



The Magocracy of Allund

Mages have long ruled the world, their magical power easily translating into the ability to cause fear and control others. Unfortunately, magic uses life. Drains life. All life produces mana, the fuel of all magical undertakings, and overusing mana can drain a region of life. Many parts of the world are destroyed, or have been rendered uninhabitable as a result of the wars and failures of mages.

The Magocracy was an attempt to provide structure, guidance, and laws to the rule of mages, and what is left of the world has come under their dominion.

The world has been split into a number of districts. Most, though not all, of these districts are ruled over by mages, called Mage Administrators.

There are more mages in existence than there are districts, and not every district is habitable. Some are still led by the magic-less natives and their archaic 'nobility'. 'Nobility' do not have voting rights in the council. Some are led by witch covens who have partial voting rights in the council, but don't count as mages. Some are led by priests, who have fewer voting rights than witches, but more than nobility.

You are one of these Mage Administrators, trained in central to rule a district. For a Mage Administrator, you're unusually talented and powerful. Most mages who become mage administrators are in the top half of a percent 0.5%. You're in the top third of a percent (0.33333%). All of your instructors have said that you're destined for greatness.

You've graduated, and it is time to begin your rise to wealth and power.

To determine your starting traits, abilities, and the like you have 60 points

Magic is like a light in a lantern box, shining through holes. The brighter the light, the brighter the circle, but also the smaller and fewer the holes, the brighter the resulting circle.

As you were selected to administrate, you're already in the top three quarters percent of mages in your generation for raw power. But you need to choose how many, and which, holes (or focuses) your lantern has.

You must choose 1-4 focuses. The more focuses you choose, the weaker and less skilled you will be at your focuses. The fewer you choose, the stronger and more powerful you will be. Someone with 2 focuses is about half as good in their focuses as someone of equal skill and power who only has one focus. Someone with four focuses is half as good as someone with two of equal skill and power. Most mages choose two or three focuses. A good rule of thumb is that anything you can do with one branch of magic, you can also do with another... it's just harder.



Focuses

Banned/Forbidden and Forgotten/Lost focuses

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Mages

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Mages

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Witches

Priests

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Further Information

Dramatae Personage

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Other Thoughts

Old images



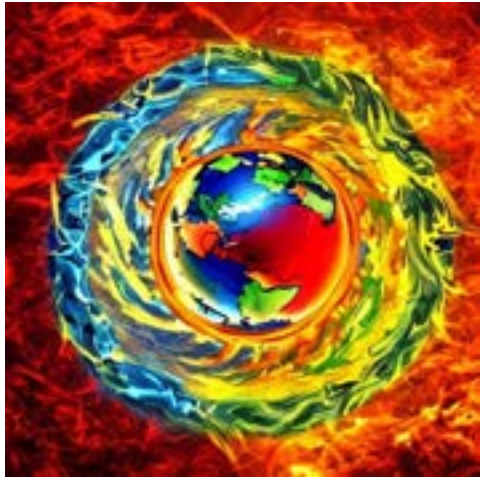


Focuses

You must choose 1-4 focuses

(Optional special rule, you may divide your power between your focuses in any way you desire so long as the total power adds up to 100%)

"Every year I graduate hundreds of psychomancers eager to be on the council, and every year I watch them fall into the dust, surpassed by their comrades. Allund doesn't need more psychomancers. She needs more Sorcer-Elementalists, there is always a place for even less capable mages in those specialities. If someone must have ambition, they should at least take Alchemy. But everyone thinks they're the next big thing, and these hot shots demand to learn how to grow their mind without first thinking on how they're going to use that mind." ~ Complaint by Susan Everforth, psychomancer and councilor in charge of the Grand Mage Academy in Central, to the remainder of the council.



Elementalism

"Some people think that elementalists are stupid and unimaginative. And there are many elementalists that prove them right. Elementalism gives every mage who dares learn it the ability to custom build their own complete toolkit containing every tool they could possibly think of. And so many morons just settle for a box full of hammers"~ Angelica Foreman, Elementalist, head of the Elementalist department of the grand academy during the demon war.

Elementalists channel magic through concepts.

Elementalism is the workhorse of magic. Many think of it as a set of finely crafted tools. Anything you want to accomplish through other magics, you can (with enough skill) accomplish through elementalism. It's about controlling the world using the material ideal of certain concepts, and symbolic aspects of ideas, and requires realigning your worldview on the fly to see things properly as an extension of the elements you use. There are a number of elemental systems used by the mages, but most powerful elementalists can change their system of elements on a will. Especially skilled elementalists can also use both a system, and the anti-system simultaneously.

Here are some examples of elemental systems you can use, but as a trained elementalist you can even come up with your own elemental systems, so long as they make sense to you. However: The more people you can get to believe in/follow an elemental system, the better it works.

CLASSIC

Viewed as somewhat clunky and old fashioned, classic elementalism is no longer as popular as it once was, but many of the great elementalists of the past preferred classical elementalism for its simplicity and ease of use.

Classic: Earth, Fire, Water, Air

Anti-Classic: Dust, Cold, Glass, Void

QUINTET

The Quintet has largely replaced classical elementalism in modern usage. By separating life out into its own idea, it allows for an easier amount of direct control of life, at the cost of making it much more difficult to draw on the aspects of the other elements within life.

Quintet: Earth, Fire, Water, Air, Life

Anti-Quintet: Dust, Cold, Glass, Void, Death

ARTISTIC

The Artistic elements are probably the most popular of the unpopular elements being, in essence, the punk/gothic counter-cultural equivalent to the modern quintet. They require a great deal of finesse to use, but will probably take your opponents off guard. You can tell from whence a mage learned the artistic elements by if they call the 4th element Wood/Fungus or Grass/Rot. If they call it Grass/Rot they learned about it from Szenna, the Elementalist/Physiomancer hero who destroyed the demon gate. If they call it Wood/Fungus they learned about it from Ypsilanti Moss, the original 'Druid of the Wode'.

Artistic: Blood, Metal, Lightning, Wood/Grass, Wine

Anti-Artistic: Ichor, Jade, Coal, Fungus/Rot, Vinegar

DESERT

Largely used only by elementalists in the burning north, the desert elements are very powerful in their proper place. There are similar systems for other environments, this is mostly given as an example of an elemental system that's specifically designed to operate in a certain environment.

Desert: Sand, Shrub, Rain, Mirage, Wind

HEXLET

Elementalists who specialize in the hexlet are often more bookish than their fellows, and also tend to be more prone to sophistry. The Hexlet specializes in more abstracted and metaphorical aspects of things, allowing it greater capabilities when it comes to non-physical control.

Hexlet: Order, Chaos, Life, Death, Light, Darkness



EMOTIVE

Emotive elementalists stretch the boundaries between elementalism and psychomancy. The emotive elements are currently poorly studied and quite rare.

Emotive: Joy, Desire, Hate, Fear, Sorrow

'Anti' Emotive: Love, Lust, Rage, Disgust, Despair

STORYTELLING

Users of the elements of storytelling have a tendency towards either sophilitic narcissism, or a sort of withdrawn bookishness. The sophilitic narcissists and the withdrawn bookreaders do not get along, and there is a quiet war between the two types of practitioners.

Constructive Storytelling: Protagonism, Epics, Climax, Description, Suspension of Disbelief

Deconstructive Storytelling: Antagonism, Shipping, Denouement, Summery, Word of God

Reconstructive Storytelling: Characterization, Plotting, Acting, Being, Interpretation

COLORWHEEL

Colorwheel elementalists, rather than using the symbolic aspects of states of matter or material objects, relies on the conceptual aspects of colors. This makes colorwheel elementalists very unpredictable, especially as many colorwheel elementalists produce their own colorwheel.

Here's an example of a fairly common wheel and it's anthesis:

Colorwheel+: Red, Yellow, Blue, White

Colorwheel-: Orange, Green, Purple, Black

Here's an example of a more advanced colorwheel, the addition of more complicated colors makes users of it less predictable, especially as there's less cultural agreement as to what those rarer colors may represent.

Colorwheel#+: Red, Orange, Green, Yellow, Blue, Purple, White, Black

Colorwheel#-: Violet, Indigo, Brown, Grey, Magenta, Aqua, Crimson, Iridescence

Even more complex and larger colorwheels exist: They're simply limited to the mage's ability to make symbolic connections to the colors, and keep the aspects of the colors mentally separate.

SPACE-TIME DUET

Many efforts have been made to integrate time and space into other, existing, elemental structures but these attempts often go poorly. Time and space are two of the most powerful elements, but they're also extremely difficult to master.

The Lonely Duet: Time, Space



[[Sorcery

"Sorcery is the first form of magic. Sorcery is the last form of magic. All of you can already do sorcery. Every last one of you can manipulate pure mana, and there is nothing you can do with the other magics that you cannot also accomplish with pure mana. What it takes is time, energy, skill, and Focus to learn how to manipulate pure mana WELL." ~ Quote attributed to Pavlov Mandala, headmaster of the Academy of Sorcery in White Pines.

Sorcerers channel magic as magic.

Sorcery is the wrangling of raw power into the form and usage you desire. Most mages know sorcery, simply because it allows them to share magic with each other easily and readily. Sorcerers can work together in concert to produce massively complex and powerful undertakings. Sorcerers are the most capable of controlling and managing mana directly.

Sorcery, however, is also viewed as being somewhat like a hammer: Everything you do with sorcery you do with brute force and raw power, and as such it lacks the finesse and specialized tools of other systems of magic. It lends itself handily to incinerating armies, lifting giant mountains, or forcibly reanimating your own corpse from

beyond the grave, but may not be the easiest tool for picking a lock, restoring your youth and beauty, or constructing a building... though it can do those things as well!

As the oldest branch of magic, Sorcery has several techniques that it's famous for.

Here's some of them.

Constructs

Sorcerers often make glowing (or if they're particularly skillful invisible) constructs out of pure magic. Blades that cut. Platforms that carry. Particularly advanced applications can even make fake animals that behave realistically.

Manapulse



The manapulse is the simplest tool of a mage. Even non-sorcerers must learn how to do a basic manapulse in order to interact with mage towers. A manapulse can carry information, it can seek its target, perform complex actions, and if enough power is dumped into it, it can kill.

An example of a friendly Manapulse performing complex actions is the 'flower pulse', where a mage transmits a manapulse to their friend or lover that, when it reaches its target, unfolds into a glowing magical construct shaped like a bouquet of flowers.

An example of a deadly manapulse performing complex actions is the 'Bludger', a manapulse that is programmed to seek the nearest life and repeatedly strike it until either it dies, or the pulse runs out, then to proceed to the next target.

Self puppeting

Many Sorcerers use their magic to puppet their own bodies. When used to fly this is called levitation, but it can also be used to dodge blows, or even to aid in sleep... Many sorcerers find they sleep better in a cocoon of their own power than in a bed.

Shared casting

One of the things that's easiest to do with Sorcery is to share power and manipulate it together. Sorcerers can use magic that requires insane amounts of multitasking to perform, just by having different people in charge of different parts of the undertaking working together

Mana programming

Sorcerers can program mana to follow instructions. More emotional sorcerers tend to apply emotion to the mana so that it follows their intent, whereas more rational ones tend to apply will to mana so that it follows a rigid decision making tree. The best sorcerers can combine the two.

With this you can create a magical event that ignores allies and affects only enemies, make a light that glows red in the presence of lies, or even create a spectral servant who knows exactly how to prepare your bath, but can ask for instructions from guests.

Impurities

Mana, in its purest form, the form that sorcerers love to manipulate it in, is tasteless, invisible, and intangible. But by deliberately adding impurities to mana Sorcerers can give it colors, texture, taste, even scents! They can make mana burn hot, or cold, or make it shock, or comfort. By carefully controlling the impurities of their mana, they could even fake having a different focus. If they had the necessary artistry.

Choke Mana

All life produces mana. Draining too much mana from a form of life will eventually kill it, just as much as removing the air from the room. Sorcerers are skilled at manipulating mana around them, and can choke off mana flows to other mages, or selectively drain mana only from specific sources, such as their foes.



Alchemy

"Alchemy is two extremely disparate types of magic, and by combining them into one discipline we're making it impossible to master either aspect in their entirety"~ Frauline Bouergone, alchemist

Alchemists channel magic through things.

Alchemists produce potions, tools, and devices that affect, or can be used, by others. Where an elementalist might tell a road to pave itself, a sorcerer might blast a path through the earth, and a psychomancer may control a thousand peasants to do it... an alchemist will produce a tool that can dig roads.

When asked to make someone young and beautiful an elementalist may rewind the effects of time, a physiomancer may alter their biology, a sorcerer may bathe them in magic until they become quasi-magical themselves... and an alchemist will produce a potion of youth.

Want an army of war-golems? Done. Want a magical tower capable of draining mana from a whole region? Done. Want a machine that condenses magical power into small crystals that are easy to carry? Done! Most of

the modern magical world is built around the efforts of alchemists.

Many of the materials alchemists use are highly specialized, but once an alchemist has a sample of a material, they can often find a way to produce more of it themselves. Of all of the branches of magic, theirs is the most sought after, as it's the best at producing things that last after their death, can be used many times, or can be saved up to be used in a contingency.

On the flip side, there are very few alchemists, as they are often the targets of assassination in times of war and conflict.



Psychomancy

"Did you know that suicide rates among Psychomancers are more than five times higher than all other mages combined? And the suicide rates among Psychomancers who can predict the future are twice as high as other Psychomancers?!"

I've done the digging, and this isn't suicide, guys. There's something wrong with Allund. And something bad happens to people who think about it too much"~Diego Contenilez, Psychomancer and conspiracy theorist gave this speech shortly before his suicide.

Psychomancers channel their magic through the mind

Psychomancers are common among the political elite of the Magocracy. They can speed their thoughts, carry information in their mind, process events and information almost instantly and automatically with pre-programmed decision trees.

Psychomancy has the most difficulty affecting the external world in powerful and dramatic fashions, but a psychomancer who has optimized themselves for combat is almost impossible to hit on the battlefield, and whatever a psychomancer decides to do they do well.



Most Psychomancers use their powers simply to sharpen their own ability to focus, to memorize, and to use their other magical powers. It's easy to cast smoothly and efficiently when you perceive everything five times slower than everyone else.

Many Psychomancers focus their powers on collecting and correlating information, and using it to predict the near-term future as well as to extrapolate trends into the mid and far term future.

Many other Psychomancers focus on improving their perception. Some can sense the smallest of sensations, others can reach out and see through the eyes of others. Some can even sense through the eyes of spirits, and a handful can sense from places where no eyes exist.

Some focus on reaching out and affecting people, trapping them in illusions or overwriting their minds. These psychomancers can often sense what others around them, at least those who are unshielded, are thinking.

Some Psychomancers can summon lightning from their own nerves, or block it in the nerves of others, paralyzing them.

A handful of Psychomancers have mastered what they call 'mental energy' allowing them to lift things, and even to teleport, with only the power of their mind.

However, Psychomancers and physiomancers are sometimes called 'internal mages' as their magic is largely internally focused.



Physiomancy

"Every mage in the world wants to be the next Szenna, the next great hero, until they learn that it means needing to use their own muscles, their own body, as a tool"~Anonymous proverb, origin unknown.

Physiomancers channel their magic through the body.

Muscle wizard casts punch! Physiomancers focus on the body. Mostly they affect their own bodies, but they can also affect the bodies of others who either allow them to do so, or who's willpower they're capable of overcoming. Physiomancers can grow or retract limbs, change their shape, increase their strength, decrease their weight, heal wounds... a skilled enough physiomancer can dodge a projectile by simply warping their body around it.

Physiomancers take many forms. Your body is about the most personal thing in the world, and not every physiomancer uses the same path as a result. Some of them are basically fantasy ninjas focused on 'utility spells', they can hide, move quickly, and kill from the shadows. Others are superb martial artists capable of deflecting blows and with inhumanly fast reflexes. Some just cultivate impermeable skin, and incredible

muscles. Some modify their bodies, inspired by animals and nature. And some want all of the above.

An example of a powerful physiomancer who explores the space fully might be Alucard from Hellsing.

An example of a powerful and cunning one who stays more in the comfort zone of a human form might be Jin Rou from beware of chicken, or Monkey from Journey to the west.

An example of a powerful one who's not very creative might be Omni-man from Invincible.

An example of a physiomancer who is less powerful but more creative is The Thing from John Carpenter's The Thing.

An example of a physiomancer who isn't very powerful, and moderately creative might be the animorphs from their titular series.

An example of weak and uncreative physiomancers might be the characters from crouching tiger hidden dragon, or Liu Jin (the doctor/martial artist) from Ave Xia Rem

Physiomancy has something of an association with demons as one of their favored forms of magic.

Banned/Forbidden and Forgotten/Lost focuses

Forgotten/Lost focuses:

"Of course we know about these magics. Nothing is truly lost to history. There's writings all over the place that mention them, they're in every history book. What we've forgotten is how to do these magics. Most people who know how to do them in the modern day rediscovered them from first principals.

