

## **The Land**

The Land was created in ages unknown by the being known as The Creator. They calmed the waters and raised the land and made the universe as an adornment to the Land. They crossed the Land from East to West. As they passed the rocks rose beneath their feet to provide level footing. As the Creator walked along they brought forth the beasts of the field, the fish of the water, the birds of the sky, the spirits and the people. They left an Egg at the centre of the Land. Having traveled across the Land and having shaped it to their liking the Creator passed from the Land and was seen no more. The Egg at the centre hatched and brought forth the first Empress of the Universe. She ruled until she ruled no more and was succeeded by one of Her Daughters.

Each Empress lives until life holds no charms for them. They then lay or create from three to seven eggs. These eggs are sent throughout the Land to be raised to young adulthood. It is never known exactly how many eggs are distributed. While most are raised by rulers a few end up in the hands of the unknown. These are just as likely to become Empress as those raised by the famous. When the old Empress passes from the Land the guardians of the heirs bring their charges to the Heart of the World where a designated group waits to determine which one is the proper heir. This process known as The Choosing takes some time and while the people wait a Great Tourney is held. This Tourney helps determine the selection process as the heir's guardians vie for victory.

## **Important Personages**

They all participate in the Choosing except the Lord Chamberlin.

### **Death from Above**

This is the ruler of the winged elves. They recognize no authority but the Empress but have never hosted an heir

### **Empress**

Recently deceased.

### **King Troll**

Ruler of the trolls.

### **Knight with No Name**

The greatest warrior in all the Land he no longer competes in Tournaments. He seems to be immortal.

### **Lady Life**

The personification of Life itself.

### **Lord Chamberlin**

The assistant to the Empress.

### **Lord Death**

The personification of Death itself.

### **Lord Elf**

Ruler of the elves.

### **Lord of the Starfields**

Mysterious being who claims to rule the Heavens. No one disputes this claim.

### **Master of the Briny Deep**

Mysterious being who claims to rule the Ocean's depths. No one disputes this claim.

### **Master of the Plains**

The mightiest warrior on the plains who defeats all comers to be proclaimed master.

### **Night's Dark King**

The monster that rules Night's Dark Kingdom.

### **Sorcerer Supreme**

The greatest sorcerer from the City of Sorcerers.

### **The Dragon**

A large dragon. It is unknown whether there are more than one.

### **The Hermit**

Mysterious solitary being.

### **The Summer Queen**

Leader of the light aspect of the Sidhe. Her queendom is not on this plane of existence.

### **The Winter King**

Leader of the dark aspect of the Sidhe. His kingdom is said to have some relationship with Wintertouched.

## **Gazetteer**

### **Belt Plains**

The Belt Plains cross the Land from north to south. They're inhabited by groups of horse nomads, elven, human and orc.

### **Castle Lost**

This mighty fortress ruled by the Knight with No Name is said to be from another reality. Its lord has never lost a fight and no longer participates in tournaments.

### **City of Sorcerers**

A mighty city ruled by sorcerers. The most mighty of the seven practises of sorcery (white, black, gray, illusions, necromancy, oracular and alchemy) rule in a council of equals.

### **Cloud Forest**

Cloud Forest is a floating forest on the shores of the Madding Sea not far from Greenwich. It is inhabited by winged elves who only owe allegiance to the Empress.

### **Creator's Road**

This is the road that rose up under the feet of The Creator as they passed. It is as smooth and level as it was when it first rose. It is considered bad luck to attack travelers along it.

### **Dragonperch**

Here dwell dragons.

### **Elfwood**

Here dwell elves.

### **Fountain of Gith-rae**

No one remembers (or admits it if they do) who or what Gith-rae was but their Fountain has strange properties.

### **Greenwich**

The hereditary seat of the Bruce's. They take pride in the fact that they have fostered heirs every time a Choosing has happened. Greenwich is the only human settlement in the western part of the Land as an ancient ancestor of the Bruce's won it from an elven king in a game of knuckle bones. The elves are convinced

that the ancient Lord Bruce cheated and have long demanded a rematch. The Bruce's have been very careful to avoid getting in to any situation that may involve gambling.

### **Heart River**

The Heart River flows far into the nameless plains that separates the Wild Wood from the Troll Hills. It is said that the giants that dwell in the Troll Hills sometimes send their hearts out to sea on rafts for unknown reasons. Horrible things happen to people that interfere with these hearts.

### **Lake Comfort**

A beautiful, peaceful Lake known for its fishing.

### **Mirror Lake**

Heaven can be seen in the clear surface of this lake. It holds no fish though strange things are said to dwell in it.

### **Mirror Plains**

A dangerous place where large shards of glass fall from the sky at odd intervals.

### **Mirror River**

The locals avoid this river as odd things travel along it to the Sea.

### **Night's Dark Kingdom**

A land of darkness where vile monsters dwell. The only safe way across is along the Creator's Road. Woe to any who are lured from the road!

### **Night's Edge Hills**

These hills keep the terrors of the Night's Dark Kingdom trapped in their land. Shepherds here must be especially brave.

### **Night Spill**

This land is prone to the predations of some of the creatures from the Kingdom of Night so it is avoided by all but the desperate and brave.

### **Sea of Knives**

The edges of the waves in this sea are particularly sharp. Ships must know how to parry.

### **The First Sea**

The waters the Creator first emerged from.

## **The First Shore**

This is the shore that the Creator first walked upon.

## **The Heart of the World**

The seat of the Empress. The Empress' castle is magnificent but guest accommodations are limited to ancient pavilions that are surrounded by tents during a Choosing or during the annual Great Tourneys.

## **The Hermit**

A mysterious being lives alone here.

## **The Inn of Heart's Comfort**

One of only two inns in the Land, the other being the Last Inn. This is a comfortable place to stay before starting off across the Troll Hills. The stage at this inn is famous throughout the land and the League of Bards gathers here once a year for camaraderie and contests.

## **The Last Inn**

The last stop before crossing the Night's Edge Hills into the Kingdom of Night. It too is a comfortable place but rather than bars, thieves, spies and assassins gather here once a year. Only an exceptionally brave, capable or foolish being would be at the inn during this gathering.

## **The Lazy River**

A slow, sluggish river that takes its sweet time making its way to the sea.

## **The Maddening Sea**

An unpredictable sea, its nature makes it dangerous to transverse. The Bruce's are said to know the secrets of traveling this Sea.

## **The Nameless Plain**

This has never earned a name.

## **The North Path**

The trail leading from the Heart of the World to the Hermit's home.

## **The South Path**

The trail leading from the Heart of the World to the Lost Castle.

## **The Tired Land**

The Tired Land was the first land created by the Creator long ago and it feels its age. The First Shore disputes the Tired Land's claim to being the first.

## **The Wild Wood**

A wild wood controlled by the Bruce's of Greenwich. The elves of the Elf Wood dispute the Bruce's control.

## **Troll Hills**

Here be trolls.

## **Wintertouched**

The snow lays here year round.

