thrive in the landscape. The majority of these leave human beings alone, but even so a great many are predatory and see a wanderer as just another source of protein.

2.2.9.3 - Locations of Interest

Craterfield - The thinnest sections of The Basin cannot withstand impacts, as proven by the Craterfield. Here, repeated Skyfalls have shattered the continent with deep crevasses and holes where falling debris have punched through and fallen into the Ash Flats far below. Those brave enough to risk the fall may find an easy way down to the Great Tree, or even valuable fragments of spacecraft.

Hassel's Saltflats - A blighted region within the Kavani Dustlands, Hassel's Saltflats are a wide, barren, and flat expanse that hungrily consumes those that become lost within. With no landmarks and only predatory life, anyone without a compass and a map can easily find themselves deeper than they intended and facing an incorrect direction.

Lenspath - A circular scorch that surrounds the center of the continent, the Lenspath is immediately noticeable by the smell of burning cinders. Caused by a beam of focused light caused by both the sun and the Pale Ocean above, the only way to safely traverse the Lenspath

is to wait until nightfall before making a crossing. Due to this, only adventurers and couriers that require speed will willingly make such a trip.

2.2.9.4 - Regional History

The Basin was originally viewed as little more than a dumping ground for dissidents and criminals, a realm from which people would not return. That the region seems to only bring back those that died beneath the wind barrier, while those above only returned from death amongst the myriad continents, had only reinforced that notion. As such, the continent was ruled by raider-kings that seldom worked the land for farming. In the early years cannibalism was often indulged as any source of food was needed.

Cannibalism within a family or tribe was discouraged by the ruler of the land, Khan Omar. A king that indulged all vices with the flesh of his slaves, his death came swiftly from a meal that was not prepared properly to his liking. Still alive, covered in blisters and charred skin from his time in the royal ovens, a slave erupted from the central feast and gouged his master's eyes and throat before succumbing to his injuries. Overnight, the presence that prevented the families from feeding on one another disappeared and the slaughter of the families began. Over the course of ten days the cannibal families were destroyed from within and the slaves they owned slaughtered the few that dared to hold them.

These brave souls set about building their own cities, terrified that the cannibals would return with the cycle of death and rebirth. Great walls surrounded their homes, and the largest supply of skyfallen materials known as Scrapheap became their negotiated capital. In the time since its foundation, these cities have grown larger and divided, with each one hardly trusting another.

2.2.9.5 - Plots and Rumors

Kelstram's Hunger - Though the cannibal cults have long since dissolved, there are still rumors and whispers that they may return. While many have forgotten, there are rumors and disappearances that plague Kelstram, often of slaves or vagrants that wander the city. Recently, however, citizenry have also begun to disappear.

The Golden Wind - One of the largest skyfall events involved the impact of a black ship within the sprawl. Known as the Golden Wind, the massive vessel promises great rewards for any that can challenge its environs, and that can survive its whispering depths. So great are its rumored benefits that the governments that rule the cities have sent penal slaves to their deaths in great droves just to attempt to breach its hull. Many have come to the opinion that the cities may be doing so in order to relieve the number of dissidents within the walls.

Silver Marches - Rumor holds that bitter winds blow from the Rhinecliffs and carry the taste of metal. Silver powder flows on the breeze, shimmering in the air as it travels across the badlands. Those familiar with the region claim that such is a sign to hide and seek shelter, for

the soma within the air turns all it touches to silver-laced stone. The few human statues made of such a material are a rarity, and the only support such a claim possesses.

Forest Whispers - The Gout forms from a massive hole carved within the core of the continent. The path down leads to Yudra and to the Ash Flats far below. The path however, is haunted by whispering words that flow from the depths and a foul wind pulls and pushes at any explorer that traverses the tunnel as though it were alive.

2.2.10 - Yudra

A hostile and savage bramble that drifts beneath The Basin, Yudra salvages its limited light from the holes in the continent above. Caught in an otherwise eternal twilight, Yudra is a savage territory where three great kingdoms remain locked in war. None have reason to travel so low, and thus the inhabitants have been left to their bloody infighting.