Why are they still lost, and why have the methods been lost to time? Because they're so useless. Who wants to weaken their magic further by learning an additional Focus, when that Focus is so specialized?"

~ Excerpt from "Tiberius and Fluvum" a historical play about a romance between a spaciomancer and a chronomancer. There is much debate among modern scholars as to which branches they were referring to.

(Taking these focuses takes 5 points each)



[]Spaciomancy:

"Let me get close to you" ~Found inscribed on the inner cover of a pre-allund spaciomancer's school textbook
Largely replaced by space elementalism due to the greater safety of space elementalism, Spaciomancers used to be the mage you asked for when you wanted something bigger on the inside than the outside, when you wanted a portal between two points, or when you wanted to be able to punch someone in the balls from anywhere on the battlefield. Now you're thinking with portals.

A Spaciomancer can physically warp space, creating links between two distant points, expanding the space inside an object and more. Because they're working directly with the fabric of space-time itself, much of what they do is permanent.

Space elementalists, on the other hand, conceptually manipulate space. They can make things seem larger on the inside than out, and can link two distant points, but their powers, like all elementalistic powers, are anchored in the noosphere. If the majority of thinking life in an area dies, the power will collapse.

Spaciomancy and elementalism approach the problem from different conceptual frameworks, and thus a proficiency with space elementalism does not reduce the power drain of learning spaciomancy



[]Chronomancy:

"I'm not late. You're early" ~ Epitaph of Edmund Sixler, chronomancer

Largely replaced by time elementalism, as time elementalism is safer and less likely to break the universe, seeing as it only deals with conceptual aspects of time, chronomancers used to be the mage you asked for when you wanted results yesterday, when you wanted to know the weather tomorrow, and when you wanted to kill a guy's grandfather so that he'll never exist. Now you're thinking with time travel.

Chronomancers are very good at time travel in a way that time elementalists are not, but time elementalists are good at speeding things up or slowing things down. A time elementalist and a Chronomancer can both trap you in a time loop with about equal effort, but the time elementalist will have a harder time actually sending you into the recent past (The future is easy).

Generally when a time elementalist sends you to the distant past, things you do in the distant past will not affect the present unless the time elementalist spends extra effort to make it so. When a Chronomancer does, they will unless they spend extra effort to make it not-so.

Likewise a time elementalist is more likely to make a simulacrum of a person or thing dragged to the present from another time, whereas a chronomancer is more likely to actually drag the person or thing through time, affecting history.

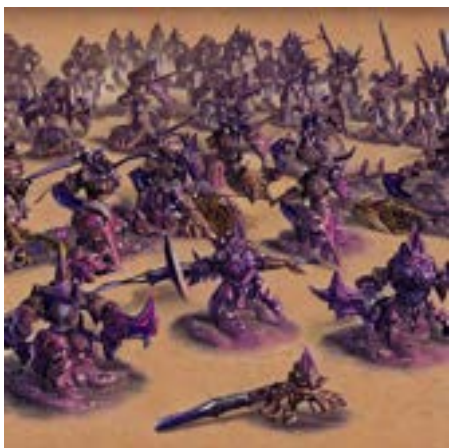
Chronomancy and elementalism approach the problem from different conceptual frameworks, and thus a proficiency with Time elementalism does not reduce the power drain of learning Chronomancy



[]Conjuring:

"Now you see me. Now you're dead." ~Saying attributed to a small historical sect of assassins who trained in Conjuring
A weaker form of Gates, conjuring lets you materialize small (or even large) objects from nothing, or banish them into nothing. You can also pull things from one place to another, but there's endless debate if a person teleported through conjuring is still the same person, or if you simply vanished them and brought forth a new person who thinks they're the old person.

If you're familiar with Gates, this won't reduce your magic, it's simply a different application of the same concepts.



[]Biomancy

"Our Fleshcrafted Ogres were not made for war! They're construction equipment! Oh what irony to flee our homeland only to be thrown into war here" ~Written testimony of Exarch 127, breeder of the Fleshpits at the Gate of Promise during the movement to unseat Queen 17 due to incompetence.

Superseded by physiomancy, Biomancy focuses on affecting others... especially the production of new animals and plants. Many of the magical monsters in this world, or strange servant races, are the results of ancient biomancy. Biomancy has a strong association with demons, being their equivalent to alchemy. Almost all demonic technology was made with biomancy.

Physiomancers or alchemists can learn biomancy with no loss of magical power, though it still costs 5 points



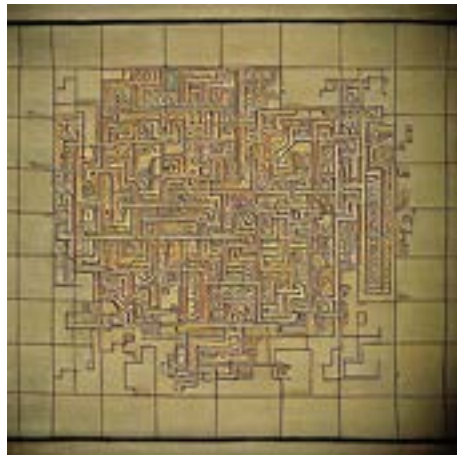
[[Constructionalism:

"To this day, I am uncertain if I escaped his twisted illusions, or if I remain stuck inside his insidious trap" ~Note found on a skeleton.

Channel magic through magical constructs shaped to your will

An obscure branch of sorcery, specialists in this area of magic produce constructions and illusions that are indistinguishable from reality, gradually surrounding themselves in a web of space that they can totally control. Many of their methods and techniques, such as producing solid objects made of magic, are part of mainstream sorcery. What really distinguishes a constructionalist is the focus on making their constructs absolutely as real as possible, often even reproducing smells and tastes.

Sorcerers and Psychomancers can take constructionalism without reducing their magical power, but must still spend five points.



[[Mazes/Sigils

"Magic isn't a static construct. It flows and moves in complex patterns. By adjusting those patterns, we can cause magic to amplify, dampen, and even spontaneously cast on it's own. Through these tools, ritual magic, the first magic, was invented"~Excerpt from a history of the Witch Empires.

Channel magic through complex patterns

A softer branch of binding (II)/Contracting you can tell where a mage learned about it from by if they call it mazes or sigils. It's often considered a branch of Alchemy/Sorcery, and allows mages to channel magic through patterns to (in the simplest case) serve as an amplifier, or to add other resonant effect to their magic. People who do a lot of archeology call it 'mazes' because these sigils are often built into giant mazes in old runes. People who call it sigils are generally heavily involved in alchemy.

If you have Binding(II)/Contracting then Mazes/Sigils doesn't reduce your magical power

Banned/Forbidden:

(Taking these focuses takes 15 points each)

"Please keep in mind that banned magics are banned for a good reason. These are the magics that destroyed the world. The biggest reason that people learn them is because they're reckless and don't think the warnings apply to them... perhaps because they want to use these magics to fix the damage these same magics caused, perhaps because they've stumbled across one of the rare edge cases where these varieties of magic are more useful than the mainstream ones and feel that they absolutely must overcome it, or perhaps because they want to be able to threaten the world with further destruction in order to get their way.

If I hear about any one of you learning how to use a banned form of magic? I will kill you myself, and then I will hunt down your offspring so that your specific strain of stupidity will not plague Allund further." ~ Regular speech given to first year students at the lesser Mage Academy in Radiant Storm province

If you're caught using these by someone important, you will be killed.



[[Binding (I)

"Binding magic is spooky stuff. I've visited entire fields where, when you step into them, you're suddenly seeing everything that the grass is seeing. And that's one of the more benign calamity events. The worst ones? Where the first witch empire once was? Those are still going strong to this day." ~ From a report by Plutarch the Explorer, mage of the Fifth mage empire.

Binders link concepts together. It's an extension of, really the cumulation of, elementalism. A binder can exchange weakness for strength, or can conflate softness and sharpness. Even unskilled binders are capable of breaking the very nature of reality on a local scale. If you're an elementalist and have witch sight, you can take Binding (I) for five points instead of 15, as some witch clans still teach it.

Binding (I) is, in many ways, the stronger version of elementalism. Many very powerful elementalists are capable of the same sort of redefinition of aspects of reality that Binding(I) can cause.

It's still extremely illegal, especially as it wrecked large parts of the world in the past.

(Rumors state that the last thing officially done with Binding(I) was to create elementalism so that the tools that made it useful could still be used without the risk of destruction from casual or careless usage.)

If you have Binding(I) then Elementalism does not reduce your magical power.



[[Binding (II)/Contracting

"Yes, I know it has the same name as what the witches use. No it is not the same thing. Look, there's only so many words in a language, and we discovered it before we even knew what the witches called their thing. There's been a war fought about this already. We don't want to fight another" ~ A note from a diplomat of the third mage empire to a general about a demand that the fifth witch empire stop calling Binding(I) binding because Binding(II) was already called binding and it was confusing.

Channel magic through runes and binding contracts.

Also known as Contracting, it is equally illegal as Binding(I), but is a completely different magical style.

Binders of this type channel their magic through powerful contracts written in the programming language of the world. This magic can command creatures to perform actions, bind mages to follow a contract between them such that they can't even think of breaking it, and locally overwrite nature, or produce a plethora of other effects. Before alchemy was discovered, this was the primary magic used to create long-lasting or sustained devices and structures.



Unfortunately, most humans are really terrible at writing code, and it wrecked large parts of the world, which is why it's illegal.



[]Gates

"Don't worry, I have it all under control" ~Commonly claimed to be the last word of every Gates mage before they die.

Gates magic is an obscure branch of the already obscure spaciomancy, specializing in calling creatures and things from other realities. Unfortunately, being able to bring them to this reality does not necessarily mean being able to control them. You can connect to an elemental plane to source your fire, or connect to the realities beyond ken to bring something that breaks and twists reality just by existing.

Gates magic was banned due to excessive and reckless usage of the latter.

Personal Traits

Advantages

Each advantage costs points.



[]Witch Sight (15 points)

Witch sight existed before humans were able to directly manipulate magic, and many of the early empires were witch led. Witches can see, hear, and interact with spirits, ghosts, and gods. Spirits are marginally tangible creatures that feed off of whatever elemental paradigm they choose to represent. Ghosts are the remains of former people. Gods are predatory creatures that eat spirits, ghosts, and other gods. You can find spirits for things as broad as 'Air' or as narrow as 'child's laughter'. It's uncertain how they collect energy from their elements, but they can produce mana. Witches can get a lot more mileage out of the elemental and alchemical magics than non-witches, especially as spirits trapped in phylacteries can be used as components in alchemical devices to give them greater ability to think for themselves.

It also helps alchemists better identify useful materials.

Spirits are often willing to act in the real world in exchange for favors and mana, which is an all purpose food for them.

Witches are seen as provincial by mages, and mages with witch sight often hide it to avoid being treated as lesser.



[]Witch Coven (Requires Witch Sight) (10 points)

Most witches are members of extended families called 'Covens'. These covens teach ritual elemental magic. Ritual magic can be used without being a mage using special tools, or spirits, to manipulate mana that the caster can't manipulate nor sense. They also teach a great deal about elemental relationships. Witches' covens often use Binding(I) to bind 'familiars' (small spirits) to witches who plan to travel outside the coven. They can also use Binding(I) to bind spirits to the land, causing the land to take on aspects of the elements that the spirit represents.

Covens are seen by mages as though they were hooting and hollering redneck clans. They don't get a lot of respect, and coming from one is seen as moderately shameful.



[]Familiar (Requires Witch Sight and either Witch Coven, the Witch's Grimoire from the items section, or Binding(I)) (5 points)

"It looked into my eyes, and I looked into its. The great dragons' breath caressed my fragile form. 'So few dare to visit me in the heart of my lair. What brings you?' the beast asked. 'Companionship' replied I, and so we sat together in the summer air, striving to dispel the loneliness." ~Excerpt from 'The Dragon and I' by Shelby Wroth.

You have a Familiar spirit bound to you. A spirit, ghost, or elemental of your choice is attached to your soul. It's helpful, and follows you around. It can travel freely in any land that you claim, but when outside your land has to remain close enough to you to be able to sense your presence.



[]Demon Blooded (25 points)

"When I left the orphanage for the Academy, I quickly learned that, as different as I was from the other orphans, I was equally different from the other mages. Where their magic was cold and impersonal, mine was hot and heady."

...

There was one other like me, until she showed her blood to a teacher. The next day she was gone. We never heard about her again"
~Memoirs of Alexis Tonjam

You have demon blood in your veins. You're capable of casting magic from blood, as well as from Mana. The way demons manipulate and use blood is very different from how elementalists use it. They use blood in it's aspect as a representative of life itself, somehow treating blood, ichor, sap, and other life fluids as though they were mana, including being able to draw on them in their domain as though they were mana.

You can create corrupted mana/blood crystals that only other demon blooded mages can use, which can be used by neither pure mages nor pure demons, and you receive a significant boost to your biomancy and physiomancy skills, which were both the workhorses of the demonic invasion.

Demon blooded mages' very existence is illegal. If you are found out by anyone important, you will be hunted down and killed, then your corpse will be burned to make sure that you can't rebuild yourself from your own parts.



[]Warlock (Requires Demon Blooded and Witch Sight) (15 points.)
(5 points if you already have a familiar)

Your Familiar spirit isn't a normal spirit. It's been demonically corrupted. These spirits feast off of blood, and the physical world, not on mana and 'elemental energy'.

When a spirit feeds on 'air energy' the winds are not reduced, the life giving power of air is not sapped. When a demonically corrupted spirit does, those in the room may begin to choke and die.

When a spirit feeds on a 'child's laughter', neither the child, nor the laughter, is lessened. When a corrupted spirit does, the child falls silent, perhaps never to feel joy again.

Demonic familiars are able to affect the real world in ways that spirits cannot. For a spirit interacting with the real world is tiring, exhausting, and feels bad. For a Demonic Spirit, it's only natural.



[]Connected (5 points)

You're from one of the old magic families, and so have family connections and hidden knowledge that others may not have access to. On one hand this makes your path to power much easier, but on the other hand there are powerful expectations guiding your behavior and movement, and it will be harder to be a disruptionary or reformatory force. Unless you want to go full revolution. But, well, you know why they're called revolutions right?

You may take a friend in the council, and have 2 more friend points and 4 more ally points



[]Lost knowledge (5 points)

You've acquired a fair share of lost and forbidden knowledge, and know more about the history of the mageocracy than you should. On one hand, this means that you perceive many situations with the scales off of your eyes, allowing for a more truthful assessment of relationships and interactions with the natives. On the other hand, it makes interaction with other mages seem more shallow and less real, especially as you must keep much of your knowledge hidden, as it's not permitted to distribute it widely.



[]Hacker (15 points)

The way mana transmission works is that a mage transmits a burst request for a certain amount of mana to the mana tower. The mana tower then reads the request, determining the permission levels, personal priority, and administrative priority of the request. It then transmits mana in the band requested to the requested location.

In very overpopulated areas, this can result in a noticeable processing delay. A hacker is a mage who is good at spoofing personal ids and priorities. In a hostile area, this can be invaluable, as a hacker may be able to pretend to be an authorized user of high priority in an unauthorized tower, and may even be able to waste tower processing power and mana filling false and frivolous requests.



[]Minter (10 points)

Mages use a type of money called 'Shekels'. This currency consists of a metal band surrounding what looks, to the untrained eye, like a stained glass coaster. The 'glass' however, is actually made of manacrystal. The patterns in the 'glass' vary, and are designed by whichever mage administrator minted the shekel.

Any mage worth their salt can drain a shekel for a good burst of mana, even without permission of the local mage administrator. As mana travels slower than light, though faster than sound, it can also help on the outskirts of your district where you may require several seconds to get mana from the tower.

You are very good at producing shekels. You can put far more intricate designs on your shekels than other mages, and you produce your shekels with less waste than other mages. This doesn't necessarily mean that your shekels are worth more than other people, but you spend less making one of a similar denomination.



[]Ritualist (5 points)

As a mage, you don't need ritual magic. You cannot be separated from your means of casting magic, and if there's no mana to use you won't be able to cast magic any better with a ritual than you will naturally. That being said, you were fascinated with rituals, and learned about, practiced, and even developed rituals while you were at school.

In order to maintain their monopoly on magic, the Magocracy has declared that it is illegal to teach ritual magic to a non-mage... but you have the knowledge to do so. The punishment for doing so depends on several factors and ranges from a fine for teaching a servant a ritual or two to allow them to assist you, to exile for teaching an army unit how to use battle-magic ritually... if you get caught.

Your ritual knowledge has also made you slightly better at shaping your mana, both improving your mana-efficiency, and making it more difficult to disrupt your casting.

Knowledge of Ritual magic significantly improves proficiency with sigils/mazes and with Binding(II).



[]Legalist (10 points)

As a Mage Administrator, you're the head of the highest court of law in your district (though claimants have the option to appeal to the broader national courts).

Most mages simply appoint judges to act in their stead, only directly adjudicating the most crucial and important of cases. But, as they are officially responsible for dispensing justice in their district, a certain amount of legal theory is required reading in the academy at Central.

