

Lightning Strike

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OPENING CRAWL

In a world dominated by warm, low-lying swamps and high mountain ranges, lightning storms occur most days of the year. Precipitated by temperature gradients caused by the contrasting terrain, high volumes of swamp gasses, and electrons from a nearby star, these colossal storms are a constant companion to the people of the planet.

*In one region, known as **BANOR**, ancient peoples began adapting to these harsh conditions. They called themselves the **MORVODD**, and they prayed to their Storm God for salvation. Tribes of Morvodd learned to farm and fish, and cherished the swamp. Some, however, longed for a better life. They concentrated in cities around the colossal Lake Arynor, and built technology that could save them from the lightning that split the skies each night.*

*Nearly 150 years ago, these **ARNFOLK** deposed a tyrannical king to found the **FREE STATE** of Banor, a democracy that sought to ensure all reap the benefits of advancing technology, both industrious Arnfolk and traditional Morvodd. And both flourished under the Free State. With the help of a powerful metal **CLYMORE** from the nearby Lerin region, the Arnfolk discovered a way to capture the sky's lightning and use it to power their creations.*

*This drew the interest of the miners of the metal, the powerful **LERIN EMPIRE**. Though they originally wrote Banor off as a backwater, they bought the Free State's sky power in exchange for more Clymore to expand Banoran industry. However, when the Free State discovered the toxic effects of the metal on the swampland, they reneged on the deal. The Lerin Empire responded swiftly, toppling the Free State and transforming it into a puppet.*

*For nine long years, the Empire has squeezed the life from the plutocratic **BANOR PROTECTORATE**. Arnfolk workers face harsh conditions and low wages, while the Morvodd must watch as their ancestral lands wither from exposure to toxic Clymore. All the while, Lerin profits from Banor's electricity. However, a union of Arnfolk electrical workers known as the **STORMTENDERS' LEAGUE** organizes to fight back against the Empire's tyranny...*

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TITLE

Lightning Strike

TYPE OF REALITY

Imaginary World

GENRE

- **Primary Genre:** Science Fiction

TONE

A more lighthearted, exaggerated tone. Elements can be inflated, overstated, and embellished for comedic effect.	Falls somewhere in the middle.	A more emotionally realistic and serious tone.
COMEDIC		DRAMATIC
TONE	TONE	TONE
	There is a place for individual moments of comedy. These serve to release tension and keep things entertaining.	The world leans heavily toward the dramatic. Much of the plot is serious, with high stakes and impactful story beats.

CONCEPT

What if... a planet had atmospheric conditions causing constant electrical storms, resulting in a civilization adapted to the extreme weather that generates power from the sky?

THE BIG DRAMATIC QUESTION

How would society and technology adapt on a planet where lightning is a near-daily occurrence?

THEMATIC STATEMENT RELATED TO THE BIG DRAMATIC QUESTION

Humanity suffers when some people are left out in the storm. The benefits of technological and economic development must be shared by all.

SCOPE OF THE WORLD

The events that are the focus of the narrative take place on the continent of Munoran, home to the nations of the Banor Protectorate and the Lerin Empire.

SEQUENCE OF EVENTS

The Banor Protectorate has existed for nearly a decade. The Lerin Empire's businesses work its people to the bone extracting energy from lightning and maintain control through force and monopolies over key resources. Arnfolk form labor unions to fight for their rights, while the Morvodd engage in a guerilla campaign against Lerini forces.

CRISIS IN THE WORLD

CULTURAL CRISIS

Decline of the Free State

Who is the Community, Society, Civilization?

The Free State, a large democratic country that spread across the region of Banor, driving industrialization to improve the lives of the planet's citizens.

What was the problem or crisis?

Resource shortages caused by environmental damage as a result of industrial expansion, causing instability and eventually overthrow of the Free State.

Was the onset of the problem or crisis sudden or did the onset of it take place over a period of time?

The onset of the Free State's resource shortages, the subsequent problems this caused, and the eventual overthrow of the government occurred over decades.

Describe the progression of the problem or crisis?

Stage 1: Rapid industrial development damaged the swamp environment within the Free State's control, preventing access to vital natural resources like crops and fish.

Stage 2: As a result of this lack of resources, the Free State's trade relationships with neighboring countries that it relied on for minerals to industrialize were harmed.

Stage 3: Unable to access key resources to continue its industrial projects, many people were left destitute and the Free State entered into a period of unrest. A new government was elected that sought to make radical changes to assist those affected.

Stage 4: Powerful industrialists, angered by the halting of industrial projects and relief policies that would threaten their status, seized upon the unrest to launch a successful coup d'état, reorganizing the country into the Banor Protectorate.

Did the group fail to anticipate the problem or crisis before it actually arrived?

Yes, the Free State failed to anticipate the environmental issues. The government believed that industrialization was necessary to end the harsh living conditions on the planet and protect their people. They did not pay attention to the damage it was doing to the environment.

When the problem or crisis arrived did the group fail to perceive it?

The effect of the environmental damage on key resources made it very clear that there was a crisis. However, the Free State was not in a position to respond effectively.

After they perceived the problem or crisis, did the group fail to try to solve it?

Yes, the Free State did fault to solve the problem once they perceived it. They scaled back their industrial development and attempted to support their citizens through the difficult time. However, it was too late, and the industrialists were angered enough to take action.

Did the group try to solve the problem or crisis, but not succeed?

Yes, the Free State attempted to solve the problem by aiding citizens affected by the environmental damage and scaling back development, but ultimately failed.

PERSPECTIVES

CULTURAL PERSPECTIVE

NAME OF CULTURAL GROUP	TYPE OF CULTURAL ARC	CRISIS THE CULTURE FACES	FLAW OF THE CULTURE	CULTURE RISES, FALLS, OR COLLAPSES
Arnfolk	Transformational	Oppression by the Lerini Empire	Class Division	Rises

CHARACTER PERSPECTIVE

STORY SEED

Redemption and Revolution

A protagonist (lead character) taking an action to achieve a clearly defined goal...

On the continent of Munoran, Caleb Hayward, a young Arnfolk electrical worker, joins a movement of striking workers to avenge his father yet comes to be instrumental in uniting two different cultures against imperialist Lerini industrialists.

Interesting, engaging, and highly proactive character:

Caleb Hayward, a young electrical worker who is the son of a union leader that died in a violent labor strike.

Relatable, fallible, more human, more like us:

Caleb is a young man who is growing up and trying to find his place in the world. He is fallible in that he is primarily driven by trauma and vengeance, which impair his decision making.

Inspiration and motivation to take action:

Caleb wants to find a greater purpose in life, something more than working with the hope of breaking out of the lower class. Initially, he embraces the goal of avenging his father. However, he comes to realize that he wants to fight for a better world for the people of Banor.

...up against a major external and internal conflict...**External Conflict: World:**

Impoverished Banoran Stormtenders, who brave dangerous conditions to maintain the infrastructure that collects power from the planet's storms, are on strike for fairer treatment, and are brutally repressed by the Lerini industrialists who have gotten wealthy off the resulting electricity.

External Conflict: Personal to the Character:

Caleb first joins with striking workers only to confront his father's killer, a notorious strikebreaking mercenary, but in the process sees that he cannot remain a bystander to the suffering inflicted on his fellow Banorans, whether they are Arnfolk or Morvodd.

Internal Conflict: Personal to the Character:

Caleb must struggle to put aside his anger at the death of his father, and let go of his beliefs about being able to earn his way out of the planet's dangerous storms, instead learning to forge a larger movement that works to improve everyone's lives.

...goes on a transformational journey...**Type of Character Arc:**

Growth Arc

Character Beginning:

Caleb, an impoverished young Stormtender, argues with his adoptive family of unionists and believes he can earn his way out of the planet's storms through hard work. He joins workers in a strike, but only for a chance to avenge his father, who was killed in a previous strike.

Character Middle:

Caleb is exposed to the suffering caused by the Lerini companies, not just to fellow Arnfolk workers, but also to the Morvodd who live deep in the swamp. He realizes that he cannot be a bystander in the fight against imperialism.

Character Ending:

Caleb commits to the Stormtenders' union, and is instrumental in forging a coalition between the Arnfolk worker's movement and an army of Morvodd guerillas that is strong enough to drive out the Lerini. Ultimately, he spares his father's killer, who has her own change of heart.

...into an intriguing and unique world and sub worlds.**Unique World:**

The swampy continent of Munoran, where geographic conditions have caused near-constant thunderstorms over most of the planet. The people of the planet use these storms to power their cities, meaning there is a lot of infrastructure devoted to collecting, storing, and dispersing electricity around cities and other populated areas.

Sub Worlds:

- The Drips, an overcrowded Arnfolk worker's slum
- The city-sized SCE Central Electrical Plant
- The Thunderfens, dangerous swamplands
- Fenhaven, a large Morvodd village
- The Sheltered City, an underground city for the elite

...that influences, affects, or in some way changes the outcome of the external conflict in the larger world.

Because Caleb commits to the worker's movement, he is able to be an important part of negotiations with the Morvodd fighters, creating a coalition that is able to overthrow the plutocratic Protectorate government and drive out the Lerini imperialists.

LOGLINE

*When a young electrical worker (**PROTAGONIST**) is caught up in a labor strike at his plant that turns violent (**INCITING INCIDENT**) he vows to fight alongside the union against strikebreaking foreign mercenaries (**ACTION**) in order to find his late father's killer and avenge him (**GOAL**).*

GENRE LENS

GENRE SPECIFIC COMPONENTS

SCIENCE FICTION

ALTERNATE PAST, PARALLEL PRESENT, OR POSSIBLE FUTURE	EXPLORATION OF A BIG, 'WHAT IF...QUESTION?	A SCIENTIFIC DEVELOPMENT OR THE DEVELOPMENT OF A NEW TYPE OF TECHNOLOGY	REFLECT SOCIETAL ISSUES OF OUR TIME
Set in an Alternate Past.	What if a planet dealt with near-constant lightning storms?	Technology that can capture energy from lightning.	Reflects on economic inequality and imperialism.

GENRE SPECIFIC LOGLINE, SCIENCE FICTION

*Lightning Strike takes place inside a reimagined Industrial Revolution (**ALTERNATE PAST**) on a planet where lightning storms occur almost every day (**BIG 'WHAT IF'**). Though the Banor Protectorate have developed the ability to power their society with energy captured from the lightning that splits their sky (**NEW TYPE OF TECHNOLOGY**), they are marred by economic inequality and oppression by the Lerini Empire (**SOCIETAL ISSUES**).*

THE 'AUDIENCE' OR 'PLAYER BASE'

This intellectual property is being developed for adults for potential use in novels, television shows, and roleplaying games.