Capital: None

Major Towns: Tolomvor, Kaladel, Ikkeku

Population: 92% human, 7% Wormblood

Government: Feudal

Religions: Luciferian (Present)

Imports: None

Exports: None

2.2.10.1 - Life and Society

The people of Yudra have little to call their own. Reliant upon old technologies and simplistic weapons, they are forced to toil on plots of arable land present in the branches. Each is maintained by the lords of the realm, who themselves swear fealty to one of the three kings of Yudra. As vain as they are mighty, these three kings have given their last names to their central cities of Tolomvor, Kaladel, and Ikkeku.

The three kingdoms mirror the architecture and philosophy of realms from Earth, with Kaladel emulating Europe, Tolomvor India and Russia, and finally Ikkeku Asia. Despite their differences, all three claim that they are on guard against greater threats from below. As such, the people of the realm are outwardly hostile to all outsiders and are willing to repel any invaders with convenient alliances.

Horses and wagons form most of the transportation options for the realm of Yudra. Those with other vehicles must rely upon external supplies, self-replenishing technologies, or eventually abandon their devices as they wear down and break. With no way to create gunpowder, citizens and even outsiders are required to rely upon hammers, axes, swords, and bows as well as chainmail, leather, and plate armor.

Laws are passed by the kings of the realm and maintained by the guards. Those instances where society is disrupted, but a law has not been violated, are resolved by royal fiat. In many cases individuals have violated a law prior to its passage and are punished by soldiers and guards alike, their property confiscated and given to their king in a show of fealty.

2.2.10.2 - Major Geographic Features

The Glitterleaves - The uppermost branches of Yudra, the Glitterleaves is the realm which nobility, kings, and the elite live. Those of lesser means are delegated to servile tasks and forced to make a daily trip from the Boughlands to their place of work. Assaults and combat are frowned upon here, and any offenses are addressed with a duel and a judge.

The Boughlands - The warzone of Yudra and the realm which the unwashed masses are allowed to live, the Boughlands support many farms as well as mines. Despite being cast in an eternal twilight and dawn by its location, the Boughlands remain rich in resources. Possession of these resources is eternally contested by both the citizenry who are regularly conscripted into service and the professional militaries of the kingdoms.

The Brineshades - The lowest location of Yudra, the Brineshades are a damp realm that hovers miles above the Ash Flats. A burial ground used to feed and maintain the wood of Yudra, men and women are forced on pilgrimage to the muddy soil in order to discard their dead. As monsters easily roam this region, hunting for prey, some villages commit the crime of discarding their corpses over the nearest edge instead.

2.2.10.3 - Locations of Interest

Balsareed - A small town at the center of the Glitterleaves, Balsareed is considered a treasure to be held by the three kings. Unlike all other regions of Yudra, the isolated branches of Balsareed contain the few viable shoots of the great tree that remain. It is the hope of the people of Yudra that they can grow more of their realm with these viable branches and, as a result, the three kings lust for possession.

Slugfort - A den of damp earth between the Boughlands and Brineshades, Slugfort is a lawless, subterranean fortification created by the brigands and thieves that have evaded royal justice. Unlike the realms above, these inventive individuals have defied tradition and built primitive firearms in the hope that they can gain power and prestige despite their looting.

Mirrorpool - A placid and pristine lake within the Brineshades, the Mirrorpool is thought to be created from a hollow shell of some gargantuan monstrosity. Though there is no flow of water and it remains still, so far the water has not depleted as people have drawn from it and has not spoiled in the dank, sunless air.

2.2.10.4 - Regional History

As far as the rest of the Navarre is aware, Yudra has always existed. Locked in a feudal age with citizens and that mostly refuse to advance further, under threat of punishment by their kings no less, the realms above have refused to negotiate trade or information. The war that continues between the three kingdoms has become a numb wound to the populace, a deadened backdrop to their everyday lives.