You soaked up legal theory like a sponge. It fascinated you. You've learned about strange court cases, the intent behind the rules, and ways that you can make the law work for you. You're not legally untouchable, but if a case against you comes to court you'll be prepared.



[]Physically knowledgeable (2 points)

Most mages are... indolent is the wrong word, but they prefer working with their magic to working with their body. You, however, are willing and able to do laundry, clean, organize, mend, stitch, and perform all sorts of minor labor without magical assistance. You may even, depending on your personality, find it to be a relaxing break from the mental labor of running your district!

[]Combat Practicals (10 points)

Every mage quickly learns how to fight with their magic. Both dueling and general warmagic are part of the standard curriculum at Central. As a mage administrator, your training mostly focused on how to get other people to fight for you: Leadership, tactics, strategy, and logistics.

You went a step further and took the optional advanced courses. Rather than just playing capture the flag, facing off on the school grounds, or biovacing in safe environments, your academy instructors lead you, and others in the same courses as you, in small units against bandits, raiders, and rebels.

These units build up a strong sense of comradery, and can typically rely upon each other after graduation for networking, or other social needs. You may take 2 more minor friends and 1 more major friend, and get 3 more friend points.

[]Medal (5 points must have Combat Practicals, can stack with Major Medal)

While fighting in the advanced classes, your unit was exposed to an unexpected threat. Maybe it was an old monster, cunning but tired. Maybe it was a hidden demon cell, as surprised to see you as you were to find them. Maybe it was a bandit mage. Whatever it was, you and your group persevered against it, and you were awarded a medal by the council.

Mostly worth bragging rights, it also entitles you to participate in certain functions and parades. You've always got an invitation to the Military Ball.

[]Major Medal (10 points, must have combat practicals, can stack with Medal)

While fighting in the advanced classes, your unit was exposed to an unexpected threat. Maybe it was a mature monster, powerful and cunning. Maybe it was a hidden demon cell, prepared and deadly. Maybe it was a unit of bandit mages. Whatever it was, you and your group persevered against it, and you were awarded a major medal by the council.

Mostly worth bragging rights, it also entitles you to participate in certain functions and parades. You're also entitled to a salute by any member of the military who has not earned a similar or better medal. You've got a seat of honor in the Military Ball, should you ever go.

[]Experienced Duelist (3 points)

Mage Duels are a sporting event. They're highly formalized, and some of the points are given for style. Most disputes between mages are typically not settled through duels, lawsuits and assassination attempts are more common, though some profligate gamblers may bet on the outcome of a duel.

Still, some of the skills learned in dueling are also practicable for mage-to-mage combat. As such, dueling is a required physical education class in central.

You were a good duelist, and as such participated in Central's dueling circuit as part of the school team. You may take 3 additional ally points.

[]Celebrity Duelist (5 points, requires Experienced Duelist or Professional Duelist)

You participated in Central's dueling circuit as part of the school team, or participated professionally in the national track, and won both fame and accolades on the dueling circuit. You may choose a dueling nickname, and a signature 'flourish' of your choice. You're well known under that name and by that flourish on the dueling circuit, and some people will want your autograph.

You may take 1 additional major ally

[]Professional Duelist (5 points)

You graduated from (or bypassed) the school leagues and duel on the professional track. As a sport, mage duels are one of the few sports where the competitors pay to participate.

Wherever there's a major dueling event you will be notified, and when a minor one happens in your area you'll get an invitation.

If you visit and win, you'll take home the pot. And it's a good excuse to visit other districts for espionage purposes.

[]Barfighter (4 points)



Drinking, revelry and barfighting are not on the official curriculum of the academy in central. But that doesn't mean you didn't participate in them. There are things you learn fighting in a bar brawl, especially one against other mages, that you simply can't learn in controlled classes, nor a formal battlefield.

You learned to brawl. Not with support as a cog in a unit. Not mano-a-mano with other mages in singular nor small scale combat, but as part of the deadly scrum, biting and clawing and scratching and shooting off magic at what targets present themselves through chaos, confusion, and pain.

You fight like a mortal granted magical powers, moreso than like a mage. In some parts of Allund, that's a compliment.

[[Godblessed (10 points)

A god has taken interest in your life. On the one hand, the god might be willing to do favors for you, such as sending priests to serve you. On the other hand, the god might also be hungry for your soul.



[[Priestly Classes (15 points)

Priests are to witches as Ritual Mages are to natural mages. Priests cannot see or hear gods, but possess tools, training, and a carefully developed artificial language written as part of the truce at the end of the Gods Cursed War as a way to communicate with gods (and other spirits).

A priest that specializes in interacting with spirits is sometimes called a 'Miko', but they are rare as witches are much better at interacting with spirits. With gods, however, thanks to the compact, priests and witches are on a similar standing, operating within the boundaries of a similar contract that dictates the limited ways in which gods are permitted to interfere with the material world, and the equally limited ways that humans are permitted to fight back against gods.

Priests also occasionally serve ancestor spirits and ghosts, as witch sight can be unpredictable, but anyone can learn how to be a priest. This allows a family to have an unbroken line of communication with their ancestor, though it also opens the family up to having something else secretly replace their ancestor.

These Priests of ancestor spirits are sometimes called 'Soul Mediums'

A 'Priest of small gods' or a 'Priest of all gods' is a priest that has not devoted themselves to a particular god. They're uncommon, largely because gods are jealous creatures, and very few gods, typically only the smaller or weaker ones, are willing to work with a priest that won't devote themselves to that one god solely. (Also even those major gods who are willing to work with unaffiliated priests are typically unwilling to extend them a line of credit)

With this training, you will learn how to make deals with Gods according to the rules of the compact. These deals let you ask the gods for favors (Miracles) in exchange for actions or favors performed by you or others (Worship), for materials given freely (Sacrifices), or for souls (Devotions). Priests can sacrifice the souls of their flock, the souls of condemned criminals, souls offered to the priest in payment, or souls claimed rightly on the field of battle. Essentially, if a priest kills you, and it's not murder, for example it's self defense, during battle, or you offered your life and soul freely as the result of a deal... The priest gets to sell your soul to a god. For eating.

If it is murder, and the god doesn't know that, the god isn't punished for eating it.

If you sell your soul while still alive the priest will feed you a token that is supposed to automatically harvest your soul as soon as you die. These tokens do sometimes malfunction, but attempting to deliberately interfere with them is considered a breach of the compact.

It is very uncommon that a mage is also a priest. Mages still have collective memory of the old war with the gods, and most mages fear being eaten by them.

[[Mana Trace Camouflage (5 points (Free if you have a forbidden form of magic))

Any mage can, with enough effort, hide the traces of their Mana. It's useful for casting magic quietly and secretly. You can go a bit further and lay down false trails, disguising from whom, or from where the magic comes. You can even cover your traces entirely, if the environment permits it:

In a secluded place where there are very little mana, it's hard to remove enough traces of your mana to make it invisible. But in a vibrant place full of life and manaflow, you can make your traces exactly match the background mana, making it almost, but not quite, impossible for others to detect your magic nor trace it back to you.

[[Focus Impersonation (10 points (5 points if you have a forbidden form of magic and don't also have Mana Trace Camouflage)

It takes a lot of artistry and skill to make it look like you're using a different focus than the one you're actually using. A false step, especially when near an expert of either the focus you're faking, or the focus you actually have, can leave you revealed. Sorcery is probably the best of the common focuses at faking being other focuses, followed by elementalism, followed by Alchemy, followed by Physiomanancy, followed by Psychomancy (That last bit is somewhat debated as Psychomancers can make themselves better at impersonating focuses).

On the flipside Psychomancy is probably the easiest to fake, followed by Physiomanancy, followed by Alchemy, followed by Elementalism, followed by Sorcery. (That first bit is heavily debated as, while non-psychomancers struggle to tell if someone is faking psychomancy, it's extremely difficult to hide the fact that you're faking psychomancy from psychomancers)

You've got the artistry, the skill, and the sheer will to pull off a nearly flawless impersonation of another focus, to the point that it's unlikely even a master of both your focus and the focus you're impersonating will be able to tell that you're faking it unless they're already suspicious.



Disadvantages



[]Naive (Gives 5 points)

Rule 0 in the Mageocracy of Allund is 'don't get caught'. It's a land of remarkable corruption. You, however, don't understand that. To you illegal is illegal, and laws are laws. Something that's punished by a fine is as illegal as something that's punished by death to you.

You don't understand the ways you can bribe important people to not notice even blatant lawbreaking, the ways you can obscure the truth in courts, and you can't comprehend that there are ill aspects of their history that the Mageocracy would rather have hidden... or forgotten.



[]Physically disabled (Gives 10 points)

Mages don't need to be fully able bodied. Magic can negate a lot of issues with walking, and even with eyesight and hearing. You have some sort of physical disability: Maybe your legs are paralyzed, maybe you're blind, or hard of hearing. Whichever disability you want. You're able to compensate for it with magic, but you may find yourself in situations where that compensation is interfered with.

[]Poor Mana Efficiency (Gives 15 points)

Mage administrators worry less about mana efficiency than low grade mages: They've got access to the entire power draw of the tower to allocate as they please. However, your mana efficiency has always been bad. Maybe you can't help but include personal flourishes in every spell. Maybe you're just sloppy and leak mana everywhere when you use magic. Whatever the cause, you spend far more mana for the same effect.

[]Contamination (Gives 5 points)

You've suffered from some sort of contamination. Perhaps you descended from humans with animal features, the results of a biomancy experiment. Perhaps you infused too much raw sorcery into your body and developed glowing scars. Perhaps you leaned too far into nature elements and started growing vines under your skin.

Whatever it was, it left you looking strange and unusual. This isn't that rare among mages, but it does often show that, at some point, you were careless with your powers.



[]Family History (Requires 'connected') (Gives 5 points)

Most mages don't come from mage families, or at least don't come from famous ones. You do. Unfortunately you come from a family that's famous for betrayal, incompetence, or other negative traits. You've already got a reputation, perhaps one of great treachery earned by your ancestors or perhaps one of intractable stupidity and selfishness from the behavior of your Uncle Robby.

Still, at least you have the resources and knowledge of a mage dynasty, even one that's reviled.



[]Artificial Witch Sight (Requires Witch Sight) (Gives 25 points) (May not join Coven)

Your Witch Sight is artificial... you plucked an eye from a still living witch, and used some form of magic to turn it into a way that you can see spirits yourself. Perhaps you used physiomanancy to meld it into your own eye, or alchemy to turn it into a 'witch sight' lens. Maybe you even used sorcery to imprint it onto your magical signature, or psychomancy to imprint it onto your mind

Witches HATE artificial witch sight, and will find you very offensive as a result. Spirit communication with artificial witch sight is less effective than with real witch sight: Often those with artificial witch sight can only see, not hear, smell, nor touch spirits (And those who can hear spirits still can't usually smell nor touch them). Worse, many who install artificial witch sight into their own bodies forget to design it to turn off, and find themselves constantly seeing spirits through their own eyelids.

[]Artificial Demon Blood (Requires Demon Blood) (Gives 25 points)

You've discovered a way to artificially grant yourself demon-blooded abilities. This is typically done through drinking, injecting, or otherwise adding demon blood to your own body through a magical ritual. Once you've got artificial demon blood, you've put yourself in a very precarious position: People will think you're a demon if they see you using it. Worse, you've got to keep consuming demon blood if you don't want the demon blood within you to consume you.

Some particularly powerful mages can purge themselves of artificial demon blood so that a shortage doesn't kill them. The rest find themselves chaining demons up in their basement, and trying to smuggle vials of blood with them on any particularly long trip.

[]Sole Survivor (Must have combat practicals) (Gives 10 points)

For whatever reason, accident, incompetence, or enemy action, the rest of your unit died during the combat practical classes. The classes are dangerous, and there's a reason these classes are optional. Not only have you lost any friends you made doing the combat practicals class, you may even be suffering symptoms of PTSD. Worse, you may have developed a reputation for being unlucky, or a poor leader.

[]Dishonored Duelist (Must have a Duelist trait) (Gives 10 points)



For whatever reason, perhaps cheating, a citation for unsportsmanlike behavior, or being framed, you were expelled from the central dueling circles in dishonor. While you're still welcome to duel in the more rural districts, you may never duel again in the central districts.

You must take 1 additional major enemy or 3 additional minor ones.

Districts

The mageocracy of Allund is divided into about a thousand districts. Each district centers on a 'mage tower'... a construction designed to concentrate the mana throughout the district. Each district is seeded with special bars made of magically reactive materials... Spellsteel, Mage Bone, and Mana Crystal are all popular materials. These bars collect mana around them and transmit it to the central tower, from whence it is distributed to registered mages living and working in the district according to the wishes of the Mage Administrator.

Typically they're set to passive collection, but they can be set to actively pump mana from the land in times of need, or to return mana to the land in order to encourage greater fertility and growth.

The problem is that there are far more mages than districts. There are also more Administrators than districts. As such there's something of a post-graduate waiting list, but there are ways to bypass it.

Acquisition

How did you get your district?



Colonization

You offered to colonize a 'new' district. This might mean reclaiming a previously ruled district from Bandits, taking control of a district ruled by 'Nobility', reclaiming a district destroyed by demons (or reckless mages), or setting up a whole new district in the wastes.



[]Inheritance

Schooling involves a few years of mentorship. In your case, your mentor was a Mage Administrator who took a liking to you. They took you under their wing, and eventually they stepped down and let you start running the district.



[]Dead Man's shoes

You murdered, assassinated, or otherwise removed everyone in line ahead of you for the district you were interested in. This is considered acceptable behavior, so long as you don't get caught.



[]The Wait
You just patiently waited your turn, like a good little pawn with no ambition.

District

Which district did you acquire?



[]Szenna's Sacrifice
(Must be colonized)

A blasted eastern badlands, this was the location of the original dark portal to the demon's lands. The source of the demonic invasion, and the place where Szenna died destroying the portal. The land is contaminated with magic and blood, and produces twisted and foul monsters. There are rumors of demons living, hidden, among the populace, and the spirits that inhabit this land have been dealing with an invasion of their own by blood-spirits from beyond the demonic gate.

Ghosts still dot the land, the remains of the large scale of loss of life, as do ruins of formerly prosperous mage towers and towns. Once this was 25 different, highly populated, districts. Now it's one.

The gate is smashed, but it's legacy lives on.



[]Spartan Crossing
(Must be colonized)

Spartan Crossing is a dusty central district, located in the badlands between mountains. Mining is a viable source of resources, and the rains come often, allowing for a certain amount of fishing and aquaculture.

An irregularly shaped district, Spartan Crossing formerly served as a major highway and crossroads between several prosperous districts. Now it's a haven for bandits, rebels, and outlaws. Most of the infrastructure to rule is still there, but damaged and dilapidated, and what soil there is has long been watered with blood.

Take control of the district, and bring it back into the fold.



[]Ermine Peaks

A chilly place to the south, the Ermine Peaks are a collection of valleys nestled between tall mountains. The area is often described as a living taiga, and the locals make most of their money off of trapping and processing the silky furs of local foxes and minks.

There is rumor of gold out in the hills, a precious mineral that's valuable for its usage in certain alchemical constructs.

This untamed expanse still has a collection of 'nobles' and a 'royal family' that works closely with the local mage administrator, assisting in the more tedious parts of management, leadership, and accounting.



[]Blood Cove

A coastal district to the west, blood cove is shaped like a giant claw reaching into the ocean, the isthmus that once connected the northern and southern halves of the cove having collapsed into the ocean at it's former narrowest point.

The cove itself is shallow and well sheltered from the ocean, and home to several smaller fishing villages. The rest of the coast is sheer cliffs, and not suitable to serve as shipping launch points.

Most coastal trade currently bypasses the cove.



[]Shadowsand

An unpleasant desert to the north, the shadowsands are corrupted by some sort of unusual elemental corruption. This corruption, unsurprisingly, is focused around shadows and darkness. It severely and negatively affects mana-transmission in the area, often cutting the tower off from wide swaths of the lands.

That being said, there's rumor that there's another civilization of mages to the north, past the shifting sands, and occasionally traders and merchants can make it through the desert bringing trinkets and alchemical artifacts of unknown make and origin.



[]The Wode

A central district, the Wode was formerly ruled by the Druid of the Woe, Ypsilanti Moss, a witch sighted elemental of great fame and power, the Wode is an intimidating district full of enormous trees, many of which are larger around than a prosperous merchant's house.

There's four separate layers of canopy, each cutting off more light than the one before, and the bottommost layer of the wode is a shadowy land illuminated by a combination of mana crystals and bioluminescent fungi. The whole area teems with life, but is also very difficult for human life to tame: Giant insects are among the less dangerous biomantic experiments found in the Wode.

The humans in the wode possess unusual features as a result of biomantic experimentation by the Druid of Woe ranging from animal features to enhanced senses and musculature. They need these features to survive in this temperate jungle.