HISTORICAL TIMELINE

What is the termination point in the distant past, the last 50 to 100 to 1,000 years of this timeline? This point on the timeline ought to be when the first seeds for the problem or crisis were present, before they grew into a much greater crisis.

- 136 BP (Before the Protectorate)

What is the termination point in the present of this timeline?

- 9 AP (After the Protectorate)

During these two termination points what problem or crisis has the community, society, or civilization had to face? The problem or crisis that the community, society, or civilization faces ought to be the thematic focus for the timeline you are going to create for your world.

- Environmental decline in the Free State.

Give your timeline a title.

- The Rise of the Banor Protectorate.

Give a description for your timeline which clarifies how the primary actors will be given its thematic focus.

- The timeline outlines the process by which the Free State of Banor declined and became the Banor Protectorate after its government was overthrown.

TIMELINE

16 BP - 11 BP: Industrial Expansion	
16 BP	Central Power Plant Built - Multi-year construction of the largest sky-harvesting power plant seen in the Free States finishes. The plant will be state-run, managed by Stormtenders, and will power the Free State's industrial development plan.
15 BP	Trade Deal with Lerin - The Free State reaches a trade deal with the neighboring Lerin Empire. Lerin agrees to provide more metals and other materials in return for electrical power from the Free State.
13 BP	Maynard Administration Re-Elected - The Free State's population re-elects the government led by Prime Minister Vaughn Maynard, impressed by their push for industrialization and the trade deal with the Lerin Empire.
12 BP	Increase in Electricity Production - To meet demand, the Maynard Administration orders an increase in electricity production, mandating longer hours for Weathered Stormtenders while creating plans for a second power plant and more wiring infrastructure.
11 BP	Lerin Government Sends Administrator - Unhappy with the slow progress of electricity production, the Lerin Empire sends an administrator, dry-Furman Sheppard, to advise the Free State's electricity regulators. In return, the Maynard administration promises more electrical power to Lerin in the future.
11 BP	South Power Plant Built - With the assistance of Sheppard, the new South Power Plant is completed in record time. More plans are developed to create a third and fourth power plants, adding to the Free State's power output.
11 BP - 9 BP: Industrial Fallout	
11 BP	Food Shortage - Yields of staple crops grown by Morvodd in the Free State's swamps fail to meet quotas for the first time in decades. Food is scarce, and people riot in the streets of major cities to protest lack of government action. Further power plant construction is delayed.
10 BP	Lerin Sends Aid - After months of riots and famine, a delegation arrives from the Lerin Empire to provide food aid to the Free State. Construction on the West and North plants resumes, and the Maynard administration quietly makes further power concessions to Lerin.
10 BP	Blindness Sweeps Across Populace - A mysterious illness causing blindness sweeps across the Free State. Thousands are affected, and most are Morvodd and Weathered. Doctors desperately seek a cure.
9 BP	Link Between Food Shortages and Power Plants Discovered - A prominent university researcher in the Free States' capital of Necastre discovers that soil changes caused by industrial expansion and the use of the Lerini metal Clymore are the cause of crop failures. This discovery is highly publicized, but the researcher's mysterious death shortly after is not.
9 BP	Resistance to Lerin Influence Grows - A growing movement blames the Lerin Empire for the food shortages, worse working conditions and the recent blinding illness. People protest in the streets of the capital city, with Weathered politician and community leader Garrett Conray emerging as a leader in the movement.
8 BP - 1 AP: Environmental Recovery	
8 BP	Conray Administration Elected - The growing resistance to the Lerin Empire's influence results in the election of Garrett Conray as Prime Minister, and a sympathetic government. They stop the creation of more power plants, and scale back the agreement with Lerin.

7 BP	Cure for Blinding Illness - Researchers within the Lerin Empire develop a cure for the blinding illness, promising doses to the Free States as a gesture of goodwill.
6 BP	Food Reaches Quotas - Food shortage improves, with crop yields reaching government quotas for the first time in years. Many Morvodd and Weathered communities celebrate the end of hard times with feasts.
5 BP	Maynard's Party Gains Support - Maynard's party preaches further cooperation with the government of Lerin, gaining support due to the positive economy and the blinding disease's cure. He is a major contender for the next election.
3 BP	Lerin Government Exposed - An anonymous source sends a document to major newspapers that provides evidence that Lerin's government knew about the blinding illness and that it may be transmitted in food brought for aid. Many protest in the Free State's capital.
3 BP	Conray Administration Re-Elected - The people of the Free State re-elect the Conray Government in response to the news about Lerin and the improving conditions. Maynard's party claims fraud and demands an investigation.
1 BP	Coup D'etat, Protectorate Formed - Lerin-backed fighters launch a coup, putting Maynard back into power. His government dissolves the current national assembly and forms the Protectorate, putting industrialists from Lerin in high government positions.
1 AP - 9 AP: Protectorate Era	
1 AP	Protectorate Privatizes Industries - The Protectorate begins their rule by privatizing major industries, selling them off to their flunkies and industrialists from Lerin. They also de-regulate many of the industries, hurting workers' rights. Finally, they reinstate property requirements for voting, locking many Weathered and Morvodd out of representation.
2 AP	General Strike - Dissidents organize a general strike in response to the Protectorate's unfair actions. Weathered and Morvodd strike in settlements across the nation, but are met with a violent response by Banoran law enforcement, often backed by Lerini mercenaries.
2 AP	Lerin Withholds Medication - The Lerin Empire withholds medication required to fight the blinding illness in response to the general strike.
3 AP	Work Resumes - Though many Weathered and Morvodd workers hold out for months, the strike ends unsuccessfully and industry restarts as many have become dependent on the medication.
5 AP	Underground Discovers Cure From Local Plants - A Morvodd herbalist discovers a cure made from local swamp plants in the Protectorate. Dissidents from both Arnfolk and Morvodd communities acquire the formula.
6 AP	Unions Form - With cure in hand, Weathered workers across the Protectorate's industries reform unions to fight for better working conditions. Many Morvodd communities cut contact with cities and opt to form guerilla cells to resist Lerini security.
9 AP	Central Plant Workers Strike - Weathered workers in the Stormtenders' League strike in response to an increased work week handed down by the Sheppard-Central Electric corporation.

APPENDIX

BP	Stands for “Before the Protectorate,” representing the era before the Free State of Banor became the Banor Protectorate.
AP	Stands for “After the Protectorate,” representing the era after the Free State of Banor became the Banor Protectorate.
Stormtenders	A name for the workers who maintain and operate the electrical plants that capture the electricity from the planet’s storms.
The Free State of Banor	A democratic country with a centralized economy founded in 136 BP after a series of revolutions in neighboring feudal countries.
The Lerin Empire	A larger, more technologically advanced,mercantilist nation in a mountainous region neighboring The Free State of Banor. They take an interest in the Free State’s growing electrical capability.
Vaughn Maynard	A prime minister of the Free State. His party advocates for more industrial development, spurring the creation of power plants as well as friendship with Lerin.
Weathered	An economic class of Arnfolk made up of lower-class people whose jobs often involve working in dangerous stormy conditions.
Arnfolk	A cultural group in Banor that has developed in the nation’s cities, mostly along Lake Arynor. They value technological advancement and are known for their manufacturing.
dry-Furman Sheppard	A Lerini industrialist who comes to advise the Free State’s Central Electric Bureau. He owns Sheppard Electric, which later acquires the Banoran Central Electric Bureau to become Sheppard-Central Electric.
Morvodd	A cultural group in Banor that lives deep in the nation’s swamps. They produce most of the nation’s food supply through fishing and farming. The Morvod follow the ancient traditions of their storm god, Baan.
Garett Conray	The prime minister after Maynard. His party advocates for an end to industrial development and reinvestment in the Free State’s traditional industries of agriculture and fishing, as well as minimizing contact with Lerin.
Banor Protectorate	A country formed after a coup d'etat in the Free State, controlled by industrialists and members of Maynard’s former party. It functions as a satellite state to Lerin, hence “Protectorate”, and supplies it with electrical energy.
Stormtenders’ League	A labor union for Stormtenders.
Sheppard-Central Electric	Originally Sheppard Electric, this Lerini company bought the Banor Central Electric Bureau after it was privatized. This company is owned by dry-Furman Sheppard and controls the Protectorate’s power plants.

TIMETABLE

This historical timetable outlines the developments in different spheres of human endeavor that took place in **Banor and Lerin** between **16 BP** to **9 AP**, the period that lead up to **the creation of the Banor Protectorate and the strike by the Stormtenders' League**.

EVENT COLOR KEY

Blue = Lerini Event
 Green = Banoran Event
 Purple = Banoran & Lerini Event

	Science & Tech	Politics	Culture & Society	Arts & Design	Religious Traditions	Daily Life	Biosphere Ecosphere
16 BP			Many Banorans travel to work in new Central Plant				
15 BP		Lerini Emperor Teo IV crowned		Lerini Romantic Nationalism movement begins			
14 BP	First electric streetcar in Necastre						
13 BP						Establishment of Sheltered City in Necastre	
12 BP							Mass Unorex migration to find food downriver
11 BP	Lerin launches initiative to bring electricity to its mines						Crop blight in Northern Lerin causes blindness
10 BP					Sheltered Arnfolk begin converting to Lerini pantheon		
9 BP			Major fire in Necastre's government district due to rioting			Camps of the blind and unemployed form in Banoran cities	
8 BP	Environmental research group formed at Necastre University						
7 BP					Baanist revival among Arnfolk		
6 BP				Banoran Naturalism Movement begins			
5 BP							
4 BP		Rebellions explode in Northern Lerin					
3 BP							
2 BP			Lerini businesses decrease presence in Banor				

1 BP							Clymore in major Lerini river causes mass fish die-off
1 AP				Banoran Free Realism movement ends	Lerini holds days of prayer to war god for troops headed into Banor		
2 AP				Banoran Protest Movement begins			
3 AP						Lerini capital institutes expansion plan	
4 AP	Majority of buildings in Lerini capital have electricity						
5 AP		Anti-Lerini pamphlet <i>Means and Ends</i> first published				Remote Morvodd communities cut contact with Arnfolk cities	
6 AP		Lerini forces massacre Morvodd village of Aldholt after they revolt					
7 AP					Baanite prophet predicts destruction of Banoran power plants		
8 AP			Alton Gill becomes Stormtenders's League head at Central Plant				
9 AP							Flicker Prawn population reaches historic low

THE MAP



(Made using [Inkarnate](#))

Munoran

The continent of Munoran is made up of the regions of Banor and Lerin. These two lands are bordered in the South and West by sea, and to the North and East by the vast Thunder Wastes as well as a mountain range to the Northwest.