All recent communication with the realm has been purely for the sake of travel to the Ash Flats below as well as the recovery of lost personnel. Those that fall so low, however, often do not have much of a chance. The most recent attempt at recovery involved lord Tolomvor who promised a return of a soldier who had fallen from the Basin. Rather than ensure his safety, however, the king presented the brutally battered man to the recovery team shortly before he was beheaded.

The resulting charge on the recovery team resulted in two additional deaths. After this event a global set of instructions were provided to the Navarre on the whole: recovery of any individual must be discreet and rapid. To do otherwise is to doom the fallen individual to cruel torture and murder.

2.2.10.5 - Plots and Rumors

Heresy - To engage in blood rites and contracts with the otherworldly is considered the deepest taboo. Despite the rapid punishment by soldiers, guards, and peasants alike, cults continue to spawn within the Brineshades. A number have even been found in the capitols and, as a result, the kings now eye each other with suspicion. Some even claim that these cults form the foundation for the eternal life of the three kings.

Ikkeku's Heir - After centuries of assassinations and murders of royals and nobility alike, a single heir is rumored to have survived. Rather than embrace his father's legacy, however, Ikkeku's child has hidden within the blackguards that wander the lower branches of Yudra. Some even claim that he has risen to a position of leadership amongst them all.

2.2.11 - The Fog Rift

The Fog Rift exists at the edge of the Pale Ocean. Created by the falling waters, the realm is littered with debris of destroyed ships as well as chunks of destroyed continents. Black technology caches are rare, but ever-present, leading many to traverse the ghostly mists in search of a quick payday.

Capital: None

Major Towns: None
Population: None
Government: None
Religions: None
Imports: None
Exports: Black Technology

2.2.11.1 - Life and Society

Being a realm mostly devoid of life, the Fog Rift lacks a cohesive society. Those groups that wander through them are often only there to scavenge or hide after raiding a transport travelling between continents. The cutthroat nature of their chosen careers make them unwilling or unable to join or form a society beyond their small communes or ship crew.

Another key trait of the Fog Rift are the cases of amnesia and forgetfulness that arise among the wanderers. Those that go without a gas mask and a filter find themselves unable to remember key moments of their lives the longer they are exposed to the mists. Eventually, the body shuts down completely. Resuscitation in these cases will return consciousness, but present an individual that has no memory of their past.

2.2.11.2 - Major Geographic Features

The Aegis - A cluster of larger debris that is continually tossed by the edge of the Pale Ocean, the Aegis serves as a ring that prevents direct travel into the waters. The number of large wrecks within the region has caused many explorers to raid the area, risking life and limb for building materials and salvage.

2.2.11.3 - Locations of Interest

The Tomb of the First Dead - A small island lost in the Fog Rift, the Tomb of the First Dead contains the body of a man that failed to be reborn into a new body. Guarded by a single demon with metallic limbs, the tomb is a site of pilgrimage for many who wish to learn about the world or of the traditions that the demons hold to.

Blackheart Folly - A pocket of air cleared by unknown means, Blackheart Folly is dominated by a singular tiered landscape. Pristine water flows from a reservoir at its center, filling channels within the streets of the structure. This water supply provides for the planters throughout the structure as well as the many creatures that live within the structures and rooms. Altered and formed by a man named Victor, most of these beings are available for sale. Many are sentient, and the requirements for each one's purchase are known only to their creator.

Sansricht - A small tribe of scavengers that have collected on an island of slow-moving debris, the people of Sansricht are said to never reveal their faces. Also named the 'Ghost Division' the

scavengers gained this name from their strange clothing and weapons. The people of Sansricht themselves claim that they once served in a great war under a two-headed eagle, but the specifics are never able to be brought forward.

The Painted World - Though access to the painted world may be bound anywhere, accessed through pouring fermented ricemarrow on shrines of deadstone, the Fog Rift holds the greatest number of entryways. The painted world exists alongside the Navarre, mirroring it, great branches of a still-living tree reaching up from the Ash Flats and spreading to every continent and every ship on the broken ring. The world itself acquires its name from the way the realm alters perception, forcing everything to appear similar to an oil painting. The realm resists human influence, every building appears to be a broken twin of its real-world counterpart. Finally, creatures cannot become incorporeal within this realm, and though items may seem fanciful they remain real.