[]Vivid Creek

(Not available for Colonization)

A central district

Vivid Creek is a heavily populated district. Most of the population is concentrated in the central city built around the old mage tower, with the remainder of the district being utilized for farming and a collection of smaller villages. The creek that gives the district its name is pure, clean, and used to power hydrological mills, drop hammers, and other industry in the central city.

It's one of the few districts in the magocracy to boast a city of notable industry and splendor, but it also means that most of the mana that the tower processes is human mana. All mana has impurities, but human mana's impurities are more likely to have an effect on the human using it... typically emotional contamination.

Having the tower so close to so many humans also makes the peasants born here more likely to grow up to be able to manipulate magic themselves.



[]Alabaster Cliffs

(Not Available for Colonization)

A central district known for its extreme verticality, the Alabaster Cliffs are carved into five tiers of cliffs and mesas. The extremely vertical city boasts a very large population of scholars, and three competing universities.

It also boasts a large population of very dangerous priests, several unions, and a bizarrely strong anti-pathy to witches. Their fractious population are more than happy to get in the face of a mage administrator they believe is leading them astray, and very few of the administrators of the city have survived to retirement, sporting a life expectancy of administrators that is one and a half times SMALLER than that of the average non-administrative mage.



[]Pipelands

The pipelands are a mysterious district near the burning north east. The ground of the pipelands is horrendously contaminated with pipes, gears, machines, and springs. The whole area is something between the remains of some sort of giant army of clockwork golems, or the construction site for a giant factory powered by magic, steam, and springs.

The purpose of the machinery has been lost to time, and it's uncertain if the pieces can even be reconstructed with how much has gone missing to looters, scrappers, and smelters. However, the thrumming heart of the district still lives, and one can still hear eerie groans, whistles, chugs, and whirrs coming from deep underground.

Towers



Mage towers are the central collection points for mana in a district. From the tower's administrative functions, mana can be allocated to mages living within the district. They are almost living things, in that they largely build themselves. As they store more mana, they grow larger, adding additional floors, reinforcement, and capacity. The older the tower, the larger it is. Broadly speaking there are 4 general styles of mage tower



[]Classic Tower

The classic tower is considered to be well balanced between room, mana capacity, and defensibility. They're generally straight vertical, or close to, and usually have a round cross section.



[]Mana pump

Mana pumps sacrifice space and defensibility for increased ability in mana-manipulation. They tend to be shaped like a cage around their mana-condenser, which is often accessible from outside the tower.



Fortress
Fortresses grew in popularity during the war. Low to the ground, with thick walls, they sacrifice mana-manipulation ability for vastly improved defensibility.



Subterranean
Subterranean 'towers' use mana-crystal tendrils to control additional space around them. They have good mana-manipulation and defensibility against non-magic users, but because of their dependence on magic to maintain structural integrity, they are a poor defense against an enemy mage.

District Specialty tower
Take the special tower that comes with the district



Lighthouse

(Blood Cove only)

The lighthouse is located on a lonely island in the middle of the cove. This makes it only accessible by sea. This also means that it can engage in a much more aggressive method of mana-filtering as it can simply dump the resulting pollutants into the ocean.

The mana from the tower is especially pure and easy to work with. The rotating light at the top of the tower provides a clear and high power mana channel, cutting down significantly on interference from other nearby towers.

The light can also be used as a particularly nasty weapon, should the tower come under attack.

Counts as a Traditional Tower for most purposes



Dark Portal

(Szenna's Sacrifice only)

The Dark Portal was once the site of the physical construction linking the demonic world with if used as a mana pump could, in theory, pump mana from the demon world, and dump corruption into the demon world.

Even if such methods are not taken, the remains of the structure could produce a particularly powerful and wide reaching mana-pump with natural amplification of the mana flows.

Counts as a Mana Pump for most purposes



Bandit Fortress

(Spartan Crossing only)

The bandit fortress is crude by mage fortress standards, but in its crudity there's a certain blunt and intimidating simplicity. The Bandit Fortress will grow faster than more complex fortress designs, and has an intimidating presence all of its own. Visitors will feel the heavy weight of its history of violence, and the halls are haunted with the ghosts of both bandits and those who died at their hands. Someone with the right resources may be able to tap those ghosts as additional defenders, or as mana sources.

Counts as a Fortress for most purposes



The Palace

(Ermine Peaks only)

Built as the centerpiece to a fertile valley, The Palace used to be the home of the 'Nobility' that once ruled the Ermine Peaks. It's extremely luxurious by Mage Administrator standards, decked with beautiful statues and tapestries. Setting up your tower here is sure to impress other administrators, though it might cause some resentment from certain aspects of the locals.

Counts as a Fortress for most purposes.



Oasis Complex
(Shadowsand only)

A subterranean type 'tower', the Oasis complex is integrated with butchered spirits, elementals, and even a dragon to produce an endless spring of water, and life. In addition to storing it in crystalline form, the complex is able to saturate the water it produces with mana, serving as an additional storage system, and giving the water life-sustaining properties.

Counts as a Subterranean Tower for most purposes



Heart of the forest
(Wode only)

The heart of the forest is an ancient grove of trees with a mana-collection system interwoven into them. This manapump is capable of significant self-repair. It also synergizes well with biomantic mages, allowing them to command the plants of the tower almost as an extension of their own body.

A powerful and skillful enough mage could even make the tower uproot itself and walk.

Counts as a mana pump for most purposes



Pre-Modern Tower
(Vivid Creek only)

Surrounded by a giant maze that doubles as a magical sigil, Vivid Creek's mage tower predates the Magocracy. It comes from an era before the modern mana harvesting structures were developed, and, while the modern system was installed later, the ancient system is still in place, and still functions. In terms of efficiency, the ancient system is terrible, being designed for the input/output flows to be monitored and guided full time by a dedicated mage, but the amplification and collection sigils are capable feats of raw power that the more automated modern system still struggles to replicate.

Counts as a Classic Tower for most purposes



The Catacombs
(Alabaster Cliffs only)

A subterranean tower built deeply into the cliffs, the catacombs are an impossible maze to someone who doesn't know the secrets. However between the high mana concentrations within them, and space warping enchantments, a mage who knows the secrets of the secrets of the catacombs can reach nearly any point in Alabaster City nearly instantaneously.

The 'tower' is also protected by a collection of mana-programmable golems from before Binding(II) had been outlawed. They're a limited supply, so don't let them run out.

Counts as a subterranean tower for most purposes.



Clockwork tower
(Pipelands)

The Clockwork tower once controlled the mechanical systems of the pipelands. It's been repurposed from a control tower into a mages' tower, but with some work you may be able to reconnect to the old controls and rediscover the old systems.

Counts as a traditional tower for most purposes

Special Items.

Items cost the same points you can use to buy traits or focuses



[[Coin Die
(2 points)

A coin die is a mold that allows you to make shekels at a reasonable pace outside of your tower. You simply pour mana into the die, let it cool, and voila, you have a handful of shekels. Without a good die, you'll need to either make all of your shekels inside of your tower, or make your shekels freeform, which will produce lower quality shekels with a higher mana cost.

Freeform shekels can be unstable and occasionally spontaneously explode, unless you have the Mintier trait.



[[Big Bag Of Shekels
(1 point each)

You have a bag full of 600 Shekels. Money has a power all of its own, and when that money is mana the saying takes on some additional meanings.

A Shekels' spending power is roughly equivalent to 1,000 USD in the year 2020.

A Shekel's magic power is about enough to perform 1 act of moderately intensive magic, such as flying for a quarter hour or throwing a large fireball, or 10-20 acts of light intensity magic, such as changing the color of your hat, or lighting a pipe on fire.



[[Barrel full of Ryō
(1 point each)

Most mages trade exclusively in shekels, but the value of a shekel is too high to be in common usage among the lower strata of society. Ryō are the currency used by the lower classes. They're small flat disks, generally made of rare metals, gems, and precious rocks (jade is especially popular) with a hole through the center so that they can be threaded on twine.

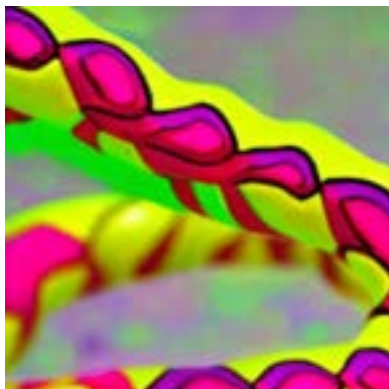
Very few mage administrators are willing to mint Ryō, which is a good thing as most of them could destabilize the market by minting excess Ryō of whatever mundane material they wanted. Ryō are minted by banks and prosperous merchants. The value is partly based from the material and partly from the reputation of the minter's mark.

The exchange rates between the various types of Ryō and Shekels are always in flux. If you take this option you have a barrel full of roughly 10,000 Ryō of various materials (mostly jade).



The buying power of 1 Ryō, depending on material, can range from 25 cents USD in 2020 to 500 USD in 2020 with Jade Ryō typically being worth 5-10 USD in 2020.

Ryō are often carved into rings that people use to decorate themselves to show their prosperity. It's not uncommon to see an earring, or a finger ring, or a toe ring that obviously used to be a jade Ryō on a normal human.



[]Exotic Pet

(2 points each)

You have an exotic pet, most likely an animal that's been modified with biomancy. Popular exotic pets for debutants include small snakes that can be trained to bite attackers, or scarabs that can double as brooches.

Hunting hounds, falcons, and cats are popular pets for more nature loving individuals.

Exotic horses, for example ones that can swim amphibiously, or ones with six legs, are also popular among mages who travel often.



[]Alchemical Weapon

(1 points each)

You possess an alchemical weapon, such as a sword with a blade made from pure magic, or a crossbow that shoots bolts of elemental moonlight. Perhaps even a small firearm that, instead of firing bullets, creates a loud noise that destabilizes the balance of everyone but the shooter.

Weapons such as this are not very useful to mages, who can typically create these effects with their own power if desired, but are incredibly deadly in the hands of a mundane human, a priest, or a witch.



[]Alchemical Armour

(2 points each)

You possess a suit of alchemical armor. Maybe it's a bracelet that projects a forcefield around your body. Maybe it's a balm that, when rubbed into your skin, hardens it like steel. Maybe it's a full set of power armor that amplifies your strength and speed, or even fights for you.

These are somewhat useful to mages, as it allows them to defend themselves without focusing on maintaining that defense, but they're even more useful when loaned to a mundane human, a priest, or a witch.



[]Ancient novel

(2 points each)

It's just a stage play, but it's written in a language belonging to one of the earlier mage empires. There's a lot of detail to decode from it if you're a scholar, ranging from historical and anthropological language, to some hints as to how older systems of magic used to work before they were remade by a more recent mage empire to be 'safer'.

Also it's just a nice thing to have, brings you some prestige and if you get bored you can have a theater group perform it.



[]Ancient Grimoire

(3 points)

This is an ancient grimoire. Within it are the thoughts, magical notation, and other details from the studies and experiments of an ancient mage. Most of this stuff is now common knowledge. Some of it is outdated, or just plain wrong.

But some of it? Some of it is very useful, and at least new to you. You can improve your efficiency and skill with some of these notes.

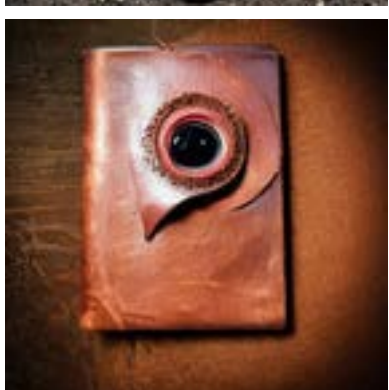


[]Demon Stone

(3 points)

The purpose of these 'stones' are unknown. They don't seem to have served a vital function in the demon, but they also don't seem to serve as currency. Each stone is unique and slightly different. Some theorize that they were used like 'dog tags' to identify fallen demons on the battlefield. Others theorize that they were used to help demons network with each other when fighting in formation.

Without demon blood, a demon stone is inert and worthless in your hands, but if you're demon blooded (even artificially) it feels warm and seems to pulse. You can feed power into it, and get slightly more back, and it can even help you shape your casting... so long as you're using the power of blood instead of mana.



[]Demon Grimoire

(5 points)

These are the studies of a demonic researcher. Most of it is not applicable to your magic, unless you're demon blooded, as it's largely about the ebbs and flows of the power of blood. But some of it is about magic and mana, from an outside perspective. Some of what's written here you can use to, if not improve your casting, at least better obfuscate it from others, make your undertakings look more like you're trying to do something else.



Further it gives you an interesting nugget of useless information: At the same time as mages were experimenting with drinking demon blood, demons were experimenting with ripping out and consuming mage souls to possibly use mana.



The results of the experiments are not recorded.

[]Witch Loup

(2 points)

A witch's loup is a highly precise magical device used to detect, measure, and study the energies that spirits feed off of. Most mages don't know how to use one, but they're a popular decoration due to their mysterious nature.

If you're a member of a coven, or you've read a witch's grimoire, you can use this to better tell which energies spirits feed off of, which energies are abundant where, and to detect spirit energies of unusual or abnormal types, which could signal a foreign spirit invading an area.



[]Witch Grimoire

(4 points)

This is the diary and notes of an ancient witch, possibly even from before the rise of mages. It includes all sorts of classifications and clades of spirits, information about spiritual energy flow, and different types of spiritual energy. Despite the fact that what spirits eat is often called 'elemental' energy, apparently it's not from elements at all... though what it is from is still unclear.

While an understanding of spirits isn't very useful for a mage, with this grimoire you gain a much better understanding of spirits and how they work.

[]Priest's Talisman

(1 point)

A Priest's Talisman allows them to sense and communicate with their chosen god. Most talismans are tuned to specific gods, but you could also get your hands on an untuned talisman of the sort used by a questor who wants to become a priest, but doesn't know which god they want to dedicate themselves to yet.

[]Soul Cage (5 points)

With a soul cage, also called a phylactery, you can trap, and possibly barter with or sell souls. While priests are the primary source of soul arbitrage, there's a thriving secondary market in certain quarters.

Plus, it's not like a soul is completely useless to a mage. Alchemists and Binders can attach souls to thinking devices or other magical undertakings to give them something very like intuition and creativity. Even sorcerers can simply drain a soul as an additional source of mana, and if you drain it slowly the soul can recover between uses to be drained again!

Truely, they're still of most usage to the priests, who can exchange them as a sort of universal currency with gods. Even the most insouciant of gods will happily accept a soul for a miracle.

Being eaten is not necessarily an unpleasant experience for the soul: they're taken into the god's internal afterlife, which are usually quite pleasant illusions, and gradually drained of their memories, personality, emotions, and everything that makes them unique to feed the god.

Priestly soul cages can be shaped like lanterns, lidded bowls, jugs, articulated wooden flowers, small boxes, or any other shape that has an inside and an outside and can be sealed. No klein bottles.

[]Noble Genealogy

(1 point)

Nobles are obsessed with their genealogies, their histories of blood. You understand it a little, there are some families of mages that are, for lack of a better word, important... but most mages are judged on the power of their magic, not the power of their relatives' magic.

This is a reasonably up to date genealogy of all of the 'nobles' currently in the realm. The mageocracy has been trying to stamp out most noble bloodlines, at least the uncooperative ones, so if the wrong mage sees this (and that mage may be you) it could lead to a genocide.

[]Terrific Artwork

(2 points each)

This is a wonderful piece of artwork. Maybe it's an exquisite statue carved by a very skilled human. Maybe it's a painting that changes based on your mood, painted by a psychomancer. Maybe it's a fountain who's water moves in impossible ways, freezing, thawing, and turning to steam made by an elemental.

Whatever it is, it's impressive and you like it.

Golems

Golems generally come in 3 types and four designs.

The types are Alchemical, Bound Soul, and Contractual

The designs are general purpose, war, art, and labor.



- A general purpose Golem is made to do just about anything you request of it.
- An art golem is designed to be beautiful and to provide people with pleasure, perhaps through music or dance, perhaps through massage or cooking, perhaps through other means.
- A war golem is designed to fight, they're used as bodyguards and sometimes on the actual battlefield.
- A labor golem is designed to work, perhaps in the mines, or to grind a pump, or power a factory, or just to pick things up and carry them.

Golems do not need to be humanoid, horse shaped, and wolf shaped golems are also very popular.

[]Alchemical Golem

(5 points war, 4 points general, 3 points art, 2 points labor each)

Alchemical Golems are the most common form of Golem. They function so long as they're provided with mana, and shut off when the mana flow stops. While they're generally loyal, they're not very clever. Because mana tends to influence things, they can develop quirks and can misunderstand instructions or carry them out in a way you don't expect.

They're about as bright as an average dog. If abused they can lash out.

[]Bound Soul Golem

(7 points war, 5 points general, 4 points art, 3 points labor each)

A type of golem animated by a bound spirit, god, or ghost, these are the most intelligent of golems.

They're self powering, though mana can provide them with a boost and make them stronger. These golems are bound to serve you, but have their own personalities and feelings. They may even chafe under your commands and maliciously find ways to misunderstand you.