The region of Banor, home to the Protectorate of Banor, is predominantly made up of wetlands and swampy forest that begin on the coast and stretch up to the mountains. In the South, these mountains are a dominant feature, while in the North, the mountains make up the region's

northern and eastern borders. The eastern border with Lerin is also made up of rolling hills between the two mountain ranges. Banor's economy is primarily supported by the generation of electricity from the region's constant storms, but was traditionally bolstered by fishing from the region's many bodies of water. These rivers and coastlines also provide much of the region's transportation, though there are worn roads through most of the region.

To the East, Lerin is dominated by the expansive Thunder Wastes to the north, while having swamps and mountains comparable to Banor's in the south near its coast. Lerin's economy is driven by industrial production from leveraging the wealth of minerals and metals mined from these mountains. The large Naeder River system that crosses the region allows for plentiful agriculture, and provides a key waterway for transportation.

1. Necastre

The capital city of the Banor Protectorate, Necastre is a port town at the mouth of the colossal Lake Arynor. This position allows the city to receive traffic from the sea as well as from the lake and the rivers that feed it, perfect for trade. Many of the city's elite have moved into a waterproof vault underneath the city to avoid the region's driving storms, but the lower classes and industrial infrastructure remains above ground. It is primarily populated by Arnfolk, but has a minority population of Morvodd and a growing Lerini community.



2. Central Power Plant

Built where the Banor region's lightning is the strongest and most frequent, the Central Power Plant contains a vast array of lightning rods that collect electrical energy from Munoran's many storms. This energy is piped across Banor and into Lerin, and also stored in batteries to sell across the region. The power plant was built by Arnfolk on the shore of Lake Arynor because the lightning is strongest there, with thunderstorms occurring on around 60% of the days of the year, due to temperature gradients and moisture over the lake causing a persistent electric charge.



3. Southern Power Plant

Though smaller and not as productive as the Central plant, the Southern Power Plant was built by Arnfolk due to demand from Lerin. To meet that demand, it was built closer to the border to Lerin for easier transmission of the electricity. The Southern plant also provides electricity to some coastal communities. While the coast does not have as many storms as Lake Arynor, the temperature gradient generated by the water and coastal mountains does produce a large quantity of lightning to feed the plant.

4. Saltmouth

A small fishing village on Banor's southern coast, Saltmouth is one of many Morvodd communities that catches a variety of marine creatures to ship across Banor as food. These villages have existed for generations, since before Banor cast off the shackles of feudalism. However, since the building of the Southern Power Plant, the village's fisherpeople have caught fewer and fewer fish. Dead aquatic life has begun to wash up onto the shore, signaling industry's ill effects on the environment.



5. Fenhaven

A small village in Banor's northern swamps, Fenhaven is one of many Morvodd communities that farm native swamp plants to feed the region. Like many fishing villages, agricultural communities have existed in Banor for centuries, and were once the foundation of the region's culture. Since the Central Power Plant was built, Fenhaven has seen mysterious diseases sweep across their crops and the surrounding swamp. They affect more plants every year, and demonstrate the negative impact of the power plant on the environment.



6. Olsien

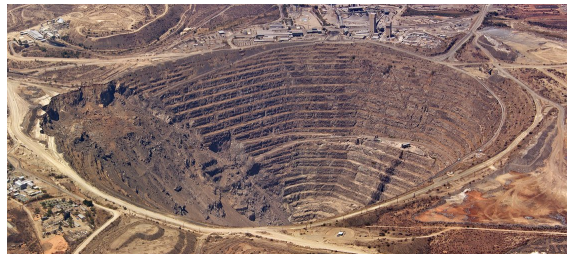
The capital city of the Lerin Empire, Olsien is built at the mouth of the Naeder River that stretches across the region.



Because of this position, Olsien can effectively receive goods from across the empire, as well as coordinate with the disparate areas that it rules. These resources fuel the city's booming manufacturing industry. As a sea port, Olsien can also effectively trade with other countries and export its industrial output and natural resources to Banor and to more neighbors off the map to the South.

7. Blome Mine

Built in Lerin's southern mountains, the Blome Mine extracts the versatile metal Clymore that has built up Lerini industry and Banor's power plants thanks to its incredible conductivity and durability. This metal has only been discovered within this area, and has given the empire a massive advantage to their manufacturing industry. Its position near a tributary of the Naeder River allows easy transport of extracted Clymore downriver to Olsien. However, the river and surrounding environment have deteriorated considerably due to pollution from the mine and the metal it extracts.



8. Rivermeet

Located in one of the few fertile areas of the Thunder Wastes, Rivermeet is at the center of the Lerin Empire's breadbasket. Their position around the meeting of several tributaries of the Naeder River allows for plenty of irrigation to support agriculture at a large scale. Rivermeet's farms produce a variety of crops, but especially grains and industrial crops. Much of this bounty is sent downriver to the capital of Olsien, another advantage of the town's riverside position. Rivermeet was originally part of an independent desert kingdom, but was conquered into the Empire over two centuries ago.



Climate

	Jan.	Feb.	Mar.	Apr.	May	Jun.	Jul.	Aug.	Sep.	Oct.	Nov.	Dec.
Temp.	28 °C	28 °C	29 °C	30 °C	30 °C	30 °C	30 °C	30 °C	29 °C	29 °C	28 °C	28 °C
Prec.	10 mm	6 mm	12 mm	100 mm	130 mm	110 mm	50 mm	120 mm	210 mm	230 mm	140 mm	30 mm

Day/Night Cycle

	Jan.	Feb.	Mar.	Apr.	May	Jun.	Jul.	Aug.	Sep.	Oct.	Nov.	Dec.
Day	12 hrs.	12 hrs.	12 hrs.	12 hrs.	13 hrs.	13 hrs.	13 hrs.	13 hrs.	12 hrs.	12 hrs.	12 hrs.	12 hrs.
Night	12 hrs.	12 hrs.	12 hrs.	12 hrs.	11 hrs.	11 hrs.	11 hrs.	11 hrs.	12 hrs.	12 hrs.	12 hrs.	12 hrs.

Population

	16 BP - 11 BP	11 BP - 9 BP	8 BP - 1 BP	1 AP - 9 AP
Necastre	1 million	1.5 million	1.5 million	2 million/
Saltmouth	950	850	900	850
Fenhaven	1,400	1,100	1,200	1,050
Olsien	9 million	9 million	9.5 million	10 million
Rivermeet	10,500	10,500	11,000	12,000

PRISONERS OF GEOGRAPHY

MOTIONS OF THE PLANET

Munoran's planet makes a complete orbit around its sun once every 365 days. The planet has an axial tilt that makes the planet's temperature vary throughout the year, but due to Munoran's

short distance from the planet's equator, it receives very similar temperatures and light throughout the year. The planet orbits slightly further away in the winter months, which contributes to slightly colder temperatures on the continent during this period.

DISTRIBUTION OF LAND AND WATER MASS

Munoran's planet is about 50% landmass and 50% water. The water is found primarily in inland seas that stretch across the world. The Munoran continent borders one of these seas, which gives its inhabitants some unique advantages and culture. They rely on the sea for food and transportation, especially the people of Banor who have less viable land for farming. The Lerin Empire has expanded and grown in no small part because of its ability to trade over the water.

CLIMATE

Latitude

Munoran is located near the equator in the northern latitude, placing it within the tropical climate zone. This is because regions near the equator tend to receive more light throughout the year, which results in higher temperatures year-round. The people of Munoran are accustomed to hot weather year-round due to their position in the tropics, and the kinds of plants and animals in the region are ones that can thrive in this kind of environment.

Elevation of Altitude

Outside of Munoran's mountain regions, much of the continent is close to sea level, with the swamp staying below 500 feet, and the deserts and hill regions staying below or around 1,000. The mountains are significantly higher, however, reaching up to 4,000 feet in height. The low-lying swamps have denser air that can store more heat, increasing the temperatures across these swampy regions. Again, this means Munoran societies are very used to high temperatures.

Topography

Munoran suffers from large and frequent thunderstorms partly due to the arrangement of several physical features. The tropical latitude and low altitude of the swamps make for high temperatures year-round. However, their location next to high altitude mountains that produce

colder temperatures creates a temperature gradient in the atmosphere that produces electrical charges and frequent lightning. The people of Banor have devised methods of capturing the electrical energy of the frequent lightning to power their technology and industry.

Surface Reflectivity

In Munoran's swampy regions, surface reflectivity is low due to the darker color of the swampy and forested areas, as well as the large bodies of water. These areas absorb solar energy, increasing their heat to very high levels. However, the desert region in the Thunder Wastes would have much higher surface reflectivity, making it slightly cooler than it would be otherwise. The Munoran population would adapt to these effects.

Land Use

Land use by people in Munoran has rapidly increased as both major regions industrialize. Growing population centers and industrial infrastructure have created conditions that are slowly heating the planet due to worse surface reflectivity and other factors. Furthermore, the use of Clymore and other industrial materials has begun to negatively impact the environment by poisoning and killing many plants and animals, harming agriculture and other natural industries.

SOIL QUALITY

The soil quality in Munoran is very poor, lacking in nutrients. Much of it is acidic, and clay-like, meaning that plants gain nutrients instead from decaying plants and animals instead of the soil. This severely limits the agricultural development of people in Munoran, as only very hearty plants can grow in the soil. The few nutrients are washed out when native plants are no longer present to keep them in place, meaning further industrial development and urbanization by people in the region will severely deplete the soil and damage the environment.

AVAILABILITY OF WATER

Water is plentiful across Munoran in the sea that borders it, the heavy rain that falls year-round, the many rivers that criss-cross the land, and the wetland soils of the vast swampy regions. The only place that lacks water is the Thunder Wastes, which are in the rain shadow of multiple mountain ranges and are therefore very arid. Even there, the long Naeder River that flows down

from distant mountains provides water for many areas. The people of Munoran obviously rely on this water and major population centers are on coasts and near rivers, which are used for food and transportation.