2.2.11.4 - Regional History

The Fog Rift has existed for as long as the Pale Ocean. Many tribes have sought to settle the region, but all except Blackheart's Folly and the Sansricht have fallen victim to the effects of their environs.

To date most people avoid the Fog Rift, seeing it as cursed. Often transports will travel the longest route they can, just to avoid pressing through the deep banks and risking a collision. This propensity has only increased with the arrival of the black fleet, when additional debris joined the environment and filled it with more inhuman creatures.

2.2.11.5 - Plots and Rumors

The Black Mist - The worst nightmare within the fog rifts is the Black Mist. A wave of darkness that eats all light, stories say that it is a horde of creatures that strip flesh from bone and consume the souls of the lost. Others claim that it is a superweapon, a living tear that lances through man, woman, and child without care and leaves their guts scattered on the winds.

The Wake - The Wake refers to the thin piece of ever-tumbling debris at the bottom of the Pale ocean. The oldest and heaviest structures and fragments exist here, and many have lost their lives attempting to either pull pieces free or dive into the pummeling depths.

2.2.12 - Atani Crestlands

The Atani Crestlands are a southern land of snow and ice. Large, rolling hills isolate its citizens from the outside world while the brutal, eternal winter forces the population to cloister together in cramped confines. Though there are a few isolated villages, the only city to exist is the Hive, a

walled city kept warm and safe by the massive number of human bodies kept in close proximity to one another.

Capital: Hive

Major Towns: None

Population: 70% Human, 5% Demihuman, 20% Artificial, 4% Banre

Government: Totalitarian Dictatorship

Religions: State Divinity (Endorsed)

Imports: Cybernetics, Medicine, Power

Exports: Advanced Technology, Biological Weaponry

2.2.12.1 - Life and Society

Space is always at a premium for the Atani. Though the walls that encircle them slowly build outward over time, they do not do so with enough speed to encourage a large boom in population. As such, reversible sterilization techniques are commonplace for the populace to ensure that supplies and trade can be more easily regulated. Aggression is reduced by these surgeries with medicines provided to those that remain antagonistic.

The only individuals above such treatment are those that run the supreme council of the Hive. A group of nine individuals, shrouded in secrecy and selected by previous members of the council, the supreme council determines all laws, all punishments, and all behaviors that its citizens will engage in.

The punishment for engaging in taboo acts is the use of their cybernetics by the council and the nation on the whole. By using modifications that other nations, even Chroma, would consider sickening, the council is capable of reducing the neural activity of criminals and, instead, using that processing power for their own needs. Due to this primary punishment, all laws are weighted equally in the eyes of the council. An individual would only find a difference in the time they would serve should they commit a murder or a common theft.

2.2.12.2 - Major Geographic Features

Crestlands - The majority of Atani consists of the Crestlands. A circular expanse of rolling hills and plateaus that appear similar to scales when seen from above, these glacial shelves are filled with raw materials and ores that are continuously buried and renewed. Paths continually shift and villages are often carried from place to place on the backs of great beasts, planted only for a time before being moved.

The Molten Lake - The heart of Hive, the molten lake serves as the pounding heart that keeps the city warm. A zone of obsidian marks the edge of the lake's reach and the soil on the other side is lined with fans and vents that siphon heat and make the city bearable.

Jonru's Wall - The barrier that shelters Hive from the outside world, Jonru's wall has been constructed to keep the heated air within the confines of the city. As a result the temperature drops immensely on its rim, plunging the wall into an eternal storm that provides drinking water to the city itself. The ocean-like moat outside the wall is filled with freezing water, kept liquid only by the blowing winds and the radiant heat bleeding through the barrier. Should the wall break, the city would become flooded.