They are created by capturing a spirit and trapping it within a phylactery, or spirit prison, within the golem. The personality of the golem seldom matches that of the spirit within, but when the golem is destroyed improperly the spirit can escape rather than be destroyed with the golem, and it will be pissed.

[]Contractual Golem

(10 points war, 8 points general, 6 points art, 5 points labor each)

Contractual golems were made with the lost art of binding(II). They're the most loyal type of golem. They're not sentient, and they will generally obey your orders as you intend them, or to the letter if they can't understand the intent. Contractual golems are powered by their contracts, they require no mana from you to function, though they can be forced to temporarily shut down if isolated from all mana. You cannot boost them by providing additional mana

The methods to create these Golems have been lost to time.

Connections

You have 8 'Ally' points and 3 'Friend' points

If you have 'connected' you have 4 additional ally points and 2 'friend' points for a total of 12 and 5.

If you have 'Combat Practicals' and do not have sole survivor you have an additional 3 friend points

If you have 'Experienced Duelist' you have 3 additional ally points.

Hirelings cost 1 ally point each, you may have a maximum of 5

Allies cost 2 ally points each, you may have a maximum of 2

If you have 'Accomplished Duelist' you may have a maximum of 3

Allies in the Council cost 3 ally points each, you may have a maximum of 1

Minor Friends cost 1 friend point, you may have a maximum of 3

If you have 'Combat Practicals' and do not have sole survivor you may have a maximum of 5

Major Friends cost 2 friend points, you may have a maximum of 1

If you have 'Combat Practicals' and do not have sole survivor you may have a maximum of 2

Friends in the council cost 3 friend points, you may have a maximum of 0

If you have 'connected' you may have a maximum of 1.

You may take a maximum of 6 points of enemies

Minor Enemies can give 1 'Ally point' or half a Friend point

Major Enemies can give 2 'Ally points' or 1 Friend point

Enemies in the council give 3 'Ally points' or 1 and a half 'Friend point'

If you have 'Family History' you must take 5 'Enemy' points. They do not count towards your maximum enemy points.

If you have 'Dishonored Duelist' you must take an additional major enemy, or 3 additional minor ones.

If you take 1 enemy in the council, you may take 1 friend in the council, or 2 additional Major Friends. You may not have a second friend in the council, even if you take 2 enemies in the council, unless you have connected

If you take 2 Major Enemies, you may take 1 additional major friend, or 2 additional minor friends.

If you take 2 minor enemies, you may take 1 additional minor friend.

This is regardless of if you use the enemy to grant yourself friend points or ally points.

Hirelings, Minor Friends, Minor Enemies:

These are people who do not control a district.



As hirelings they're reasonably loyal so long as you continue to pay them.
As friends they're helpful and positively disposed to you.
As enemies they're a minor thorn in your side

Non-Mages

Priests



[]Ian Lombardi (He/Him pronouns)

(Priest) (Demon War Veteran) (Minor Medal)

"War destroys. It is a hateful, terrible thing and I am terribly good at it."

Ian is a priest of Ahti, a god of the ocean and war. Ian wears scale mail, and a perpetually sour look on his face. At his waist he carries a spatha, a gladius, and three pilus. on his back he carries a tower shield and what appears to be an entrenching tool. He has an intense aura about him, as though he holds a grudge against the world, his every motion seethes with restrained emotion.

Ahti is a powerful god in his domain, but more and more gods have been encroaching on his domain. While he is the king of the sea, it is uncertain he will be much longer. It's said his decline was caused by one of the mages who sold her soul to him breaking free from his afterlife, dragging many drowned men along with her.





[]Grace Zhukov (She/Her Pronouns)

(Priest)

"A stranger is just a friend who you've not yet ritually slaughtered an ox with."

Grace is a priestess of Czernobog, a harsh god of darkness, cold, slaughter and bloodshed. Despite this this talkative and energetic young woman dresses in bright colors. She leans casually against a brightly painted warhammer that is larger than she is. She reminds you of nothing so much as a tropical bird.

Czernobog was recently fattened by the Demon War as his disciples were among the few that could interfere with the dark powers of the demons. Many mages sold their souls to him for their services.

Grace, however, is obviously far too young to have been a Demon War veteran.



[]Norbert Sheppard (He/Him pronouns)

(Priest)

"There are things in this world that you shouldn't think about too closely. Secrets that react poorly to being discovered. Watch yourself"

Norbert is a priest of Renard the fox, a trickster god. His clothing is nothing more than a miraculously well tailored suit, with a ring around the collar.

His bright white teeth frequently flash in an intensely warm smile that somehow never reaches his deathly still eyes. It gives the illusion that his face is just a mask worn by... something else. He seems to be an older man, with salt and pepper in his beard.

Renard is an established god with no particular claim to fame, other than having been around long enough to generally be well known.



Witches



[]Nur Gupta (He/Him pronouns)
(Witch) (Demon War Veteran)

“Stay away from me with that hero shit. I did my duty. I didn’t do it for this country, and I didn’t do it for you. I did it for my fellows on the frontlines.”

Nur Gupta is a member of the Sheathed Blade witch coven. He served in the demon war countering Demonic spirits and raising the fallen soldiers as ghosts to continue the fight against the demons.

His coven is very insular, and only rarely permit outsiders into their lands.

He has a lot of experience in cleaning up demonic corruption from the spiritual world as a result. His primary familiar is a Roaring Lotus, a type of spirit of nature that takes on the form of a lion made from flowers.



[]Usagi Yoshimitzu (She/Her pronouns)
(Witch)(Demon War Veteran)(Major Medal)

“Those of evil will be hunted by the light of the moon and executed in the name of the moon.”

Usagi Yoshimitzu is a member of the Moon Judge Coven. She served on the frontlines of the demon war, throwing herself into battle in the name of the impartial justice of the moon.

Her coven often serve as investigators and executors, hunting down mages, priests, and witches who have gone rogue.



Her familiar is a Void Crawler, a formless familiar that is made of nothing, and can walk through walls. She says that it enjoys spending time around cats.



[]Florencia Grecco (She/Her Pronouns)
(Witch)

"A person is just a collection of behaviors and thought patterns held together by the illusion of continuity of the self. This can easily be observed in the reincarnation of souls: A strong soul can easily become multiple people, each with a different fragment of personality, a different set of memories, and each with the utter conviction that they are the original."

Florencia Grecco is a member of the Windy Cove witch coven. She focuses on spirit centered engineering and construction. She has a plethora of small devices powered by spirits within, and her home is carefully designed to be attractive and accessible to spirits.

The Windy Cove witch coven are sailors, living in a small fleet of mismatched ships off of the coast, and along the rivers of Allund.

Her familiar is a Clockwork Fairy, a particularly unusual spirit drawn to creativity and precision.



[]Eden Daybreak (They/Them Pronouns)
(Witch)

"The biggest difference between a firefly and a star is that you can touch a firefly, hold it in your hands, and see it still after the night ends."

Eden Daybreak is a covenless witch, born as a wild talent. They were found by mages first, not witches, and were largely raised in captivity by a mage who planned to use them to make a set of artificial witch eyes.



Eden's spirits helped them escape their faux-loving master, and Eden has since wandered the wilds paranoid of men and women. Eden has not bound themselves to any particular familiar, but rather connects themselves to whatever spirits happen to be in the area.

Eden is followed around by a collection of tiny light spirits that appear to be glowing butterflies.



[]Ilanthe Metaxas (She/Her Pronouns)
(Warlock)

"We don't just carry scars on our faces. You see me and know I'm in pain, but when you see others with scars on their minds, can you tell that they hurt?"

Ilanthe is a Warlock... a witch who's familiar is a corrupted spirit. Warlocks are as much anathema to Witches as Demonbloods are to Mages. But unlike Mages, Witches do not rule Allund. Their vote is limited.

Ilanthe is a kindhearted individual who offered herself to a dying demonic elemental. Her blood keeps the elemental alive, and as it feeds off of her it strengthens her.

Other corrupted spirits listen to her, and will bargain with her. Ones that are not corrupted fear her.

Her elemental takes the form of a cloak of flowing blood dangling from her shoulders, and can extend physical tendrils made out of her blood to interact with the real world.

Ilanthe saved the dying elemental out of kindness, however, Ilanthe has been kicked out of her Coven for her actions



Mortals



[]Aelius Postumius Corvus (He/Him pronouns)
(Skilled Mortal) (Demon War Veteran)

*"You don't **fight** mages. You sabotage their supply lines. Prevent them from resting. Wear down their mana reserves. Then, if you're lucky, you get them when they can't fight back."*

Aelius Postumius Corvus has a very unfortunate name. He's the first to tell you that himself! His mother was a barely literate peasant who chose random words from a book that a priest had left behind in the village.

But it's grown on him over the years. He's an extremely skilled ranger who served in the demon wars. He often snuck into the demon's home turf, and served as a spotter for mage artillery. He also infiltrated behind enemy lines and sabotaged or destroyed supplies.

Sadly, he's getting on in age, and there's not a lot of work for a skilled saboteur anymore. Mostly what he does anymore is hunting poachers for mage administrators, and doing poaching for other mage administrators.



[]Dora Langbroek (She/Her Pronouns)
(Skilled Mortal)

"There's something relaxing about working with a mechanical powertrain. Making sure that the linkages are correct, the lubrications are even, and the elements are level. There's beauty in a perfectly leveled edifice. Even a good elemental can struggle with making a foundation truly level."

Dora is an engineer. She builds power-transmission systems for drop hammers, mills, automatic looms, and other important industrial equipment.



Right now she has an idea for using heat to power industrial equipment rather than using wind, water, magic, or spirits to power it. She enjoys pointing out that mana can run out, spirits can get bored, but you can always find something to burn.

She also, perhaps coincidentally, enjoys building giant bonfires and dancing around them.



[]Árnýék (They/Them pronouns)
(Skilled mortal)

Árnýék is a famous performer. They're incredibly skilled at dance, theater, and even singing. They tend to travel from district to district putting on performances for mage administrators and their citizens, and have a small troupe of other performers that travel with them, though the members of the troupe change often.

It's considered very prestigious to have Árnýék visit your district. Árnýék is, however, especially fond of performing satire and lampooning various mage administrators and the government, which can make hosting Árnýék dangerous if you let them put on the wrong show.



[]Ayala Dullahan (She/Her Pronouns)
(Contaminated Mortal)

Ayala possess deer-like features, including branching horns, as a result of experimentation by a mage on her ancestors.



Ayala is an accountant. She's a very good accountant, and she's come to rule a small clique of local miscreants who she is quickly turning into her own little criminal gang. Smuggling and Protection rackets are their primary source of income.

Lots of mage administrators make rules that make it profitable to bring things into their district without official eyes on it. Weapons. Valuables. People. She's good at getting things across borders unnoticed.



[]David Wolfe (He/Him Pronouns)
(Contaminated Mortal)

David Wolfe's shadow acts almost like an independent entity as a result of magical contamination. It drips from his body like a fluid, and can travel away from him to do scouting.

David Wolfe is a leader of a small mercenary company called the 'Cockroach Pack' because they're famous for being very hard to kill. They're specialists in infiltration, exfiltration, and pretty much any mission that requires wilderness survival skills. They're known to turn down stand up fights, however, saying that it's outside their specialty.



[]Bob. Just Bob. (He/Him pronouns)
(Soulless)

Bob is soulless. This doesn't mean he's not a person. This just means that his body does not produce, absorb, nor interact with mana. Mana goes right through him. Many mages use their mana senses to tell when people are nearby. They cannot tell when Bob is nearby.



Many mages use magic to attack targets directly. Bob cannot be directly attacked. You can blow up the ground he's standing on, and that could hurt or kill him, but you cannot blow him up.

Bob is a yeoman farmer. He is very good at farming. He learned how to do it from his father, who was also a farmer. He is getting tired of being poked and prodded at by Mage Administrators.

Soulless individuals are uncommon, but not unheard of. They are often hired by Mage Administrators to serve as assassins against their fellows, or, if enough can be found, to form a military unit for use against their fellows.

Bob is a very simple man, with very simple desires. Bob would rather not kill anyone. Bob would prefer to be left alone. Please leave Bob alone.



[[Vipin (He/Him pronouns)
(Sorcerer)(Unsanctioned Ritualist)

Vipin is a ritual mage, a mage who is incapable of directly sensing mana, and requires tools and rituals to perform magic. This puts him in a very precarious position, it's a potential sword of damocles hanging over the nervous man's head.

Still, he secretly sells his services to lesser mages, and occasionally mage administrators, in conducting choirs of mages. He's very skillful at weaving manaflores between multiple mages who are working on a large-scale magical undertaking together, largely because, as a non-mage, he doesn't suffer from mana-sickness when taking on too many different 'flavors' of mana.



Mages



[]Sam Granwise (He/Him pronouns)
(Elementalist/Sorcerer) (Naive)

Elementalist/Sorcerers are the workhorses of Allund. They're very flexible, but very few of them find actual positions of power.

The man dresses up like a candy soldier with high heels, bright colors, and multiple layers of loose flowing fabric that he can fling around flamboyantly. He is well known for his earnesty and general navette. He truly believes in the Mageocracy of Allund, and wants to make it work.

His bright colors serve a purpose: He prefers to work with Colorwheel elements, though he is also comfortable using the Emotative elements



[]Sheldon Reed (He/Him pronouns)
(Physiomancer/Psychomancer)(Forbidden History)

Sheldon Reed is a sociopath who enjoys causing pain. He's well known to randomly select serving girls, seduce them into his chamber, and then torture them. Nonsexually.

Sheldon has recently discovered a new species of cuttlefish-like creatures that he has named 'Stabcephlapods'. They're capable of short-duration life outside of water, frighteningly intelligent, and able to conjure knives into their claws and tentacles.



They'd be much more frightening if they weren't roughly chihuahua sized. He brings an aquarium full of them wherever he travels, and has been teaching them how to torture people.



[]Brianna Munch (She/Her pronouns)
(Elementalist/Physiomancer) (connected)(Naive) (Combat Practicals) (Minor Medal)

Brianna Munch likes to punch. An amazon of a woman, Briana uses the Artistic Elements in imitation of her hero Szenna. She's also been working on developing her own set of elements that she calls 'The Metallic Elements': Steel, Quicksilver, Gold, Magnesium, and Lead.

Brianna is a soldier's brat, born to serve, and is ready to be the bodyguard, guard captain, or army captain of whichever mage administrator she's assigned to



[]Frauline Bouergone (She/Her pronouns)
(Alchemist)

Frauline Bouergone is a dedicated alchemist. She doesn't really care for much outside of her alchemy, and is happy to produce exciting new devices and potions for anyone who is willing to pay. She's currently trying to divide Alchemy into two separate focuses: Potion Making and Constructs(II).

This requires both teaching Magic to distinguish between the two, and petitioning the council for permission to officially create additional designations. She believes that, if the two are divided, it will improve both magical technology, and the quality, variety, and availability of potions.



[[Biyu Durand (She/Her pronouns)
(Sorcerer/Elementalist)
(Witch Sight, Witch Coven, Familiar)

Biyu Durand is the daughter of a long lineage of witches. Her family has long lived in the poor southern district of Silver Lake.

Like all members of her clan, she is bound to the Silver Dragon, a powerful frost/night elemental that lives in the twilight depths of Silver Lake. By leaving the area, she will be taking a small fragment of it with her as a familiar.

She seeks to prove herself and claim power.

Her preferred system of elements are the 'Cold Elements: Glacier, Wind, Water, Night, Fog' but she's quite familiar with the Classic elements as well.



[[Riya Tonjam (She/Her pronouns)
(Alchemist/Physiomancer) (Demon Blooded) (Demon War Veteran)

She was found by a soldier on the front lines of the war. She was adopted by the unit and became something of a mascot. She even joined in the fighting on four recorded incidents, with unstructured and untrained magic.

After the war ended she went to Central where she trained as an Alchemist/Physiomancer. She graduated from the Central school, and seems extremely focused and eager to please.



[]Pasha Vasiliev (They/Them Pronouns)

(Sorcerer/Alchemist) (Demon War Veteran)

Pasha was born in Valen's woods to unknown parents, and was taken in by a priestly orphanage. They studied magic as an apprentice under Valen where they were trained in simple Sorcery.

During the war they fought to defend Valen's woods, and joined many Sorcerous units responsible for massive shields, and magical artillery strikes.

After the war they studied alchemy in one of the lesser mage schools. They seem ambitious.



[]Jeremy Wroth (He/Him pronouns)

(Elementalist) (Demon War Veteran)

He's very evasive about where he actually served in the war, but is willing to show you his unit patches and uniform. You suspect he might have once been a member of Grigory's Army... The ones who deserted after Szenna went berserk.

He studied Elementalist in a small provincial school. During the war he was largely responsible for equipment maintenance and the erection of camps and static defenses, but he was also occasionally called upon to manipulate the terrain of battlefields during the battle. He seems like a quiet fellow.



Jeremy Wroth uses the Quintet, and is one of the few elementalists comfortable using the Space Time Duet.