AVAILABILITY OF NATURAL RESOURCES

Natural resources vary across Munoran. Agricultural resources are generally poor due to soil quality in the swamps, but certain areas alongside the Naeder River allow for bountiful farming. Similarly, swampy soil leads to metals and minerals being scarce, but the hilly and mountainous regions more than make up for this with rich veins of key resources like Clymore, especially within the borders of the Lerin Empire, who Banor relies upon for access to these resources that are important for industrialization. This led to a coup in Banor, transforming it into the Protectorate under the Empire.

OTHER GEOGRAPHIC FACTORS

A variety of factors in Munoran lead to incredible thunderstorms raging across the continent year round, but increasing in the wetter months of the summer. This primarily comes from the heat produced by the tropical weather and low-lying swamps colliding with the cold air from the tall mountain ranges that line the coast and make up the continent's borders, a heat gradient that produces strong electrical charges in the atmosphere. Further factors like the incredible moisture from the sea and wetlands, alongside the production of volatile swamp gasses exacerbate these conditions to create truly epic thunderstorms around the continent, especially in Banor which has more swampland. Before Banor became a Protectorate of the Lerin Empire, Lerin was reliant on Banor's electrical power that it harvested from the sky to fuel its nascent industry.

CULTURES

CULTURAL OVERVIEW

The world of Munoran is battered by storms that bring heavy rainfall to many areas, along with incredible lightning that is present most of the year. These harsh conditions have shaped the

development of several cultures that live there. The country of Banor occupies the western half of the world, and features two different cultures. The oldest of these are the Morvodd, commonly known as the Swamp Dwellers, a tenacious people who farm and fish deep within the swamps of the region. They practice an ancient religion that has shaped many of their traditions, centering on the storm god Baan.

The country of Banor is also home to the Arnfolk, who live within burgeoning industrial cities along the coast and the vast Lake Arynor. Powered by lightning collected from the storms that occur almost daily, the Arnfolk have begun advancing technologically, with a growing manufacturing industry. However, they are struck with increasing economic inequality, dividing into classes referred to as the Weathered and Sheltered.

To the east of Banor lies the Lerin Empire, which while being more arid receives nearly as much lightning as their neighbor. While the empire as a whole is made up of a variety of cultures, the most dominant group is the eponymous Lerini. Developing near southern mountains, they discovered the valuable metal Clymore, which helped them to industrialize quickly and dominate their neighbors both economically and militarily. This includes the Banor region, which has become a protectorate of the empire.

CULTURAL INTERACTIONS

MORVODD AND ARNFOLK

The Morvodd and the Arnfolk interact frequently due to their shared country of Banor. In fact, Arnfolk are cultural descendants of Morvodd who settled near the coast and raised cities, slowly adapting away from life in the swamp and towards technological and industrial pursuits. As a result, the Morvodd see Arnfolk as decadent elitists who have betrayed their ancestral ways, while the Arnfolk see the Morvodd as backwards and crude. However, they maintain a key trading relationship. The Morvodd grow and catch much of Banor's food, while the Arnfolk alone produce manufactured goods. Ultimately, each group depends on the other for their resources. In the past, both cultures came together to run the country, but now Banor's plutocracy fails to represent the Morvodd, adding to their ire.

MORVODD AND LERINI

Since Banor fell into the sway of the Lerin Empire, the Morvodd have despised the Lerini. They see the Lerin Empire's encouragement of industrial development within Banor and introduction of the Clymore metal as the primary cause of pollution and environmental destruction in their lands, and have entered open rebellion against the Empire by attacking Lerini troops sent to gain a foothold in the region. The Lerin Empire initially barely acknowledged the presence of the Morvodd, seeing them as a less advanced culture with little to offer, but have now responded harshly to their rebellion by sending more troops and massacring whole villages.

ARNFOLK AND LERINI

Though the Lerin Empire initially viewed the Arnfolk as an underdeveloped, uninteresting neighbor, this changed when the Arnfolk developed a crude process to collect the world's near-constant lightning. Previously powering their industry by burning fossil fuels like coal, they immediately began investing in the Arnfolk's industry, helping it grow into its current form. When Arnfolk began to resist, the Lerini responded swiftly, executing a military coup and establishing Banor as a puppet state. As a result, many Arnfolk see Lerini as foreign tyrants, who bleed Banor of its resources and oppress its people. Others, however, see the Lerini as valuable business partners who have only aided the Arnfolk.

CULTURES

CULTURAL GROUP 1

Name of Culture: Morvodd

DNA of the Culture:

- A tenacious but insular culture dedicated to surviving in their native swamplands and continuing their ancient religious tradition.

Symbol of the Culture:

- The Unorex, a large reptilian creature with complex electrophysiology able to discharge bursts of electricity to disable prey. These animals are adopted by the Morvodd as their symbol because they are considered to be blessed by their god Baan, and they too are stubborn, hardened survivors of the swamplands.



Core Beliefs:

- The wellbeing of all people is dependent on the wellbeing of the swamp.
- Each individual must work together to ensure the survival of their community.
- People must honor the works and traditions of those that came before them.

Values Based on the Beliefs:

- The environment must be protected.
- The needs of the community come first.
- Look to the past before moving into the future.

Core Traits:

- Traditional
- Protective
- Insular
- Tenacious
- Loyal

Core Motivations:

- Defend the Thunderfens from industrial expansion.
- Maintain the traditional worship of Baan, the Storm God.
- Ensure the survival of Morvodd communities throughout the region.

Rituals:

- *Flyrcym*, a winter holiday to celebrate the arrival of Flicker Prawn to coastal regions. This holiday is marked by feasts and the creation of decorative lanterns to mimic the prawn's bioluminescence.
- *Blostipp*, a fall holiday to celebrate the yearly harvest. Many domesticated swamp plants are harvested at this time, and this holiday is marked by feasting and gift giving.
- The Tempest Chant, a prayer made to Baan by whole families during raging storms that have lasted for longer than three days to plead for protection.

Rites of Passage:

- The First Storm is performed during the first thunderstorm after a baby's birth, often minutes after being born. The baby is given a name and the time between their birth and the storm is recorded. Children who have longer times are considered blessed by Baan.
- When a child turns thirteen, they undergo the Inner Storm. This ritual has them sent into the swamp to survive for three days on their own. Upon completion, they are welcomed into adulthood and granted the full responsibilities of assisting the tribe.
- The Final Storm is a funerary ritual performed during the first thunderstorm following the death of a Morvodd. Here, they are buried with a Stannen Tree planted over their resting place. The period of mourning occurs before the Last Storm.

Mythology:

- The Morvodd believe in Baan, the storm god. They believe he created the world and the swamp with his brother Beryl, who betrayed him. The world's storms are his unending rage at the betrayal. Baan must be placated for communities to survive.

Artifacts:

Artifact 1:

Title: Thunder Blade

Description: This knife, between 6 and 10 inches long, is forged from rare bog iron harvested and worked by Morvodd artisans. It is primarily used as a tool, but can be used as a weapon too.

Artifact 2:

Title: *Floteam* Boat

Description: These flat-bottom boats are created from buoyant wood, propelled by oars or poles and employed by the Morvodd for fishing and transportation in still or slow-moving water.

Artifact 3:

Title: Prayer Beads of Baan

Description: This string of beads, each made of uniquely carved softwood, ends with a lightning bolt icon made from bog iron. They are kept by many Morvodd and used in rituals.

Artifact 1: Thunder Blade



Flavor Text: *“The dark metal of the knife is rough, but clean and well-kept. This display of discipline and dedication shows the value of a Morvodd to their community.” - boc-Frona Gardiner, Lerini anthropologist*

Name of Artifact: Thunder Blade

Type of Artifact: Knife

Shape and Size: A leaf-shaped blade between 6 and 10 inches long, with a wood and leather hilt big enough to fit a large, adult hand.

Weight: Generally around 10 ounces. Heavier than normal knives due to materials used.

Cultural Value: Thunder Blades are valuable as a multi use tool for Morvodd of all kinds. It can be wielded as a weapon, used in harvesting crops, cutting fishing lines and more. Made using the limited mineral resources of Banor, it is a symbol of Morvodd tenacity and will to survive.

Condition: Made from impure bog iron, Thunder Blades can easily rust and require a dedicated user to maintain them properly. The state of a Morvodd’s blade is seen as a judge of character.

Rarity: Very common within the Morvodd communities, nearly every adult has one.

Location: Created and made throughout the Banoran Thunderfens in Morvodd communities.

Description of Appearance: A large, leaf-shaped blade of dark, rough bog iron. The hilt is made of durable Stannen tree wood wrapped in sewn leather and secured with bolts of iron.

Uses: The Thunder Blade is used for a variety of purposes depending on the user. Some examples include use by hunters to dress animals, fishermen to cut line and obstructions, and generally to defend oneself.

Effects: A well-maintained Thunder Blade is sharp, and can cut through many different kinds of vegetation, tissue, and other obstructions.

Subcultures:

Subculture 1

Name: Rymvodd

Description: Morvodd living on the coast, who are dependent on coastal fishing, and have shaped many of their beliefs and rituals around their interaction with the sea.

Subculture 2

Name: Forvodd

Description: Groups of Movrodd who live inland, with limited access to large bodies of water and thus are more dependent on farming, with their society more shaped by agriculture.

Subculture 3

Name: Dorvodd

Description: A rare subculture of the Morvodd who live in remote areas to the north of Banor, the Dorvodd follow a more orthodox interpretation of Baan's religion, seeing even farming and large-scale fishing as damaging to the swamp. They are dedicated hunter-gatherers.

Naming:

How are people in this culture named? What are the naming conventions and structures associated with those conventions? Provide an example.

Morvodd are named with the structure of personal name followed by their mother's name with a prefix indicating their gender. The prefix *Sun* ' (Son of) is used for men, while the prefix *Doh* '

(Daughter of) is used for women. Nonbinary Morvodd have adopted the use of *Bea* ' (Child of) as a prefix. An example of this structure is Wynnfléd (Personal Name) Doh'Eadgif (Daughter of + Mother's Name).

How do the histories and traditions of the culture inspire and inform how people in the culture are named?

Morvodd culture uses the mother's personal name as a last name because their society is matriarchal. Women are seen as leaders of families and communities. In Morvodd mythology, it is to honor the mother of the sky god Baan, who perished in his eternal rage. Traditionally, men were seen as being prone to anger and disorder like Baan, but this belief is no longer popular.

How does the culture approach the naming of natural features, the built environment, and objects it makes? Provide examples for each one.