2.2.12.3 - Locations of Interest

Okkor's Spire - A grand, prismatic blade that rises from an island within the Molten Lake, Okkor's Spire is a terrifying sculpture to the inhabitants of Hive. Most citizens look away in fear, and the brave are able to gaze upon the ash-soaked base. Even so, few have dared to walk through its open doors and only a handful have returned.

The Evershift - A deep glacial tunnel, the evershift consists of the hollow spaces that form from the flaws in the glaciers that spread out from the center. Smugglers often hide caches of rare materials and medicines in these spaces, though just often they are lost when the ice shifts. Eventually the pieces within become lost when the ice stretches too far and snaps off, falling and melting into the skies below Atani.

2.2.12.4 - Regional History

Atani has remained out of most conflicts within the Navarre. The few times it has ventured outwards, it has sought to dominate and acquire, often raiding the Iron Empire or Chroma for technological advances that can be used to better control their citizens.

The first conflicts were brief and bloody affairs, with Atani beaten back to its shores. One particularly violent counterattack resulted in the death of a council member and necessitated the now ever-present secrecy. However, after they were drawn into a conflict against the Vahl, the council realized that they could easily use their status as victims to infiltrate other nations and take through guile what they could not through force. Stealing items and dissecting their secrets, Atani quickly became able to manufacture cheaper parts and pieces for their own citizenry as well as sale to the wider world.

Currently the Iron Empire has placed an embargo on the continent of Atani. Trade ships from the nation are turned away at the port and business with merchants affiliated with the nation face fierce scrutiny. Those parts that the Iron Empire will not buy, however, often find a home in Dorma, Yudra, or Vike.

2.2.12.5 - Plots and Rumors

The Ninefold Shadow - Though the citizens of the Crestlands are loyal to Hive's council, they still are not sure whether the nine members are truly in control. Some believe that a tenth power

resides over all of them, directing their decisions to an ulterior end. Many dismiss these mumblings as pure happenstance, though, and state that it is a natural assumption considering the secrecy of their leadership.

The Reaping Spire - Okkor's Spire is regarded as a sign of misfortune to the people of Atani. To gaze upon it is to invite disaster, and rumor has it that those uncowed by its presence find death quickly. The spiritualists and shamen that live on the edge of the city claim that it is alive, and that its ghostly limbs come awake in the darkest night to spear its victims.

2.2.13 - The Pale Ocean

An ocean of white ivory that rests at the heart of the Fog Rift, and the Navarre by extension. Measured at a one thousand mile radius, the flat and featureless place of water carries no win. Despite being perfectly still, save at its turbulent edge, the water has not spoiled.

Capital: None

Major Towns: None

Population: None

Government: None

Religions: None

Imports: None

Exports: None

2.2.13.1 - Life and Society

The Pale Ocean possesses no society or culture. No vagabonds or scavengers travel to the location and, so far, the only groups that have broken the silence have been small research teams.

2.2.13.2 - Major Geographic Features

The Bone Coral - White ivory coral protects the island at the center of the Pale Ocean. This coral is remarkably soft to the touch, but its structure remains solid enough to damage any ships that would attempt to sail to the sandy shores..

The Island - A small island roughly two hundred and fifty feet in diameter, the insignificant spit of sand sits at the exact center of the Pale ocean. The pearlescent granules are resistant to footfall and tread alike, and whenever a mark is made on the surface of the island it is quickly erased as the sand settles.

2.2.13.3 - Locations of Interest

The Dead Throne - A throne created from gray stone that lies at the geographical center of the island. Referred to as the Dead Throne, the rock refuses to break under any duress and has ruined many archeological tools. Remote attempts to analyze its composition have failed and, in many cases, returned blank readings. Strangest of all is that, regardless of what direction an individual approaches from, the throne will always face them and will silently reorient itself when no one is watching.

2.2.13.4 - Regional History

Known as the Silent Ocean to the people of Yudra, the Pale Ocean has served only as a landmark for navigation. Without vital resources, life within its waters, or resources on its shore, individuals have seen fit to ignore the Pale Ocean's existence.