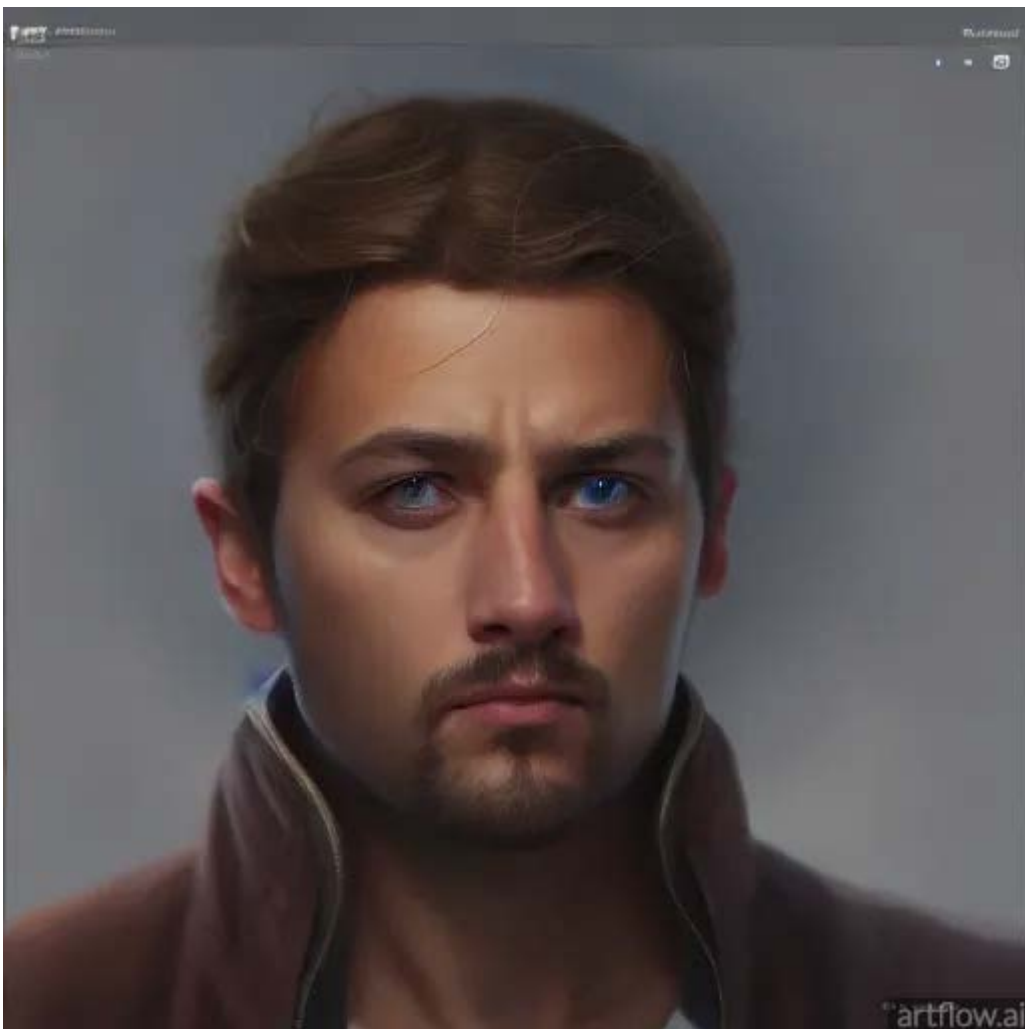


[]Lumusi Silurian (She/Her pronouns)

(Sorcerer/Physiomancer) (Demon War Veteran)

She studied Sorcery in central. During the war she was a knight under Pokiehl, where she learned Physiomancy from watching the demons. She maintained her own equipment, and fought on the front lines.

After the war she turned to magical research, and has a surprisingly large number of published papers to her name. She is extremely serious, but also fairly brusque and undiplomatic.



[]Ronald Cheesner (He/Him pronouns)

(Psychomancer) (Demon War Veteran)

Ronald Cheesner is a pure psychomancer trained in Central. He didn't serve in the front lines during the war, rather he designed and sold equipment, and performed logistics work for several of the armies fielded by the council. However, he lost all of the money he made doing this after the war in a series of bad investments, and particularly targeted banditry.

While he didn't directly serve on the front-lines, due to the nature of his job he did see combat, especially when he had to fight off infiltrators



[]Itumeleng Färber (He/Him pronouns)

(Alchemist/Binding(II)/Sigils)(Sanctioned Ritualist)(Hacker)

Itumeleng Färber is a very rare thing indeed: He's a sanctioned ritualist, a ritual mage with no ability to sense mana-flow whom the council has decided to tolerate, and given official papers permitting him to practice ritual magic. These are only ever given to people caught practicing ritual magic, and never to people wanting to learn ritual magic as a clear example of a case where asking forgiveness is better than asking permission.

There are two reasons that he got away with it: the man is entirely self-taught, and the man is the foremost expert on both pre and post-alchemy magic distribution systems. He is one of perhaps twenty people in all of Allund who can fix the interface layers between the modern alchemic systems, and the ancient sigil bound ones.

Allies, Major Friends, Major Enemies

People in this category have a district that they rule

As allies they've got a mutually beneficial arrangement of some sort with you

As friends they'll invite you to their district, or ask to visit yours. They might also help if you're in hard times, so long as you do the same for them.

As enemies they'll send raiders to attack you, or try to discredit you.



Mages



[]Alexius Tonjam (Ocean's View) (They/Them pronouns)
(Psychomancer/Physiomancer/Biomancer) (Demon blooded)

Oceanview is a trading district, and one of the largest seaports in the Known World. It's sometimes called the 'gem of the coast', and her marble architecture is viewed as both modern and clean.

Alexius Tonjam is incredibly paranoid. They're demon blooded, but they keep the secret extremely well, often assassinating those who find out.

Alexius enjoys shapeshifting, and will often shift themselves to be male or female depending on their mood. They will also change their height, skin tone, and many other details of their body depending on their mood. One can generally reliably identify Alexius only through their magical signature.

Alexius is very much a product of the modern teaching methods of the Magocracy... paranoid, manipulative, and frightened enough to default to lethal force in most social situations... Alexius took their district in the 'traditional' manner: Dead man's shoes.

Ruling Oceanview has been remarkably relaxing for Alexius, and they've been slowly losing their edge, paranoia, and fear of their fellow mage.

Alexius' tower is located outside the city. It's a fortress type tower with marble pillars and 'greek' style architecture, designed to be wildly inaccessible to most people.

The former district tower is an automated shipyard in the harbor, currently laying dormant.



[]Shelby Wroth (Blood Creek Springs) (She/Her pronouns)
(Elementalist/Psychomancer)(Witch Sight)

Blood Creek Springs is an honestly awful district. Volcanically and Hydrologically active, the district is full of black smokers, cindercone volcanoes, and bubbling mudpots.

What little water you can find has an incredibly high concentration of arsenic and sulfur, and requires magical purification to be potable.

The people who live in the district are mostly nomadic wanderers who only pass through it. The 'capitol' in the center of the district is uninhabited most of the year, only in use by the nomads for the purpose of certain annual celebrations, and to top off their water from the city filtration system.

Despite the hostile conditions, the district is vivacious with exciting new microbial mats and fungi, and is teeming with rare and unusual materials and spirits.

Shelby is a bookish little nerd that would rather spend time playing with spirits than talking to people. She chose Blood Creek Springs as her district due to the desolate silence of the district.

Despite her standoffishness with humans she has a personal, relationship with the spirits of Blood Creek, and claims that her daughter is the child of a young Earth Dragon.

Her preferred elemental system is the Artistic system. She says it has a certain romantic aura.

Her tower is a traditional tower located in the center of the mostly empty 'capital' of her district. The water filtration system is built into it's base.



[]Amah Redberry (Jasper Hills) (She/Her pronouns)
(Alchemist/Psychomancer/Constructionalist)(Hacker)(Disabled)

The Jasper Hills is a hot district of rolling, rocky hills and shrubbery. It's technically not a desert, but the soil is so poor, you wouldn't guess otherwise. Rain often falls on those hills, but it quickly washes out to sea, taking what little nutrients the soil holds with it. As a result, the ground is mostly hard sun baked clay, with the occasional thistle or thorn sprouting in a crack.

Amah's a driven, and borderline cruel, mage administrator who plans to use alchemy to turn her district from a barely survivable wasteland into the industrial capital of Allund. She is not a pleasant person. She has a haughty sense of superiority over others, and a very utilitarian view of the world. If you're not useful, get out of the way. If you won't get out of the way, die. She's not above sabotaging 'enemy' districts that are trying to industrialize 'in competition' to hers.

She uses the combination of her Psychomantic Constructionalism and her Alchemy to rapidly prototype new machines and devices within an area of her mindscape where she's able to simulate just about any physical conditions realistically.

Still Amah enjoys the finer things in life, such as crushing your enemies before you and hearing the lamentations of their women.

Amah's 'tower' is a strange beast, a low slung network of webbing between two towers, with the main mana crystal sitting in the center like a spider in it's web.

Also, you wouldn't know it interacting with her, but she is blind and can only see through her magic.



[]Glen McGowan (Piny Coast) (He/Him Pronouns)
(Sorcerer/Elementalist) (Combat Practicals)

The Piny Coast is a heavily forested stretch of coast just south of Blood Cove. It's governed by McGowan, a lesser mage. He's only an administrator because no one of any power wanted the tiny 'district'. This district is not very wealthy, and doesn't even have a good supply of hardwood, just pines. Even the stone here is mostly chalk.

Glen McGowan has a personality that's much grander than his district. The man wears enjoys going on hunts for dangerous animals. He's loud, and unapologetic about it.

He's also been doing this for longer than most Mage Administrators have been alive, and still appears to be in his 40s. He's a more dangerous foe, and a more faithful friend, than his appearance and mannerisms suggest.

As his age suggests, however, he is a classical elementalist who views the more modern elemental systems with some amount of suspicion.

His tower is a simple tower, located on top of a particularly piny hill.



[]Pavlov Mandala (White Pine)(He/Him pronouns)
(Sorcerer) (Demon War Veteran)



White Pine is a more frigid southern district. Small and mostly flat, it's named after the most common tree found in the district. The people who live there are quiet and standoffish. Only one thing makes White Pine remarkable:

White Pine is home of what is probably the best school for sorcerers outside of central academy. However, despite this the White Pine school of sorcery is classified as a 'lesser' school as it teaches ONLY sorcery.

Pavlov Mandala is the headmaster of the school, and simultaneously the administrator of the district. He's known to have a lot of pride in his sorcery, and will engage in 'riddle competitions' with mages trying to find the most unique way to solve a problem, or trying to solve a problem that's easy to solve with one type of magic using another type.

Some people accuse him of being, perhaps, biased against non-sorcerers, but his typical rebuttal is that sorcery is, earnestly, the best and most useful kind of magic... but only if you're clever and skillful enough for it.

His mage tower is the White Pines academy, and counts as a Fortress type tower for most purposes.



[[Fiona Crumble (Fierce Storm) (She/Her pronouns)
(Sorcerer/Elementalist)(Forbidden History)

Fierce Storm is a coastal province, and one that is particularly well named. Near the frozen south, the province is constantly bombarded by high winds and terrible storms. The waterways in this hostile province are frozen for most of the year, requiring icebreakers to perform any sort of shipping.

Fiona is as cold hearted yet quick to anger as her province. Despite her youth, she gives off the jaded persona of a woman many times her age. She claims to be a reincarnate from an ancient pre-Empire era mage, but she doesn't display any ancient magics to back this up. Rather she uses a super-modern variant on elementalism focusing on ice and cold as her primary focus, backing it up with sorcery when her elements are insufficient.

Nonetheless, she's aware of several ancient ruins of interest, and conducts many expeditions to unearth Allund's past.

Her tower is a simple affair, carved from the blue heart of ice. It counts as a traditional tower for most purposes.



[]Cervantes Ramandolo (Flint hill) (He/Him pronouns)
(Sorcerer/Physiomancer) (Experienced Duelist)(Celebrity Duelist)(Professional Duelist)

Flint hill is an industrial district, named after it's primary product: Flint. The Flint from flint hill is used in arrow heads for hunting, primitive knives, and firestarters all across Allund.

Despite the availability of metals to produce these tools, stone tools remain inordinately popular due to the relative ease of working magic into rock. Of the minerals Flint is king and Obsidian is emperor.

Cervantes Ramandolo is aggressively bisexual. He brags of all of his conquests, voluntary, and less so, and is well known for setting his eyes, and heart, on shy young men and women... wallflowers with little experience. Where Cervantes goes, broken hearts follow.

The man loves to duel, and has a custom made fencing sword that shifts between a chain-whip and a sword at the flick of the wrist, with which he dominates his opponents.

His mage tower is a giant coliseum, carefully designed to extract the maximum mana from the heightened emotions of the spectators and provide it to the dualists within. It counts as a mana-pump for most purposes.



[]Jo Eun-Young (Poison Pond) (She/Her pronouns)
(Sorcerer/Psychomancer)(Contamination)



Poison pond is a badly contaminated district. Very little lives there, other than toxin elementals and venomous fae. The district was not given to lo as an elevation, but rather as an insult.

The woman is as prickly as her district, paranoid and unfriendly; she sees everything as a potential trap, an attack, or an attempt to put her into debt. Many people describe her as a 'creep'. Despite her flaws, she's very loyal as a friend and doesn't lack resources; if you need a way to kill a man, quick or quietly, she's the woman to see.

Her mage tower is a simple Traditional tower, with nothing obviously special about it.

Non-Mages

Witches



[]Yonathan Levi (Silent Star)
(Witch)

Silent Star is a harsh district, controlled by the star spirits linked to witch coven that rules the district. The landscape is truly alien, shimmering and barren outside the small enclaves of carefully tended life. Those who enter the district unprotected quickly choke and die due to the distinct lack of oxygen,

Yonnathan Levi is the patriarch of the Voidbirth Coven, both a witch bonded to a Shade of the Stellar Void, and a member of the Sect of The One, a strange sect of not-actually-priests who believe in the universe as a god unto itself with both agency and desires. While they lack devotions, miracles, nor powers they are able, though a combination of rites, verbal challenges, and other strange practices to somehow disrupt mana, break familiar bonds, mute priests, and silence both gods and spirits... albeit inconsistently and never for very long.

His clan has proven both stubborn, and impossible for the mages to dislodge, and for decades they settled for simple containment. With the conclusion of the gods cursed war the Witch districts were offered representation in the Republic.

Yonnathan is old, cunning, and willing to assist lesser mages in exchange for favors and strings behind the scenes. His district can provide an impenetrable fallback position for those willing to trust him.

His district capitol is a domed city, carefully protected from the harsh environment outside the dome. It counts as a fortress for most purposes.



[]Kavita Temitope (The Floodlands) (She/Her pronouns)
(Witch)

The Floodlands are an aptly named district: The damp soil is rich and black, but the land is almost entirely flat and floods multiple times a year. The district is a major food producer, but all of the buildings are built on stilts and have boats hitched to them for flood season.

Kavita is the matriarch of the Misty Sky coven of witches, and her familiar is a Sloshing Grouse, a water aligned bird spirit. Kavita cares deeply for her lands and her peoples, and seeks to be useful to the mageocracy so as to protect the freedoms and protections they have gained.

She's a very soft spoken individual with a soft spot for small animals. Despite her outward helpfulness, a part of her chafes under what she sees as the chains of necessity, and wishes to serve herself.

Her capitol is a simple manastone pillar, which counts as a manapump for most purposes.

Priests



[]Adeola Opeyemi (Neon Highlands) (She/Her pronouns)
(Priest) (Professional Duelist)(Celebrity Duelist)

The Neon Highlands have a strange environment, heavily contaminated by mana. Colors become brighter, noises become louder, flavors become more intense. The entire area is extremely vibrant, and exports glowing dye to the rest of the magocracy.



Adeola is the high priestess of Ishtar, the goddess of Victory, Ambition, and, well, 'awesome'. Her goddess rewards flamboyant skill and prowess, and demands that her followers go the extra mile in everything they do. Her pet lion is a biomancy creation, and is relatively tame as a result.

She is, perhaps predictably, a very flamboyant and forwards individual. She wants what she wants, and isn't afraid of taking it.. Be that goods, lives, or hearts. She's also known for belching louder than her lion can roar.

Her capitol is a tower painted all the colors of the rainbow, and counts as a traditional tower for most purposes.



[]Ashkii Cano (Spicy Forest) (He/Him pronouns)
(Priest)

"At sundown we have scheduled the spirit game, where we shout the names of spirits aloud before the bonfire in order to set them free" "Do... Do they actually need to be freed?" "No. But it is great fun for the tourists."

The spicy forest is a moderately wooded district, known for sourcing several flavorful additions to food, ranging from mushrooms and truffles, to flavorful berries that grow from parasitic vines that attach themselves to trees

Ashkii is a priest to a collection of spirits and minor gods that reside in the forest, and not to one single god. As such, he's responsible for balancing their needs and desires against one another, as well as against the human population of the district.