The Morvodd generally name locations with a descriptor of wherever natural feature, settlement or object is being named. While many retain their names in the traditional Morvodd tongue, some have been translated into the modern Arnfolk tongue. An example of a natural feature is Lake Arynor, translating to wide lake. An example of a built environment is Necastre, roughly translating to neck town. An example of an object is Floteam, translating to floating tree.

What has informed the way the culture approaches the naming of natural features, the built environment, and the objects it makes?

The Morvodd have chosen to name locations and objects based on their description because it makes sense. Necastre is named as such because it started as a town at the neck of Lake Arynor, of which there is only one. This is a very matter-of-fact way of naming locations that made it easy to talk to Morvodd of separate bands and communities.

CULTURAL GROUP 2

Name of Culture: Arnfolk

DNA of the Culture:

- An independent and hardworking culture grounded in the belief that all people must remain equal, and that technological advancement will improve the lives of all.

Symbol of the Culture:

- A metal lightning rod, the basic implement that the Arnfolk developed into a major source of power that then kickstarted their technological development. This symbolizes Arnfolk ingenuity, and reminds them of their origins.

**Core Beliefs:**

- People are able to determine their own destiny through hard work.
- Society must be governed according to the people's will.
- Harsh conditions can be improved through technological advancement.

Values Based on the Beliefs:

- Hard work is important to success.

- Democratic government is the only fair system.
- Technological development is the focus of society.

Core Traits:

- Independent
- Hardworking
- Egalitarian
- Innovative
- Rebellious

Core Motivations:

- Continue working towards safety from the planet's storms.
- Regain democratic control of their society.
- Become a prosperous culture on their own terms.

Rituals:

- Freedom Day, a summer holiday celebrating the founding of the original Free State of Banor after a tyrannical king was toppled. Marked by parades and a day without work, but recently involves protesting against the current government.
- Year's End, a holiday on the final day of December. It is a time to celebrate group accomplishments with family, neighbors and coworkers, and reflect on progress made towards personal goals over the course of the previous year.
- Thunderstrike, a traditional day of work stoppage after a week of continuous lightning storms, often spent with family. The current government has ended this practice to promote productivity, which was met with much anger.

Rites of Passage:

- When a member of the Arnfolk turns 10, many go through an Apprenticeship, learning a job or craft from an experienced worker to better contribute to society.
- When a member of the Arnfolk turns 16, they have the ability to vote. This is celebrated as being fully involved in society. This has changed somewhat under the Protectorate, where only those with property can vote.
- Upon death, Arnfolk families participate in a Final Procession, carrying their loved one's coffin to be interred in their community's vault for the dead. Afterwards, they meet to celebrate the deceased's accomplishments and contributions to their community.

Mythology:

- The Arnfolk are not a very religious people in general, but some continue to worship Baan as the Swamp Dwellers do. A secular mythology has arisen anticipating a day when the Arnfolk will be able to end the region's thunderstorms. Recently, the reestablishment of the Free State has been added to this mythological event.

Artifacts:

Artifact 1:

Title: Thunderworker's Tool

Description: A large, wrench-like tool traditionally made from worked bog iron that is used in assembling the equipment necessary to capture and transmit electricity from lightning.

Artifact 2:

Title: Electric Light Post

Description: An arc lamp light made from Clymore and powered by collected natural lightning, mounted on a sturdy pole to provide light to streets in Arnfolk cities like Necastre.

Artifact 3:

Title: Union Pamphlet

Description: A folded paper pamphlet, containing information about the Stormtenders' League, a prominent labor union for those who work Arnfolk power plants.

Artifact 1: Thunderworker's Tool



Flavor Text: *“The boy picked up the tool, the symbol of the workers who keep Banor’s electricity flowing. It had a satisfying weight, and its metal was worn from years of use by his sisters and brothers.” - Lida Cropper, Arnfolk Stormtender and storyteller*

Name of Artifact: Thunderworker's Tool

Type of Artifact: Hand Tool

Shape and Size: The tool is typically about 14 inches long, with widened ends, and a narrower handle about two inch wide. This size varies.

Weight: Depends on size, but typically around three pounds.

Cultural Value: The Thunderworker's Tool demonstrates Arnfolk's technological progress, as it is used to assemble electrical infrastructure. These tools have come to represent the harnessing of electricity, used by nearly anyone who works with the resource, especially those in power plants.

Condition: Depends on the example, but often worn down from use, with some rust.

Rarity: Extremely common among Arnfolk industrial workers.

Location: Throughout cities around the Banor coast and Lake Arynor.

Description of Appearance: A rough tool made from bog iron. Its ends are widened, with notches to hold screws and other fasteners. The middle is narrow, acting as a grip to hold the tool. They often have holes near the ends to allow them to be tied to a belt or harness.

Uses: Used as a wrench to gain a mechanical advantage when turning objects, usually the fasteners that hold large electrical projects together throughout Banoran cities. Also used unofficially as a pry bar.

Effects: Provides grip and torque while turning objects like rotary fasteners, which are clamped between the notches at the end.

Subcultures:

Subculture 1

Name: Sheltered

Description: A subculture formed from upper-class Arnfolk who can afford to live in underground vaults below major settlements and therefore avoid the planet's dangerous lightning.

Subculture 2

Name: Weathered

Description: A subculture formed from working-class Arnfolk who hold jobs that require exposure to the elements and the planet's dangerous storms. These jobs usually pay poorly.

Subculture 3

Name: Hooded

Description: A subculture formed from a middle-class of Arnfolk who are not wealthy enough to escape underground but work safer jobs that are not exposed to storms.

Naming:

How are people in this culture named? What are the naming conventions and structures associated with those conventions? Provide an example.

The Arnfolk have a simple naming convention not unlike many in our world, with each person having a personal name followed by a family name that is gained from their father or taken from a husband after marriage. These names are often evolutions of Morvodd words, names, or mythological characters associated with their storm god, Baan. Others are taken from Lerini culture. An example of these names is Caleb (Given Name) Hayward (Family Name).

How do the histories and traditions of the culture inspire and inform how people in the culture are named?

Much about Arnfolk naming convention comes from their relation to Morvodd culture. Modern Arnfolk language evolved from the Morvodd language, so many of their names and words are related to one another. The convention of the family name changed from Morvodd due to the working economy of the Arnfolk, who see fathers as breadwinners and therefore organize the family unit around them. The recent interest in Lerini names stems from interaction with them.

How does the culture approach the naming of natural features, the built environment, and objects it makes? Provide examples for each one.

Again, Arnfolk naming convention is based around their association with the Morvodd, and this extends to locations and objects as well. Like the Morvodd, they tend to name things using a description, but they also use the names of people associated with the thing. Many natural features and settlements still bear Morvodd names, while others have been translated into modern Arnfolk. Objects are primarily translated, however. Examples of natural features include Lake Arynor (Morvodd), Coastal Mountains (Translated), and Burns Island (Person). Examples of built environments include Necastre (Morvodd), Fenhaven (Translated), and Fawke's Cove (Person). An example of an object is the Thunderworker's Tool (Translated).

What has informed the way the culture approaches the naming of natural features, the built environment, and the objects it makes?

The Arnfolk approach to naming the natural features, built environment and objects it makes and comes across is influenced by their history with the Morvodd. Because Arnfolk language stems from the Morvodd language, their words are similar. Their use of names in words comes from the Arnfolk value of innovation. Explorers and builders are often remembered by naming the location, structure or object they discovered or created after themselves.

CULTURAL GROUP 3

Name of Culture: Lerini

DNA of the Culture:

- A proud and domineering culture dedicated to maintaining their position of power by expanding and subsuming others through military and economic means.

Symbol of the Culture:

- Four swords lined up vertically, representing the Lerini's military might, with one for each of the four kingdoms that founded the empire. The swords are made using metal, which is considered the source of Lerini power.



Core Beliefs:

- Personal victories are also victories of the Empire.
- Those who are strong and smart will naturally rule over the weak and ignorant.
- One day, the Lerin Empire shall encompass the whole world.

Values Based on the Beliefs:

- Success must be achieved at all costs, in all walks of life.
- Power over others is indicative of superior abilities.
- The Empire must be expanded at all costs.

Core Traits:

- Proud
- Militaristic
- Disciplined
- Expansionist
- Bold

Core Motivations:

- Expand the Empire's sphere of influence.
- Adopt, improve upon and exploit advancing electrical technology.
- Crush any dissent, especially from Banoran cultures.

Rituals:

- Empire Day, a fall holiday that celebrates the day that the Empire was founded. This ritual is marked by a week of celebration, featuring military parades, feasts and a variety of other festivities depending on the region.
- When the Lerini prepare to go to war, they go through a period known as *Baecyme*, where the populace fasts and contributes resources for the war effort. They also pray to Baedar, the war god, believing that he will arrive to secretly march among the soldiers.
- During the process of creating works of the metal Clymore, Lerini craftsmen engage in a short ritual to bless their craftsmanship known as the Forge Rite.

Rites of Passage:

- In early childhood, once a child has begun speaking proficiently, they are called to give the Oath of Service, promising to serve the empire throughout their lives.
- After turning sixteen, able-bodied Lerini are conscripted into the military for at least two years, to instill respect for the Empire. Some stay longer and become career soldiers.
- After death, it is common for Lerini to be “returned to the metal” by being cremated in a forge within their communities. The metal forged in Lerin is considered to be empowered with the souls of the dead.

Mythology:

- The Lerini maintain a polytheistic tradition. Their pantheon is led by Andwe, the god of metal and craftsmanship. Below him are his family, with other key gods being his children Myn, goddess of commerce and Beadar, god of thunder and war. The Lerini are said to be Andwe’s chosen people, tasked with bringing order to the world.

Artifacts:

Artifact 1:

Title: Military Officer's Sword

Description: An intricate, double-edged sword forged from Clymore that is given to officers of the Lerini military when they are commissioned to signify their new status.

Artifact 2:

Title: Clymore Mining Pick

Description: A sturdy pick used by the Lerini of the central mountain range to break up rock and extract Clymore for use in the Empire's industry.

Artifact 3:

Title: Myrni Coin

Description: This is the primary currency of the Empire, a silver coin stamped with the four swords symbol on one side, and the visage of Myn, goddess of commerce on the other.