2.2.13.5 - Plots and Rumors

Unlike every other realm, there are no significant plots or rumors that have sparked within the Pale Ocean. Only the Iron Empire even deems the waters as worthy of notice, their scientists and priests speculating whether it is the empty throne of their god.

2.2.14 - The Ash Flats

The bottom of the known world, the Ash Flats refers to an unending plain of burned soil marred by rocky mountains.. Withered and petrified trees stretch towards the sky, their limbs and leaves long starved and destroyed by the chilling wind and deep clouds that prevent any sunlight from reaching the ruined landscape.

Capital: None

Major Towns: Surro

Population: Census Unavailable

Government: Anarchy

Religions: All (Limited)

Imports: Salvage

Exports: None

2.2.14.1 - Life and Society

The Ash Flats are a barren realm and, therefore, inhospitable. Even so, mankind has formed a singular town known as Surro. Once no more than a research base, continued accidents and falls from the realm above have led to an increasing population.

Life is entirely dependent on the supplies and salvage that falls from the world above. The fragments and scraps that survive the impact are hastily used to create sources of food and

shelters for the weary. As such, the people are violent and live in squalor. No laws unify them, and what is earned one day can be easily taken away by someone stronger the next. Only those at the research base, established by an independent group of researchers known as the Balmour Institute, maintain a sense of law and order within the confines of their shelters.

It should be noted that demons, wormbloods, and the otherworldly seem to come from this realm. The majority do not require human intervention to reach the Basin or Yudra, while a limited few are discovered too late, after they have managed to ride back to the daylight realms above.

2.2.14.2 - Major Geographic Features

Brimgates - Massive holes that form within the ash flat's soil, the Brimgates lead deep into the earth. Caused by an expulsion of sulphuric air, the insides of these channels are almost organic in appearance, the ash flexing as it attempts to close upon itself. Often the integrity of these tunnels fails after a few minutes, but a few have lasted days and months.

2.2.14.3 - Locations of Interest

The Undercity - The few Brimgates that have remained open for over a week have allowed teams to descend into a hollow and lightless realm. Buildings of concrete and steel welcome travelers in the depths, each one twisted so that they descend from the cavern's ceiling.

The Frozen Lake - The bottom of the Undercity's sweltering cavern is dominated by a singular lake. Despite the ambient heat, the water remains frozen in a single flat sheen, one marred by a single gaping hole at its center.

2.2.14.4 - Regional History

The Ash Flats have existed below the clouds under the basin for an eternity. Only recently have individuals explored the region and, as such, opened the door to recovering others that have fallen into its depths. Otherwise the region has no known or recorded history and all previous victims of falling are presumed dead.

2.2.14.5 - Plots and Rumors

The Ash flats hold almost no rumors as most people are desperate to find passage back to the realms above. Those few that do exist are often dependent on the skies above, on the chance that someone's salvage will fall and provide enough funding for someone to escape.

2.2.15 - Waystation

High above the Pale Ocean exists the artificial sun that lights the Navarre in its entirety. Surrounding this is the ring known as Waystation, a floating urban construction that spins slowly around the sun and absorbs the light on its horizontal plane. Despite its close proximity to the sun, the dish-like ring maintains an even and comfortable temperature.

Capital: Waystation

Major Towns: None

Population: 67% Human, 9% Demihuman, 14% Artificial, 7% Banre, 2% Wormblood

Government: Market Bidding

Religions: NeoRanian (Limited)

Imports: Food, Medicine

Exports: Technology, Personnel

2.2.15.1 - Life and Society

The inhabitants of Waystation come from all walks of life and, in some cases, from worlds beyond human comprehension. Considered the great melting pot of the Navarre by the continents, travellers are forced to interact with other cultures that they would be at odds with. Their close proximity within public transport, such as the many trolleys that run through the streets, forces their nature to be amiable.