He's something of a staunch conservationist by necessity, unwilling to allow the district population to expand, nor to increase the amount of exports from his district, he's attempting to encourage the proliferation of artistry and tourism as an alternative means to generate revenue for his district, and has, with the help of local artists, made up several fake 'rituals' that he encourages vacationers to participate in.

His district headquarters is a simple wooden tower hut that technically counts as a fortress for most purposes.



Mortals



[]Nadia Kristin Putnam (Grand Crevice) (She/Her pronouns)
(Noble)(Soulless)

"Not a promise, nor an oath, not a malediction nor a curse. Inevitable."

Grand Crevice is a deep canyon, full of life, running through the rocky badlands of the south east. The canyon is so deep that most of it is under full shade other than for an hour or so around noon. The river that runs through the canyon is powerful and strong, and runs industry for the people of Grand Crevice

Nadia's people came from the eastern badlands long ago. They fought their way across the magocracy until they found Grand Crevice, where they finally settled down. Their people are generally soulless, which has protected them from the deprivations of mages. While there have been many attempts to dislodge the Putnam Kingdom from their Crevice, all have been ultimately unsuccessful due to the stubborn loyalty of their people, the aggression of their leaders, and the difficulty of using magic on them.

Nadia has a reputation for forthright honesty, and a forceful style of diplomacy. Her attitude towards others can be summed up as 'help, get out of the way, or die.'

Her capitol is a complex carved into the walls of the canyon, and counts as a subterranean base for most purposes.



[]Wahid "the red" Imamu(Humble Mesa)(He/Him pronouns)



(Noble)

"Comfort me with apples, for I am tired of love."

Humble Mesa is a district that has escaped mage conquest largely due to its unimportance. On the eastern outskirts of the Magocracy, the district has little traffic, and few resources, but is generally self-sufficient.

Wahid "the red" is a skillful logistics master, capable of completing large projects in his district without mage support in order to keep his district competitive with the mage lead ones. At any time, his position could be usurped by a capricious mage, but he continues to keep them at bay through obscurity, and a certain amount of subtle violence.

His capital is an ancient ziggurat that dates back to one of the pre-mage empires. It counts as a fortress for most purposes.

Allies, Friends, and Enemies In the Council

These people are in the Council.

As allies they'll use you as a pawn, giving you resources for helping accomplish their goals.

As friends they'll serve as a mentor, helping you find a place in the council yourself

As enemies, you'll find no foe more challenging nor dangerous.



[]Samuel Shekler (Peaceful Quarry) (Member of the council) (He/Him pronouns)

(Sorcerer) (Connected, Mintier)

Peaceful Quarry is a central district, and the source of much of the marble used by Allund. Most of the marble is white, but there are some veins of pink marble. Almost every building is made out of limestone or marble. It's also the site of the largest coin minting operation in Allund.

Samuel Shekler sits on most of the financial and treasury committees within Allund's council, and has a great deal of say in what money is spent when. He's not actually a very powerful mage, especially not for a council member, but there's good odds that, if you have a bag of shekels, at least one of them was minted by him.

Shamuel Shekler's tower is an underground complex. Most of the complex is taken up by his Shekel mint, where fresh mana is colored, patterned, and pressed into coins.



[]Robin Goodfellow (Stoneglave) (He/Him pronouns) (Member of the council)
(Psychomancer) (Artificial Demon Blood)

Stoneglave is named after the sharp granite and obsidian spires randomly sticking up from the ground throughout the district. It's not a very hospitable district, with low rainfall and poor soil, but it is a beautiful district if you like interesting geology. Stoneglave is frequently home to high, dry, winds.

Robin doesn't care for geology. He spends most of his time in the council chambers currying for favors with other mages. His psychomancy lets him find who needs favors, and who can grant them, always serving as a middleman and often serving as a wedge in controversial votes.

Robin Goodfellow always knows a guy who knows a guy for whatever you need. He keeps it well hidden, but he plans, some day, on declaring himself emperor.

He started drinking Demon Blood to get their powers in preparation for his plan to become emperor. It's not well known, but Demon Blood can also help with psychomancy, if you have the right mindset.

His tower is a subterranean tower, dug into the rock. He almost never visits it.



[]Faith Coltson (Umbar Hills) (She/Her pronouns) (Member of the council)



(Sorcerer/Psychomancer) (Disabled)

The Umbar Hills are a district of low, rolling, mossy hills, and the goats that feed upon them. It's a very tame district, full of friendly farmers.

Faith has never been able to walk. Her legs never worked since the day she was born. She uses her magic to levitate herself everywhere instead. Faith truly enjoys flying, and in her youth used to compete in obstacle course races

In the council she's something of an advocate for the rights of mages. She believes that it's a mage's right to do what that mage wants in their district, for the most part. This finds her sometimes allying with the progressives in the council, and sometimes allying with the traditionalists.

She often is the head of committees that set up contests, competitions, and celebrations.

Her tower is a manapump that's built like a giant bird cage, with the mana crystal in the center. She often flies around inside it to relax.



[]Valen (He/Him Pronouns) Valen's Woods (Member of the council) (5 points)

(Elementalist, Binding(I)) (Artificial Witch Sight, Demon War Veteran)

Valen's woods are a thickly wooded district that was once on the frontline of the Demon War. The district produces hardwood, and hard men. Soldiers from Valen's district are considered some of the best in the world.

Valen is one of the few currently surviving council members who fought in the Demon War. He prefers the simplicity of the Quintet elemental system, which he wields with great finesse. Very few people are aware that he also knows Binding(I).

Right now Valen has largely retreated deeply into depression. Many people he knew and loved died in the Demon War. His votes on the council are perfunctory, and he often sends others to vote in his stead. His district is still governed according to his will by his Major Domo, but it's unclear how much attention he's paying to it: Laws in his district have not been updated in 20 years.

Vallen's tower is a simple wooden fortress, deep in the woods.



[]Jorgan (Seastead) (He/Him pronouns) (Member of the council)
(Psychomancer/Elementalist)

Seastead is a small temperate island in the ocean off of the coast of Allund. It's not a very important district, it's biggest export is olives, but the man who rules it is important.

Jorgan is a mountain of a man who leads one of the minor coalitions of the Council, the colonization coalition, that provides resources to colonize new districts and tries to push the council to reach out to the outside world. He uses his Psychomancy to 'stoke fire in the hearts' of adventurous seeming individuals. Though many accuse him of mind control.

His 'tower' is a massive barge anchored off the coast of the island.



[]Tasi (Neon Hill) (They/Them pronouns) (Member of the council)
(Psychomancy/Chronomancy) (Poor Mana Efficiency)

"If at first you don't succeed... it never happened"

Neon hill is an extremely small district, consisting entirely of a single hill that, for unknown reasons, produces a surprisingly large amount of mana independently, though not enough mana for Tasi's enormous appetites.

Tasi is nearly as enigmatic as their district, their personality shifting between cool and analytic and warm playful at a whim.



The pint-sized mage is always trying to find more ways to bring mana into their district, though whatever they're actually doing with all that mana no-one knows... perhaps least of all Tasi.

Their tower is a variant of a mana-pump, built AROUND the hill that is the entirety of their district.



[[Pratima Clearwater (Glass Valley) (She/Her pronouns) (Member of the council)
(Psychomancy/Gates/Conjuring)

Glass Valley is a northern district, steeped in illusions and old magic. It's a desert of glass. There's very little life in Pratima's district, other than corrupted mana-beings made from more glass than flesh.

Pratima is a highly logical person with a personality that's often described as 'cold'. She's very clear that she's on the council to represent herself, and any help that she offers is in the name of 'enlightened self interest' i.e. by helping you she expects that you will come back around and help her in some way, shape, or form. She often takes a trophy from anyone who is humbled before her, something emotionally important to them, rather than valiant.

That being said, she's a simple woman with simple desires. She doesn't enjoy luxury, though other than art. Mostly she seems to enjoy watching numbers go up, especially the numbers that represent how much influence, money, and mana she has misered away in her vaults.

Her tower is a giant, very secure, subterranean vault that holds all of her trophies



[[Rampion(Black Fields)(Member of the council)(She/Her pronouns)
(Witch/Godborn)

Black Fields is an incredibly fertile district, and a major food producer for Allund, named for the rich black fields that produce flour, turnips, and other vegetables for Allund.

Rampion is named after the vegetable. She's the child of a God of Agriculture and Farming and a mortal witch. As such she has some unusual features, such as polydactyly. She is also an incredibly potent witch. Potent enough to find herself a place on the council, the only witch on the mage council.

She's young and inexperienced, but not naive. She often finds her objections or views overridden by other members of the council, but strives to represent non-mage witches on the council.

Her capitol is the temple that she was born in. It counts as a traditional tower for most purposes.

Mission/Setting modifiers

Main Quests

[[Slice of Life

This mission does not give you any points. You're plopped down into a peaceful period in the history of Allund, and can grow, learn, befriend, and politic to your heart's desire.

[[Council Backstabbing (Intrigue becomes more common, webs of spies are everywhere, if you're sneaky you'll go far)

A series of assassinations on the council put the infighting on the council on stark display. Mage alliances are made and broken, and political maneuvering becomes much more intense.

Remember that the most important rule of this era is Rule 0: Don't get caught. The goal of this scenario is to get on top in a cutthroat world of nasty politics, or die trying.

[[Warring States Era (Fortifications become cheaper and faster to build)

Due to the growing inability of the Mage Council to perform the basic duties of statehood, various mage districts begin breaking away into their own little fiefdoms. Some of these breakaways are officially rebellions, but some just stop listening to the council. Others try to serve as council enforcers for favors. Allund dissolves into openly warring states, including a new Witchly Empire, a Priest Empire, and a group of Mortal Nobles getting together to form what the mages malign as "The Bandit States".

Other than the non-mage factions, if you don't join your own faction or elevate a minor one to power, there's a few major factions: The Mage Council's Loyalists, The Duty Bound, who believe that mages should work to improve the world and their districts and reject what they view as the council's laxity on those who are irresponsible with magic, The Law of Magic, who believe that the strongest should rule, The Rebuilders who want to tear Allund down completely and start something new, and a few lesser factions named after whichever charismatic mage who put the group together

[[Second Demon War (Biomancy research becomes easier)

A second wave of Demons occurs, spilling out of new Dark Portals forming in multiple locations across Allund. The first wave were refugees fleeing war in their homeland. This wave is Demonic Imperial forces, and they want to make this world into one of their Tribunary States.

You can side with the council, with the demons, or for yourself. It may be possible to talk the surviving demons from the first war into helping you fight this mutual enemy, but beating the second wave of demons will be much harder than the first one: They're prepared.



[]Return of the Rebels (Arming and equipping armies becomes easier)

Galen's army has returned from the Badlands. They want to overthrow the mage administrators and replace them with a (somewhat communist) democracy that represents all of the people.

They've invented something that can disrupt magic casting to help protect their soldiers, and have been training operatives across Allund, and smuggling oppressed serfs into the badlands to train as ritual mages out for revenge.

[]Second God's Cursed War (Most Spirits become visible even to those without mage sight)

The compact between Gods and Humanity breaks down. Spirits start taking sides, with humanity, or with The Gods. The Gods themselves start walking the earth of Allund, eating humans that catch their eye, performing magic willy-nilly, and not caring if they get worship or not... they just take what they want.

[]Reconquista (Industrializing your district becomes easier)

Allund discovers that Humanity still exists outside their borders. While this is exciting news, their first instinct is to send mages to colonize the new lands. Will you join them in colonizing the new lands, will you negotiate with the local powers, or will you break away to do your own thing?

The new lands use much less magic than Allund, and but have a fair amount of technology: Think Diesel Punk, which makes them something of a threat to an unprepared mage

[]Running Down The Clock (Large scale constructions become easier)

Environmental disaster is looming. Mages have been taking too much mana from the lands, or worse, poisoning their lands with corrupted mana. Every year less and less of Allund is habitable. It's starting to reach a crippling turning point. In 25-50 years all of Allund will be uninhabitable. Will you join the great exodus, or will you fight desperately to save your corner of Allund?

[]The Catastrophe/End of Empire (Gain 20 points, in addition to the rewards from all other missions)

This is the original timeline as played with players by the GM. In this timeline the Mage Administrator has roughly 10 years to prepare, give or take, and then things start going wrong. First there's assassinations on the council, then the various Mage Administrators create breakaway countries and move into open war, then the rebels come out of the badlands to take advantage of this, then the demons return for the second demonic war, then the Gods declare that the compact is broken, leading to the second god's cursed war, then the outside world is recontacted and they've technologically advanced with less magic. Oh, and Allund's environment is steadily falling apart as you watch.

None of these wars resolve before the next one starts. Towards the end everyone is fighting everyone else, and noone fully understands why.

Bonus Quests

(Take as many as you want)

[]The Dragon is getting old

An ancient dragon comes to your district to die. If you impress him, he'll let you raise his successor. If you piss him off he'll spend his last few years violently destroying everything in your district.

[]Rebel Contacts

[]Dryad Woods

[]Spirit Born

DLC (Extra Optional Rules/Sections)

Tower Customization.

Only available if you did not take the District Specialty tower. You may have 6 tower points specifically for building a tower. You may not use these 6 tower points on anything else. You may convert general points into tower points at a 1:1 ratio.

Tower cores

The core of the tower determines How it interacts with the world.

Mana Storage

[]Manacrystals are the primary method of storing mana, akin to a battery or a capacitor. However, other more dynamic methods of power storage exist which are more akin to a flywheel, or even a gas tank.

That being said, there's a reason that the majority of towers use crystals.

(Choose 1)

[]Traditional Mana Crystal

Traditional Mana Crystals are the preferred method of storage all across Allund. Capable of holding large amounts of mana in a stable and readily accessible format, there is only one reason not to use them: If an enemy gets physical access to your tower's central mana crystal, they can siphon as much mana from it as they want, and you probably won't be able to stop them.

That being said, the vast majority of Mage Administrators agree that the benefits outweigh the disadvantages, and simply install protections around their mana crystals to prevent access by hostile mages.



[]Corrupted Mana Crystal

(Requires Demon Blood)

Some mages with Demon Blood will corrupt their Mana Crystals with a little bit of the power of blood. This allows them to store blood power alongside Mana, with the disadvantage that, as the percentage of blood power to mana grows, their mana becomes almost corrosive to the environment, corrupting the environment into something less human and more demonic.

The other disadvantage being that it's highly illegal... if you get caught.

[]Elemental Mana Crystal

(Requires Elementalist and/or Witch Sight)

Some mages will attune their Mana Crystal to a form of Elemental energy. This can be Mage elements like 'Ice' or 'Wood', but it can also be the things that spirits feed off, such as 'Laughter', 'Morning Dew' or 'Winter Warmth'. This allows them to use their chosen elements much more efficiently, and also attracts more spirits aligned to those elements to the district. It can also affect the weather and nature of the district to bring it more into alignment with the chosen elemental energy.

[]Maze Diagram

(Requires Mazes or Binding(II))

Maze Diagrams predate Mana Crystals as a method of storing mana. They're much more like a flywheel than a battery. In a Maze Diagram, the mana is forced to endlessly flow in a complex maze, never permitted to stand still. This means that the mana can perform work, casting minor spells, without noticeably reducing its quantity and while in storage.

Maze diagrams are the beating hearts of a lot of strange, always active, magical effects produced by towers. The biggest disadvantage is that, as the mana is always flowing, it can be unstable and if too much mana is stored it can explode. Violently.

[]Storage Spirit

(Requires Witch Sight or Priestly Training)

Storage Spirits predate Mana Crystals as a method of storing mana. Typically mages who use a storage spirit to store mana use a bound spirit to manage it, and the 'two' spirits are one and the same. When using a storage spirit, you essentially hold a spirit (or ghost or god) in your tower and feed them mana, then extract power from them as needed. Generally, this spirit is given the power to decide how to allocate the mana, and is able to use the mana for their own needs as well.

Some extremely cruel mages just keep a spirit in a spirit cage and force-feed them mana, then drain the mana from them as needed. A storage spirit is more secure than a Mana Crystal, and is capable of converting limited Elemental Energies into Mana, however storage spirits are very inefficient as they use the mana themselves to live, and need to either be befriended, or cruelly controlled.

Tower programming

The programming of the tower determines your tower's personality. How it prioritizes things. Some specific programming methods can grant special abilities.

(Choose 1)

[]Manual/Human assistant

The tower only grants requests on a manual basis. In a district with very few mages, you can probably handle that task yourself, but in larger districts you'll have to hire one, or even a small cadre of mages to handle prioritization, mana dispersal, sustainability monitoring, and other important tasks.

These towers are typically located in smaller districts that do not yet have enough population, and certainly not enough magical population, to justify the expenditure of a more self-directed programming method.

This method is, in some ways, the hardest to hack as humans are very good at noticing discrepancies in requests. On the flipside, it's relatively insecure because humans are easy to social engineer.

Make sure you hire people you trust to run your tower in your absence.

[]Bound Spirit

The tower has some sort of spirit bound to it. Maybe it's a tame spirit. Maybe it's a formerly human ghost. Perhaps there's even a minor god bound to the power. The spirit manages mana-intake, dispersal, prioritization, and sustainability monitoring according to its training, whims, and preferences.