Artifact 2: Clymore Mining Pick



Flavor Text: *“Even from outside the mine shaft, I could hear the metallic ringing of the picks, dozens of them, breaking through the Earth in search of Clymore.” - Sylas Dwyer, Arnfolk envoy to the Lerin Empire*

Name of Artifact: Clymore Mining Pick

Type of Artifact: Hand Tool

Shape and Size: A narrow haft around three feet long, and a slightly curved metal head attached perpendicularly, usually one to two feet along.

Weight: Depends on size, but typically around five pounds.

Cultural Value: Picks are representative of Lerini culture because of their important metalworking and mining industries. They are made of metal, usually steel, by Lerini smiths and used to extract other metals from their neighboring mountains by Lerini miners, especially Clymore, the metal that the Lerini are known for.

Condition: Depends on the example, but often have handles worn smooth and scratched metal heads from extended use.

Rarity: Extremely common, found plentifully around mines.

Location: Found around the Lerin Empire, often made and used around the central mountain region where the most mining is done.

Description of Appearance: The pick has a narrow wooden haft. At its end is a similarly narrow metal head, attached perpendicularly and slightly curved down towards the haft. The ends of the head are pointed, allowing it to more easily break through material and pry other objects.

Uses: The pick is used to break apart earth and rock in search of Clymore, a valuable metal originating in Lerin's central mountains.

Effects: When swung, a pick can pierce into earth and rock to break it apart with ease. Its pointed head can also be used to pry and scrape.

Subcultures:

Subculture 1

Name: Nor-Lerini

Description: A subculture located to the north of the Lerin Empire in the Thunder Wastes. They are the primary agricultural center of the Empire, and are adapted to a drier environment.

Subculture 2

Name: Bor-Lerini

Description: A subculture located around the central mountains of the Lerin Empire. They are adapted to higher altitudes and are heavily dedicated to the extraction of metals.

Subculture 3

Name: Cer-Lerini

Description: A subculture located along the coast of the Empire, centered around the capital city. They are reliant on the sea, working in trade and maritime industries.

Naming:

How are people in this culture named? What are the naming conventions and structures associated with those conventions? Provide an example.

The Lerini name people with four major parts: A prefix for their rank or role in society, their given name, their father's given name, and a family name taken from their father. There are many prefixes, including *scir-* for one who has been a conscripted soldier, *dry-* recognizes one who contributes to Lerini advancement in an extraordinary way, and *boc-* denotes a scholar. Other components of a Lerini name are derived from Lerini words. An example of a Lerini name is *scir-Valeria* (Rank + Given Name) *Garmon* (Father's Name) *Whitlock* (Family Name).

How do the histories and traditions of the culture inspire and inform how people in the culture are named?

The Lerini value rank, organization and contribution to the Empire. In including ranks in names, the Empire rewards contributions and denotes these ranks. Ranks are first earned upon military conscription at sixteen and change as the individual's role changes. Superiors and inferiors address a Lerini with their rank, while peers, friends and family do not use it. The Lerini language is complex, as the Empire has adopted many different languages, but originates from the same ancient tongue as Morvodd, leading to similarities between their names being similar to Morvodd and Arnfolk names.

How does the culture approach the naming of natural features, the built environment, and objects it makes? Provide examples for each one.

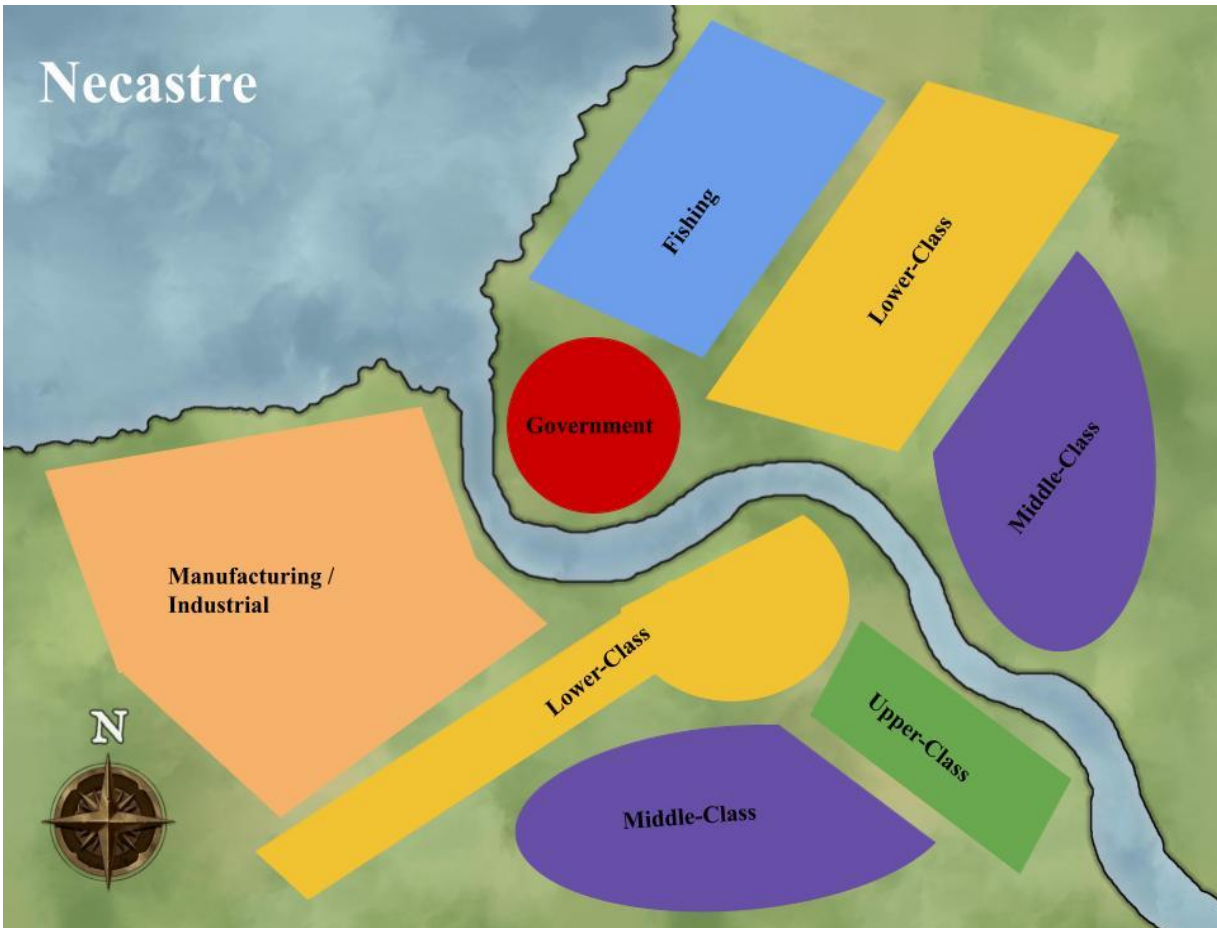
Similarly to the Arnfolk and Morvodd, the Lerini name natural features, their built environment, and objects they create using descriptive words. Some are from regional languages or precursors to Lerini, some have been translated to modern language, and some come from associated people's names. Examples of natural features include Clymore (Regional), Thunder Wastes (Translated) and Carrington's Peak (Person). Examples of settlements include Olsien (Precursor), Rivermeet (Translated) or Cainsport (Person). Examples of objects include Myrni (Precursor) and Mining Pick (Translated).

What has informed the way the culture approaches the naming of natural features, the built environment, and the objects it makes?

Naming locations and objects using descriptions of their surroundings, users, or appearance is a straightforward way to name things that served a diverse empire like Lerin well. Furthermore, the Empire rewards achievements made in its name, meaning a lot of natural features, built environments and objects bear the names of important citizens of the Empire. This ensures they have a legacy that lasts.

SETTLEMENTS

THE MAP OF THE SETTLEMENT



(Made using [Inkarnate](#))

Flavor Text: *“Necastre is the oldest city in Banor. It existed at the mouth of Lake Arynor before the Protectorate, the Free State, and the Old Kingdom.” - Lida Cropper, Arnfolk Stormtender and storyteller*

THE SETTLEMENT

What is the name of the settlement?

Necastre

Where in the world is the settlement located?

Geographically, Necastre is located on Munoran, in the country of Banor on the western coast. The city is located at the neck of the large Lake Arynor.

When specifically in time is the settlement located?

Temporally, Necastre is set in 9 AR, after the Free State of Banor was overthrown and became the Banor Protectorate under Vaughn Maynard.

How small or large is the settlement currently? How many people live in the settlement?

Necastre is a metropolis. It is the largest city in Banor, and the third largest city in Munoran, with a population of 2 million.

URBAN FUNCTIONS**What are the core urban functions of the city? What are the primary and secondary services the city provides as services for the people that live there?**

As the capital of the Banor Protectorate, Necastre is the center of the country's government. It is home to the Parliament House, where the country's elected body lies, as well as the newly constructed Presidential Palace. Many other governmental offices and services are centered in the city. Necastre is also known as a hub for manufacturing and technological advancement. Lightning-capturing technology was developed here, and the city is the primary benefactor of the Central Power Plant on Lake Arynor.

What are the major imports and exports of the city? What major industries are required to provide those exports and to handle those imports?

Major imports include agricultural goods from outlying swamp communities, electrical power from the Central Plant, and mineral resources from the Lerin Empire, especially the highly conductive metal Clymore. Electricity and minerals feed the city's manufacturing industry. Major exports include various manufactured goods created by that industry, and to a lesser extent fish and other seafood. This requires a major fishing industry.

URBAN STRUCTURES

What type of urban structure does the settlement have?

Necastre follows the Hoyt's Sector model. Featuring multiple different sectors expanding from the center rather than surrounding it in concentric circles.

What is the core of the settlement, the area of the settlement where the flow of people, culture, goods, services, information is most concentrated, like?

The core of Necastre is the governmental district, which features the Parliament House and the Presidential Palace. This is the place where the Banor Protectorate is ruled, and therefore has a concentrated flow of culture, people and information. Many politicians and bureaucrats are needed to run the day-to-day, while businessmen and dignitaries from the Lerin Empire are present to influence their decisions. With the unpopularity of the current government, protests are frequent, and the governmental district has a heavy security presence.

What major industries operate in your settlement? Do they need their own districts? Do they have any topographical needs? What services do they need to be adjacent to or far away from?

Major industries operating in Necastre are the manufacturing industry and the fishing industry. They are located in their own districts, but make up much of the industrial district extending along the coast, from either side of the governmental core. The fishing industry needs to be near the coast, with access to docks to receive fishing boats. Manufacturing similarly needs to be near docks to receive shipments of mineral resources.