The majority of Waystation has remained as chaotic as it was in its foundation, with laws serving to limit the power of the community councils. Bordering anarchy, instead its people have found trade and personal value to be the fairest method of giving voice, with wealth being poured into projects and products by those individuals that see profit in them. As such, whenever a civic construction is needed, such as road repair, community pots are created to address the issue.

Vigilante justice is the common order of Waystation. Though it has led to violence in the streets at times, the inhabitants have found that self-regulation and peer pressure often prevent escalation. Similarly, this vigilantism has prevented any singular individual from acquiring enough power to force others to conform to their demands.

2.2.15.2 - Major Geographic Features

The Sun - The solar body of the Navarre, the Sun does not rise and fall upon the horizon. Instead, the Sun simply glows brighter during the day to peak at noontime, then grows darker until it is barely smoldering at midnight. Strangely enough, the perfect sphere of light provides only limited heat, and Waystation's proximity does nothing to increase its effects.

2.2.15.3 - Locations of Interest

The Line - The focal point of Waystation is the ancient set of train stations that resides at the center of its vertical plane. Running long before the arrival of its current inhabitants, the rails

have since been carefully maintained and improved. Modern safety precautions have been the most recent additions, and with their installation the number of deaths has sharply declined.

2.2.15.4 - Regional History

Waystation was discovered and settled by an exploratory group commissioned by the Atani hive. Originally intended to be a fruitless endeavor for these members, the individuals were quickly able to create an outpost within the abandoned urban ring. Unwilling to return, the new inhabitants of the landscape set about cultivating abandoned plots of land and repairing the dilapidated structures.

Numerous attempts had been made by nations to conquer the ring once it was discovered, but in each case the governments sending troops were unwilling to send their best and, thus, the conscripts often defected. To date, Waystation serves as a unifying point of the multiple cultures within the Navarre, even if they do not wish to admit it.

2.2.15.5 - Plots and Rumors

The Ticket System - The trains that run the Line do not merely provide swift travel from one side of the ring to the other. With an improperly properly printed ticket, some claim that an individual can find themselves on a wholly different world or reality, some of which have yet to experience a Collapse.

The Hunting Shadow - Those that journey the midnight have claimed that shadows move on their own through Waystation. Most claim that it is a trick of the dim light, but the paranoid state that they are forgotten nightmares which can only be avoided by staying in the light.

2.2.16 - The Broken Ring

The remnants of Earth's black fleet have settled into a slowly rotating counter-orbit around the Navarre. Whereas seven total continents left, only three still remain active and capable of flight. Evenly spaced, these three are North America, Europe, and Asia. The other three continents either make up the field of debris that slowly rotate alongside them, forming a ring full of salvage and wild beasts, or were absorbed into Europe.

Capital: Houston (America), Hong Kong (China), London (Europe)

Major Towns: Numerous

Population: 76% Human, 17% Demihuman, 6% Artificial

Government: Representative Board (America), Dictatorial Democracy (China), Feudal (Europe)

Religions: Christianity (America and Europe), Malthusism (China)

Imports: Food, Water, Minerals

Exports: Personnel, Technology, Vehicles

2.2.16.1 - Life and Society

Life within the black fleet has always been difficult. Their arrival within the Navarre has not changed this fact, and in some ways has exacerbated it. With destruction of Africa, Australia, and South America, the survivors aboard the remaining three ships became introverted.

America has returned to prosperity, its recovery spurred by a purge of destructive elements that were assaulting its cities. Europe and China both continue to face subversive portions of their populations and therefore are unwilling to accept outsiders.

The laws have not changed greatly since the black fleet launched. The death penalty is often endorsed as a go-to punishment, and the laws and governmental structures in each region still hold firm.

2.2.16.2 - Major Geographic Features

America - America's continental landmass encompasses all of the landmass from halfway into Central America to the northern edge of Canada. The largest wound, the burned and devastated flatlands at its core, has healed into a flourishing breadbasket since the arrival to the Navarre. Though there are many radioactive or poisoned zones, the majority of the landscape is capable of supporting life.