These towers are generally located in awkward places: Older towers from before the standard programming came to be, towers who are too important to temporarily take down to upgrade but not important enough to erect a temporary tower to cover the gap, or towers who are involved in century long experiments that cannot be interrupted.

This method is somewhat less secure from hacking than hiring humans, but generally more secure from social engineering. You have to be careful with bound spirits, however, as they all have their own personality. They can be capricious, within the fetters placed on their mind.

It could grow to care for you. It could grow to hate you. It might even fall in love. But as the mage administrator, whatever feelings it develops will be centered on you.

[]Programming tree

This is the most common form of programming for towers in heavily populated areas. The alchemist laid runes into the mana-processing section of the tower to handle most tasks automatically, requiring only minimal tweaking from the mage administrator according to their own preferences



The problem is that these are absolutely standardized at this point, meaning that if you know how to bypass the protections on one, you can probably do it on the rest. Worse, many mage administrators don't personalize their administration password.

A password can be as simple as a phrase spoken aloud, or as complex as a drop of blood and a rapid sequence of images and sounds vividly imagined at a particular time of day. The choice is yours.

Exotic (2 points)

Your tower is managed by something weird. Maybe there's a sentient tree, or a dryad, in the central room of the tower bound to your will. Maybe there's a blood/magic interface device reading intentions from your mind through thaumic resonance with a drop of your blood. Maybe the tower cloned you and is run by a midget version of yourself locked in a room full of levers. Perhaps the tower is parasitically attached to your soul. Whatever it is, it's not standard.

Binding(II) Contracting (3 points)

These towers are truly ancient. Wholly automated through Binding(II) the magics that run them are mostly lost. If you don't know Binding(II) you'll never be able to customize the tower, nor its responses. They function a lot like the standard programming tree, the standard towers are vaguely based off of them, but if you know Binding(II) they have a much more precise degree of control.

If you don't know Binding(II) they're locked into whatever weirdly specific setup the last administrator with Binding(II) requested. The Magocracy is in the process of dismantling towers like this, and is willing to pay mage administrators with these towers a significant bounty for reporting them and allowing a team of specialists to replace the Binding(II) programming with a standard programming tree.

Mixed (3 points)

Spend 3 points per type of programming past one. Your tower is run on a mix of these programming types.

Managathering network

Towers, despite their appearance, are not the lone component of the managathering network. They're linked to a number of lesser structures, called pylons, which are in turn linked to a network of mana-collection rods. The mana connection rods are typically driven deep into the earth, and have small rootlets coming off of their central shaft with which to gather and filter environmental mana.

Network Type

(choose 1)

Traditional Network (Gain 3 points for tower building)

A traditional network, made with manasteel rods, these networks are easy to repair and very standardized. While cheap and easy to replace or maintain, they can be prone to unwanted discharge, especially when used in 'downflow' operations to restore the mana to the land, which can cause mutations in local lifeforms.

This is how the mage council prefers to see a district seeded.

Ancient Network (Gain 2 points for tower building)

Older networks are made from flint, coral, or other mana-reactive stone as the rods. This material is much more durable and robust against weathering than manasteel, but harder to replace if damaged. Mana-reactive stones also interact differently with mana than manasteel: Where manasteel draws mana from the environment like a pump, mana-reactive stones are more like a sponge: Unused mana remains in the environment for life around the pillars to reuse.

The other downside to this method, and the reason that the council is having them replaced, is that they cannot easily be used for 'downflow' operations where mana is forcibly returned to the land.

Manacrystal Network

It's expensive to make the rods and pylons of a network entirely out of manacrystal, worse Manacrystal has poor environmental interface, the mana it works with quickly becomes incompatible with environmental mana. As such, it can mana-burn the environment if used poorly, mutating the creatures within into strange, dangerous, and possibly mana-sensitive beasts.

Some mage administrators see that last part as beneficial, as mana sensitive beasts can produce valuable reagents.

Still a manacrystal network has three major advantages: The first two are mundane Incredibly high storage capacity, and lightning fast transmission rates. Mana crystal has almost no latency, and both transmits and processes requests faster than anything else.

The third is that it can draw mana from mages. If most of the population of your district is mages, this will let you harvest their internally produced mana for your own use. You can also starve mages by drawing directly from them. If the network is particularly precise, you can even drain any shekels they bring into your district.

Dryad Root Network (costs 2 point)

Dryads are plants that have been possessed by Spirits, Ghosts or Gods. The plants gain a number of abilities that are similar to, but different from, magic. For one, they don't draw on mana, but rather on elemental energies. Dryad roots, however, are mana-conductive and capable of self-repair. Even better, they're one of the few things that can convert elemental energies into mana, in a district that's high in elemental energies a carefully tuned Dryad Root Network can provide a struggling district with additional Mana from Elemental Energies... at the risk of live Dryads occasionally sprouting from the roots.

Exotic Network (costs 4 points)



The listed materials are not the only magically reactive materials that can be used to build a network. Any magically sensitive material can be used to make mana-collection rods and pylons if you know what you're doing. Your network is made out of something extremely exotic, with strange properties, like crystalized time, fossilized spirits, or something more exotic than that! You can decide what effects this has, but keep them reasonable please.

Choose a branch of magic, or a subset thereof. Boost the casting of that branch in your territory. Choose a second branch or subset thereof. The casting of that branch or subset is impeded.

Magebone Network (costs 12 points)

Magebones are a very primitive and old type of rod. These bones are typically harvested from old mausoleums from the first and second mage empires. However, fresher bones work better. Magebones are fantastically magically conductive, but very fragile and in an extremely limited supply. Rebel ritual mages beyond the outskirts sometimes use magebones to make tower networks.

Magebone networks help to shape the magic of the tower. They can, occasionally, spontaneously cast on their own, and when a ritual mage makes an error in the mana-shaping, a magebone network will automatically correct small errors... though sometimes the autocorrection has unexpected results.

Network Optimization

Costs 2 points per optimization, choose as many as you'd like.

Broadband Network

The rods used in a broadband network are thicker than the rods used in a traditional network, allowing for a greater degree of parallel magic. If you plan to invite a lot of mages into your district, it's probably a good idea to at least have a broadband network in the area where they're going to be operating. The greater thickness of the rods makes them more expensive to replace, and makes undesired discharges both less frequent and more damaging.

Efficiency Network

Efficiency networks use a greater quantity of 'feathering' on the mana-steel (or other material), and the inscription of mana-amplification runes, which allows for a greater degree of efficiency in mana-extraction.

This means that there's more mana available for use in the network per unit of mana removed from the environment, but it also means that the mana extraction/transmission process is slower and can cause bottlenecks when there's high demand.

Downflow Network

Downflow Networks are optimized for returning mana to the land... forcibly. To produce rods suitable for a downflow network they have to be cast with micro-inclusions of magically disruptive material. This damages the efficiency of mana-transmission as mana will (safely) leak out into the environment at every juncture, but it allows for a greater quantity of mana to be safely pumped into the environment for rejuvenation purposes.

Crossflow Network

Crossflow Networks have small mana crystals attached to the underground foot of each rod and pylon. This allows the rods and pylons to perform a limited amount of processing-in-situ. What this means is that mana requests don't have to go to the tower: Mana requests are, instead, sent to the closest rod or pylon that has mana available, or a specifically requested pylon or set of rods, vastly shortening the time between requests and responses as they don't need to be routed through the central tower.

Mage administrators generally don't approve of this modification as it gives them less control of where the mana comes from, where it goes, and can potentially allow mana requests to be made without the central tower logging them, but it's invaluable in larger districts or other places where there's high latency.

Precision Network

All networks have small manastone plate attached to the top of each rod, giving each rod a precise network designation, allowing for each rod and pylon to have a unique magical identification based on the stone attached. A precision network's rods monitor local conditions, and transmit those conditions as part of their identification the same way pylons do in every network.

This allows the mage administrator to have a much more granular vision of the local conditions of their district, but also allows for frighteningly precise displays of mana-manipulation as they can account for local conditions, while at range, from the safety of their tower. When combined with a crossflow network the administrator (or a skilled hacker spoofing the administrative credentials) can perform impossibly precise feats of magic from anywhere in the district.

Tower Extras:

All of these extras cost points, if you have any to spare. Choose as many as you'd like.

Enhanced Pylons (2 points)

In a mana network, when enhancement is performed typically, the rods are enhanced but the Pylons are left stock standard. Ordinary Pylons are built with significant excess capacity, to render the district less vulnerable to attacks, natural disaster, or other such events so, shekel for shekel, it's a better use of your money to upgrade the rods.

With this enhancement, you'll also upgrade your pylons, slightly increasing the positive effects, and slightly reducing the negative effects, of the optimizations that you choose.

Opulence (2 points)

Your tower isn't just comfortable, it's downright opulent. From the best food, to the most comfortable beds, expect your tower to become a stopover for inspectors and representatives of the mage council, giving you some political clout.

Mana Servants (3 points)



Enhance your tower with mana servants. The servants are tied to your tower, and controlled through whatever mechanism controls your tower. They can cook, clean, and perform basic tasks around the tower for you. They can be visible, or invisible, or visible only to mana-sight, and take whatever form you would like:

For example, they could be a collection of statuesque golems carved to look like maids, or they could be a bunch of invisible hands floating through the air. You might command them verbally, or you may just use mana pulses to communicate.

If you're a witch, maybe they're a collection of elementals and spirits who've agreed to work for you.

If you're a biomancer/psychomancer, maybe you want an army of hyperintelligent squirrels who are psychically trained. Whatever you want, we can manage... but they draw on your mana supplies to live, and they cannot travel particularly far outside your tower.

-[]Mana Servant Brigade(12 points) (Not cumulative)

Your manaservants are much more numerous and are capable of traveling through the entirety of your capital city. If you want they can be programmed to help the locals... or spy on them.

--[]Mana Servant Army (36 points) (Not cumulative)

Your manaservants are further expanded in numbers, and are capable of traveling through most of your district, though unusual features may cause dead zones. The mage council does not like seeing this sort of thing, while it's not illegal, it will draw suspicion.

[]Visible manaflow (gain 1 tower point)

Manaflow in your district is visible even to those without carefully attuned mana-senses. That means people can tell where a request for mana is coming from, and where the response is coming from, with their own two eyes. If they're clever, they might even be able to read the code and predict what magical abilities are going to be used.

[]Adjustable Network (3 points)

Some networks are set up to be highly adjustable, you can (essentially) turn on and off your optimizations at will. Adjustable networks are not easy to build!

[]Blood Enhancement (6 points)

Allows your mana pylons and rods to carry demonic blood power, in addition to mana, across the carrier waves. Whenever someone is injured and their blood exposed to the air, it will quickly dull from blood red to brown. The blood power is leeches from the blood and drawn into the nearby rods, which will then collect it and transmit it to the core.

Most people won't be able to tell what's going on, but a trained investigator could figure it out very quickly. Possessing Blood Magic powers is very illegal.

Further Information

Dramatae Personage

Famous Persons

Szenna (They/Them pronouns)

Szenna was a 'lowborn' elemental/psychomancer with witch sight and of great personal power who was famous for ending the Demon War. It's an epic tale of treachery, incompetence, and betrayal. Szenna was always tied at the hip to their lover Grigory, the commander of the 2nd mage army, until he was tragically murdered during peace negotiations. Szenna went insane in grief and rage, and destroyed the entire demon army, most of the mage army, and what few fortifications and villages were still holding on in the area. Szenna is famous for being an early adopter of the 'artistic' element school, as the blood element allowed Szenna to affect demons more directly than most mages could.

What remained of the second mage army declared rebellion and disappeared into the wilds.

Grigory Walahan (He/Him pronouns)

Grigory Walahan was a sorcerer/elementalist/psychomancer who focused on the emotive elements. He was well connected to powerful families. His district was very near to the Dark Portal. He was initially passed over for the position of commander of the mage army, it was handed to a rival of his, but his determination and ability to hold his district, combined with the incompetence of his rival, saw his rival disgraced and the mage army handed to him.

Instead of pursuing war, he chose to pursue peace. He 'checkmated' the demon forces, forcing them into a defended position that they could not successfully sally from, and attempted a good faith peace negotiation.

The records do not show if he was slain by demons or his fellow mages: Noone who witnessed his death directly seems to have survived.

Ryan Templar (He/Him pronouns)



Ryan Templar was a Sorcerer/Physiomancer. He led the first army. He was a friend of Grigory. During the chaos after the disaster/Victory at the dark portal, many members of the Mage Council were assassinated. Ryan declared Martial Law and tried to protect what was left of the council. Unfortunately, he was largely unsuccessful

Still, the council lauded Ryan a hero for his efforts, and gave him an official seat on the newly reformed council after the chaos had passed. He died in an assassination attempt by a demon twelve years after that.

Ysplanti Moss (They/Them pronouns)

Ysplanti Moss is a witch sighted elementalist who invented the 'artistic' elemental system. Ysplanti Moss wrote most of the literature on Witches, and for a while ruled the Wode. Now that Ysplanti has retired, they wander from witch coven to witch coven, learning and collecting secrets.

Ysplanti has no children, but has many nieces, nephews, grandnieces, and grandnephews. Ysplanti founded the first 'Witch Sighted Mage Coven', called 'The Woes of the Wode'. It consists almost entirely of Ysplanti's family members.

Pohekel(They/Them pronouns)

Pohekel is the pure elementalist that invented the Storytelling Elements. They're also a master of the colorwheel. Pohekel served as a wandering knight for many years, and built an order of knights around themselves. Before the Demon War they fought as mercenaries for Mage Administrators who had 'righteous' goals... though what counts as 'righteous' depended entirely on Pohekel's capricious whims.

During the war they fought demons like a monster, and quickly became feared by both sides. After the war they vanished into the wilderness outside of Allund.

Occasionally they return. Whenever they do, chaos follows close by.

Madaline Tryner (She/Her pronouns)

Madaline Tryner was an important figure in the Gods Cursed War, centuries before the Demon Wars. An early Chronomancer, she was a general fighting the Gods for the souls of mages. She often 'looped' battles until they ended in a way that was favorable for mages. Her efforts allowed for the Great Truce that allows Gods and Mages to coexist in peace, and laid the groundwork for the existence of Priests.

Death in Allund

Death is not the end in Allund. Powerful personalities may find themselves able to hold themselves together after death as ghosts.

Weaker personalities may still be able to hold themselves together by clinging to certain strong emotions, binding themselves to specific people, places, objects, or goals, or any combination of the above as necessary.

Most ghosts slowly lose pieces of themselves after they die, memories and thought patterns, even with anchoring themselves to someone or something.

Ghosts that lose their anchors, or detach themselves from them, lose a lot of themselves suddenly, typically the memories and thought patterns associated by the anchor.

When a ghost loses enough of themselves they stop resisting the pull of the moon, and they fade away.

Even that is not the end, as the parts of themselves that they lost can become attached to newborn souls. Though this method particularly strong personalities can 'reincarnate' themselves multiple times as different aspects of their personality, skills, and memories find their home in different people. Some memories are so traumatic and powerful that, after the new person dies, the same memory once more passes on.

Gods eat these memories, skills, and other bits of the self for food, when they are not eating spirits and other gods. They build afterlives in which they house the souls. Most afterlives are pleasant or at least enjoyable, the soul residing in the god's internal world, slowly fading away, until it's gone. Mages and priests will promise gods souls in exchange for favor of power.

Some ghosts figure out how to eat souls and become gods themselves.

Other Thoughts

The focuses listed here and programming:

Much like magic, anything you can do in one programming language, you can generally do in another. It just might be harder.

Here's the listed focuses and what programming languages I think they are most similar to

Sorcery is C, old, powerful, and still widely used.

Elementalism is Lisp: Elegant, but occasionally prone to unexpected behavior

Alchemy is HTML5, useful for reaching out to others.

Physiomancy is Ladder Diagram, a programming language used for directly programming electrical switches on physical machines.

Psychomancy is SQL, good for databasing and analytics. (Or, depending on how you use it, it's javascript and look out for trojans!)



Sigils is BASIC. Old. Easy to learn. Difficult to use. But it makes things work.

Chronomancy, Spaciomancy, and Conjuring are weird-artsy languages like brainfuck, INTERCAL, or just programming inside of an Excel Spreadsheet.

Biomancy is Adobe Flash, also good for reaching out to others, but specialized somewhat differently from HTML5

Binding(I) is taking portions of machine code or programming from one machine that's hopefully working correctly, and transplanting them to another in the hopes that they'll still work about the same.

Or, depending on how you use it, it's also manually connecting switches, pipes, and valves to build a machine to do what you want it to do. ('Programming' in this case being very carefully planning on paper what you want to do before you do it yourself)

Binding(II) is directly writing machine code. Clunky. Hard to use. Can break the machine. Also, you can build really tight, compact, code that runs super efficiently.

Gates is MUMPS. Inefficient. Stupid. Designed by hospital administrators, used by financial analysts... Will break your computer.

Old images