URBAN HOOKS

What is the urban hook that the settlement uses to draw the interest of people who live, travel to, trade with, and interact with it in different ways? Is there only one hook or is it a combination of more than one?

Necastre has a combination of hooks. First, it draws people who wish to participate in the functions of government as the region's capital. Second, the manufacturing industry provides

many jobs as well as proximity to advancing technologies that improve living conditions. Finally, it is a hub of trade, as it is located at the mouth of Lake Arynor on the coast, able to receive shipping from overseas and from within Banor thanks to the many rivers that feed the massive lake.

Has the urban hook for the settlement changed over time? If so, how has it changed? What spurred on the change if there has been one?

Yes. Necastre began as a hub for trade and fishing, gaining governmental functions because of its prominence in those areas. After that, the development of lightning-capturing technology caused an explosion of manufacturing, and this supplanted fishing as a primary hook. While fishing is still a major industry in the city, it no longer draws people as it once did.

ELEMENTS OF SETTLEMENTS

NATURE

What is the biome like that surrounds the settlement?

Necastre is surrounded by swampy forests, and is near the sea.

What types of natural features of the land, air, and water are found where the settlement is located?

South of Necastre is the Thunderfens, ending at the Coastal Mountains about 50 miles away. The soil here is both wet, and nutrient poor. To the north is the strait that acts as the mouth of Lake Arynor, which opens up to the East. Finally, to the west is the beginning of the Inno Bay, which opens into the Western Ocean. The air is wet and tropical. Necastre lies at the edge of a region around Lake Arynor where warm, wet air from the swamp mixes with cool, dry air from the swamp to generate electrical charges that create massive electrical storms.

What is the climate and weather like where the settlement is located?

The climate is tropical, and with wet summers and dry winters that are only slightly cooler. As discussed above, the weather in the region often tends toward massive thunderstorms regardless of season, and rain is frequent except for the winter.

What types of seasonal changes occur in the region where the settlement is located over the course of a year? Are there larger cycles at work with climate changes that occur further apart?

The summers are warm and wet, with an average of 30 °C and 100 mm of rainfall, while the winters are drier and slightly colder, averaging 28 °C and only 40 mm of rainfall.

How is the settlement supported by the natural environment that surrounds it? In what ways does it benefit?

Necastre benefits from the access to both the sea and Lake Arynor, which in turn connects to several river systems in Banor. This allows for easy transportation and trade, as well as access for fishing. This environment and the rainy weather allow plenty of access for drinking water.

What natural resources have been most leveraged or extracted over time to develop the settlement?

The biggest natural resource that has been leveraged has been the lightning generated from the region's storms. Necastre developed lightning-capturing technology, which Banor uses to power their society, including the city's manufacturing. While the two major plants are outside of the city, it is home to smaller plants. Furthermore, the bodies of water provide plenty of fish and seafood that have fed the settlement. Finally, wood and clay from the swampy forests have provided building materials for the settlement.

Have any natural resources been temporarily eliminated as a result of how they are used by the culture(s) in the region?

In the past, overfishing has expended the region's maritime resources, but the industry is now heavily regulated and fish populations can replenish themselves in future seasons. Furthermore,

much of the trees around Necastre have already been felled, meaning lumber for buildings must be imported from communities deeper within the swamp.

Have any natural resources been completely eliminated as a result of how they are used by the culture(s) in the region?

Banorans have almost entirely expended the region's iron, which is found as bog iron. This is due to the region's industrial boom, and the fact that it is the only real mineral resource. Minerals must be imported from the Lerin Empire.

In what ways, if any has the natural environment been temporarily polluted by how cultures in the region have interacted with it?

While collecting lightning in itself is a clean source of energy, the highly conductive metal that is used for that technology, Clymore, is highly toxic. Increasing use of the metal in various industries has meant that it has slowly seeped into the soil and water, slowly absorbed by plants and animals that live in the swamp. This makes them sick, and lowers their populations significantly. This in turn harms many industries, including fishing and agriculture. If the use of toxic metals ends, this can be eventually filtered out of the soil at current levels.

In what ways, if any has the natural environment been permanently polluted by how cultures in the region have interacted with it?

If not addressed, the increasing use of Clymore could permanently poison the lands and waters of the region. This would be catastrophic, as it would result in the extinction of many plants and animals, and would render much of the region's water undrinkable by people.

SOCIETY

What culture or cultures populate the settlement?

Necastre is populated primarily by Arnfolk. However, as a major port and governmental city, there is cultural mixing. The Morvodd are a key minority, working within the fishing industry, coming to trade, or participating in government. Since the establishment of the Banor

Protecorate, the Lerini have taken a larger role in Necastre, gaining positions in government, business and security.

Is there social stratification and a class system within a culture or across cultures? If so, what are stratifications and class structures based on? If there is not social stratification and a class system then how is the culture organized?

Within the Arnfolk, there are three major classes based on economic level. The Sheltered are the highest class, who can afford to live in underground vaults below major settlements and therefore avoid the planet's dangerous lightning. The Lerini in Necastre generally are also higher class. The Hooded are the middle class, who are not wealthy enough to escape underground but work safer jobs that are not exposed to storms. Finally, the Weathered are working class Arnfolk who hold low-paying jobs that require exposure to the elements and the planet's dangerous storms. The Morvodd in the city also fall into lower classes alongside the Weathered.

If there is social stratification and class system are one or more factors the basis for the discrimination between groups? Yes or no? If there is discrimination then are there oppressors and oppressed? If so, who are the agents of oppression and who are the targets of oppression?

Culture and social class creates discrimination and oppression in Necastre. Agents of this oppression are the Sheltered and the Lerini, who economically exploit and oppress the lower Arnfolk classes and the Morvodd, Morvodd are also the targets of cultural discrimination, often denied opportunities because of their heritage and forced to assimilate into the Arnfolk.

What privileges by birth or acquisition do the agents of oppression knowingly or unknowingly exploit and reap unfair advantage from over members of groups that are targets of oppression?

Sheltered and Lerini are afforded the privileges of wealth, and have more political power. They can often afford to live in the underground vault beneath Necastre to be safe from storms, and can afford better goods and education, meaning they receive better jobs and positions. Because of Protectorate policies requiring property to vote, they effectively control the government. Hooded people are more unknowing in their privilege, with more money and thus more

education and better jobs. Many can participate in the government, and see the Sheltered as inherently more deserving because of their status.

In what ways are the targets of oppression seen and treated as expendable and replaceable, without an individual identity apart from their group, and are compartmentalized into narrowly defined roles?

The Weathered and Morvodd are seen as useful workers, only good to work in factories, power plants, farms and fishing boats. In these roles, they are beholden to higher class superiors, denied opportunities and fair wages, and often put in dangerous conditions. They often cannot afford education, and thus cannot advance in society. Morvodd have the additional stigma of their culture marking them as backwards swamp people not fit to participate in civilized society to many Arnfolk.

In what ways are the targets of oppression subjected to exploitation, marginalization, powerlessness, cultural imperialism, and violence?

While both Morvodd and Weathered could vote under the previous government, the Free State, most are now disenfranchised due to the Protectorate's laws requiring property to vote and run for office. As stated above, because of their lack of education and association with low-skill labor, many are relegated to poverty and under the thumb of Sheltered or Lerini companies. Here, they do not have many worker's rights and are denied fair wages, and also bear the brunt of the planet's storms.

How does the social stratification and class system manifest itself and show up in small group interactions, through the interaction with larger organizations, and institutions?

The Weathered and Morvodd are seen as unreliable and uneducated, and are denied opportunities by many key institutions like jobs, banks and educational institutions. They are not represented in government. Furthermore, they are treated harshly by the Sheltered, Hooded, and Lerini, and are seen as subservient to them. The Morvodd are the subject of violence and verbal abuse in smaller group interactions, even by Weathered.

How do any social stratifications and class structures influence and affect who can move around the different areas of the city?

There are no direct laws preventing Weathered and Morvodd from moving around Necastre. However, in many upper-class regions and even in the governmental core, Weathered and Morvodd are often subject to more scrutiny from security and law enforcement due to discrimination. As a result, many avoid these areas because of the danger it presents them.

How do these social stratifications and class structures affect where members of a culture live, where they go for work, if they can even use the settlements' different services such as owning property, frequenting certain types of establishments, etc...?

The Weathered and Morvodd live exclusively above ground, often in Necastre's outskirts or in dense, run-down slum areas within the city. Because of discrimination and economic status, they must work dangerous jobs that often put them in contact with the planet's storms, like in power plants or on fishing boats. This also prevents owning property, putting them under the thumb of landlords and other unscrupulous businessmen. They tend to stick to their own areas of the city, with services they can afford.

SHELLS

What are the types of shells found in the city? What are the different purposes for them?

Most shells in Necastre are sturdy, multi-story buildings. Though the center areas of the city are shored up, flooding is common on the outskirts and in lower-class districts, meaning buildings in those regions have raised ground floors. Nearly every building has some form of lightning rod. Buildings on the outskirts are typically smaller, with one floor and less manufactured materials. Upper classes live in the Sheltered City, an underground vault located below the governmental district, which acts as a shell in itself. The Sheltered City is lit with electrical lighting.

Many shells act as homes, but there are also factories and processing plants for fish and other raw materials imported from swamp settlements. Individual shells may hold other purposes, but those represent the vast majority of shells in Necastre.

What materials were used to make the shells? Where were these materials sourced from in nature?

Common building materials are wood and clay bricks sourced from the nearby Banoran Thunderfens. Some older buildings have beams made from bog iron, also from Banor. More recent structures built for use by the upper class make use of materials imported from the Lerin Empire, like steel beams and quarried stone, which come from their southern mountain range. The vault of the Sheltered City is made using many imported materials.

Has the material used to make the shells in the settlement change over time? If so in what ways has it changed?

Material used to make shells has changed over time. Initially wood was the main material, but bricks have become increasingly common. Metal is a recent addition in most cases, as is the use of imported materials like stone.

SHELLS: LOCATIONS

LOCATION 1: Parliament House



Reference Image

Flavor Text: *“Once the center of the Banoran Free Government, the Parliament House stands as a reminder of a more equitable era, before the Protectorate controlled Necastre.” - Henrietta Rand, in Means and Ends, an anti-Lerini pamphlet.*

- Houses the Parliament, the legislative body of the Protectorate. Here, they vote on legislation, though most of it is now dictated by President Maynard and his Lerini allies.
- Built from some of the first stone imported from Lerin, containing both the floor where legislation is debated and voted on, as well as offices for those elected.