Asia - The largest of the three surviving continents, Asia stretches from the Bay of Bengal to deep within the Russian landscape. The region is rich in minerals and rare earth metals needed for scientific discoveries and advanced technology, however the open state of revolt in the populace has prevented exploitation.

Europe - Relatively calm compared to the other two ships, the small continent of Europe leads from Turkey to the northern edge of Britain. In addition, the continent has merged with portions of the Middle-eastern realm, integrating the landscape of Palestine and Israel as islands off the coast of Italy. Both of these territories remain unpopulated, however.

The Ring - The continents are not the only landscape that makes up the broken ring. The Ring itself is an asteroid belt filled with lost technology, haunted by beasts. Often people wander through these regions searching for scrap and materials, which are in abundance, only to be waylaid by the numerous assailants within.

2.2.16.3 - Locations of Interest

The Electrosphere - Though originally discovered by those riding on the continents, the Navarre holds its own electrosphere as well. With the emergence, the two realms have combined and allowed electronic information to flow freely between the continents. This has necessarily increased the risk of divers losing a sense of self and their own well-being in the depths of augmented reality, but many feel it is simply the cost of information.

Glasslands - The breadbasket of North America hasn't fully recovered yet. Portions remain hotspots for raiders and slavers, and in some locations the heat from weapons unleashed during the Collapse was so intense that the surface was reduced to glass.

Kowloon - The walled city within China has become silent. At this time it is unknown whether anyone is still alive within the region, and its high walls, reinforced after the Collapse, prevent scrutiny through both their depth and the usage of automated turrets.

2.2.16.4 - Regional History

The time since the Collapse has involved numerous wars and conflicts that have fundamentally restructured the political systems and, in some cases, the landscape. Discovery of giant beasts within the depths of the black ships have resulted in stability, with those same constructs holding vigil over the cities that remain.

America's Californian and Columbian factions collapsed upon the emergence of these creatures, while the cartel to the south dissolved under its own vices. In Europe, Green France met significant resistance from Germany and Britain, and was eventually forced from the continent, finding a home in Africa. Asia remains embroiled in its civil wars, with the populace flocking to Nanking in order to escape tyrannical rulers and embrace the Kiseki.

The ejection of Green France was not without consequence. During the Emergence of the Black Fleet into the Navarre, members of the movement managed to gain control of the continent. The altered flight resulted in a collision with Australia as well as South America. The resulting fragments destroyed much of the rest of the black fleet and severely damaged the remaining three continents. Europe, more heavily damaged than the others, was forced to combine with much of the Middle Eastern remains, integrating portions of the landscape as islands off of the Italian coast.

Since this calamitous entry, the civilizations have mostly kept to themselves, exploring the Navarre with great trepidation. Weaponry, food, and vehicles have been demanded by the new world and, as a result, the limited trade with those nations has brought both sides greater wealth.

2.2.16.5 - Plots and Rumors

The Buy-In - America, run entirely now by its representative board, has been greatly influenced by the Navarre's purchases of surplus goods and food. Rumors on both sides indicate a fear that either side will pressure the other through economic needs into capitulation.

The Empty City - Since the wreckage of Africa collided with the other continents, Jerusalem has been a city without a population. Individuals have travelled to the site and investigated, but all die shortly after their return, either through violence or unfortunate circumstances. People are beginning to believe the city, and the nation by extension, is cursed.

The Knighthood - Der Runde Tisch has, upon encountering the Navarre, seen it as a location not for exploitation, but for exploration. As such, having carefully stockpiled its manpower and supplies, their members have been sent on numerous quests into the region to meet with the citizens of the realm. Only a few of the delegation remain and, as a result, the citizenry grow anxious to see what will happen in the future.

The Artificial Famine - Long after their arrival, the Kiseki have grown the territories they control into self-sufficient communities. This, combined with research, has indicated that the Chinese government intended to use food shortages as a method of population control. Due to this, there are many wondering whether the Kiseki will follow a similar path or they will continue their expansion.