LOCATION 2: Factory



Reference Image

Flavor Text: *“Powered by electricity wired in from the Central Power Plant across Lake Arynor, Necastre’s many factories produce goods shipped across Banor and the Lerin Empire.” - Vaughn Maynard, prime minister of the Banor Protectorate*

- Located in the Manufacturing District, this is a large, brick building containing heavy machinery powered by electricity wired in from the Central Power Plant.
- These buildings create everything from weaponry sold to the Lerin Empire, to parts for Necastre’s electric street car, to boats.

LOCATION 3: Upper-Class Housing



Reference Image

Flavor Text: *“Nestled below the city streets, the Sheltered elite make their homes within their namesake, the Sheltered City, safe from the lightning above.” - boc-Frona Gardiner, Lerini anthropologist*

- Located underground in the southeastern part of Necastre, the Sheltered City is filled with large, penthouse-style apartments for the Sheltered class and Lerini expats.
- These houses are made with stone and steel imported from Lerin, lit with electric lighting, and contain several mechanical systems to prevent flooding.

SHELLS: HOMES

What does this home shelter people from? If a home is a place of safety, what are you safe from when you are there? What physical conditions for survival have made this kind of home necessary? How has this home developed as an adaptation to this world's unique environment? In what ways is this home safe?

Homes protect people from the elements, which in Necastre means the rain and the lightning. There is a lot of rain in the summers, and structures must be waterproof. Being struck by lightning is a genuine threat when storms are so common, as lightning storms occur nearly half of all days of the year. Nearly every building in the city has some form of lightning rod to prevent damage, helping inhabitants protect people from lightning.

What unique vulnerabilities does the home face given the surrounding natural environment, and how is it built to compensate for these?

As most are tall structures, homes in Necastre are especially vulnerable to lightning. As mentioned above, lightning rods were developed to catch lightning strikes and avoid damage to the structure. Furthermore, wood from the Stannen tree is preferred for construction, as they are known for their lightning resistance. Homes are also vulnerable to flooding due to the heavy rains and bodies of water nearby. As such, many homes are raised above potential floodwaters.

How does the culture understand the concept of ‘home’? What does ‘home’ feel like to them? What does it mean? Is ‘home’ a refuge? A hearth? Is home something nomadic, something you carry on your back - and wherever you rest, that is ‘home.’ Is home “where the heart is,” or is home a highly individualized and creative expression of one’s heart?

To the Arnfolk, the most populous culture of Necastre, a home is a refuge to stay dry and avoid storms. To the Hooded and the Weathered, this home is meant to be shared and opened to the community, to help others stay out of the storm as well. Neighbors come together to repair homes, as they are key to safety and comfort. However, the Sheltered see homes as individualized. A safe and sheltered home is earned, and they dislike guests.

In this specific culture, what does it feel like to “lose” a home?

To Arnfolk of all kinds, losing a home is devastating. Homes are a place of safety and comfort, so not having a home is potentially dangerous. To the Hooded and Weathered, it is also a loss to the community, who would have helped maintain it. To the Sheltered, it would represent a loss of status, as they have worked to obtain or maintain a safe home and that would all be for nothing.

Who does this home shelter? What is the core family unit? How many people live in one home? How many generations live in one home?

The core family unit of the Arnfolk consists of two or more generations. The focus of the Arnfolk on taking care of one's community extends to older relatives, so families will often consist of children, parents and grandparents. This leads to lower-class housing being very crowded, as many people will have to fit in one space.

How does this specific kind of home shape the social space and social interactions that happen inside it? For example, what is the central room of the home if there is one? What is the home designed “around”?

Homes are focused around interacting with one's community and thus often are built around a larger, common room to facilitate this. This room is often close to the door, with many of the homes' other rooms branching off of it. Bigger homes are more valued for their ability to fit more guests and visitors.

How does the design of these homes reinforce certain hierarchies among members of the family?

Arnfolk of older generations are typically granted the largest private room of the home, as they are perceived as having accomplished the most due to their age.

How do these homes shape expectations around what is public and what is private?

Because homes are meant to be shared with the community, Arnfolk have a much narrower expectation of privacy. Many rooms of the house are expected to be accessible to guests, and only bedrooms are expected to be private.

SHELLS: LOCATIONS: HOMES

LOCATION 1: Weathered Tenements



Reference Image

Flavor Text: *“Crowded, loud, and run-down, but home to the thousands of Weathered who do the work that runs Necastre.” - Lida Cropper, Arnfolk Stormtender and storyteller*

- Large, brick buildings with several stories of small apartments where Weathered and sometimes Morvodd workers live.
- These houses often do not have electricity, or have electricity powered by its own lightning rod rather than a plant. Tenants rely on candles for light.

NETWORK

What are the ways that people can naturally move around the city?

People travel through Necastre primarily on foot. Horses and carts are also used, and various kinds of boat can travel the strait. Many streets are paved with clay blocks, though some on the outskirts and in poorer districts are dirt. All streets have gutters, as they would become difficult to navigate in the wet season otherwise. Only the roads in the governmental core are paved with imported stone.

What types of transportation exist that make use of the land, water, and air that people can use to move around the city?

On land, people can be transported by horse or another beast of burden, typically using a cart. There are also electric-powered streetcars that go throughout the city, with a few different lines to transport between multiple districts. On water, there are a variety of boats, from larger ones that travel on the ocean to smaller ones meant to travel in the city or up rivers. Air travel has not yet been invented, but that hasn't stopped some courageous people from trying.

How are raw materials and goods moved into the city, around it, and out of it when needed?

Raw materials are primarily transported by boat into, around, and out of Necastre. This is the best way to move large quantities of goods over long distances. They can also be brought and taken by cart, but this is less optimal because of the swampy landscape, and is mostly of use within the city. The electric streetcars are used to transport goods within the city as well.

How does energy and information move around the city?

Electrical energy is collected through a specifically made lightning rod, stored in a battery, and transmitted around Necastre by wire, which are typically enclosed in metal pipes and laid on or below the ground. Information moves through word of mouth or in writing. Necastrians have printing presses, and there are a variety of newspapers and pamphlets that transmit information.

Furthermore, a form of electric telegraph has been adopted, allowing long distance communication through similar wires that electrical energy is transmitted through.

TIME

What was special about this location that made the founders think it was a place for a settlement?

The founders of Necastre created Necastre in its current location because it is at the mouth of Lake Arynor while also on the coast, allowing for fishing in both bodies of water and efficient travel both down the coast and further inland through the rivers that feed into the lake.

What precipitated the founding of the settlement?

Groups of early Morvodd discovered the location, and decided to use it as a spot to meet and trade, because it allowed access from both the sea and the lake. People began to stay there year-round, and it grew into a settlement that grew into the center of a small kingdom.

Was this originally an independent settlement? Or part of a nation trying to expand its borders? The results of a conquest?

Necastre was originally an independent settlement. That settlement eventually gained enough influence that it made its own nation. This nation, in turn, absorbed other nations across the Banoran Thunderfens until they became a unified nation, with Necastre at its center.

How old is the settlement at this point in its development? How long has it been around?

It has been around 1,200 years since the first Morvodd arrived in Necastre. These people became their own distinct culture, the Arnfolk, over several centuries.

How has the settlement grown in size and scope over time?

Necastre began as a small seasonal village for bands of early Morvodd. Over the years, this settlement became used year-round, then grew into a small city. This city began exercising control over surrounding settlements, becoming a small kingdom around 800 BP. This kingdom, Banor, began to absorb other kingdoms. In 136 BP, a revolution overthrew the Kingdom of

Banor and transformed it into the Free State of Banor, with Necastre still as its capital. In 0 AP, the Free State was overthrown, and the Protectorate of Banor was founded, preserving Necastre as the capital.

What indications are there of historical layering throughout the city? What evidence of the different historical periods of the settlement is plainly visible and what evidence is less visible or conceived?

While many structures from the original settling of Necastre are long gone, construction still unearths ancient Morvodd implements from time to time. There are still older buildings from the time of the Kingdom of Banor, which are usually made almost entirely of clay bricks. They tend to be clustered closer to the water, as the city has grown further inland since then. Many of the buildings in Necastre were built after the rise of the Free State.

TIME: LOCATIONS: HISTORICAL LAYERING

LOCATION 1: First Power Plant



Reference Image

Flavor Text: *“Built by the Free State to test lightning collection at a large scale, the First Power plant still runs, but has been eclipsed by its younger brothers on the lake and in the south.” - Sylas Dwyer, Arnfolk envoy to the Lerin Empire*

- Built into an old military watchtower, the First Power Plant has an exterior of clay bricks but is topped with lightning rods and filled with wiring and machinery.
- The First Plant was built as the first power plant by the Free State, powering a handful of factories in the region. It is obsolete compared to the massive, city sized Central and South Plants, but still provides power to some buildings.

LOCATION 2: The Old Fort



Reference Image

Flavor Text: *“Though today, it looms above the city on the hill across the Gray River from the Governmental District, the Old Fort was once the seat of power of Banor, back when it was ruled by a king.” Lida Cropper, Arnfolk Stormtender and storyteller*

- Built of incredibly rough bricks atop the city's single hill, the Old Fort was built by an ancient king as a military fortification centuries ago.
- The Banor Protectorate still uses the aged castle as a fort for its standing army.

LOCATION 3: The Pillar of Baan



Reference Image

Flavor Text: *“Now located in a run-down park at the center of a Morvodd neighborhood, the Pillar of Baan was once the site of ancient rituals.” - boc-Frona Gardiner, Lerini anthropologist*

- A massive, dead Stannen tree that had once been struck by a monstrous bolt of lightning, the Pillar of Baan was stripped of its branches and carved with religious icons.
- This monument was significant to the early Morvodd who once founded Necastre, and the Pillar is revered by the few who still live in the city and worship Baan.

BIOMES, FLORA, FAUNA

BIOME

The Banoran Thunderfens are a tropical swamp forest that lines the coasts of the continent of Munoran. They are primarily in the Banor region, but also extend into the Lerin region as well. The region falls within a tropical climate zone, with temperatures peaking around 30 °C in the summer period between April and August, and lowering to 28 °C in the winter months between November and February. These temperature changes correspond to the day-night cycle, which peaks at 13 hours of daylight over a 24 hour day during the summer, and lowers to 12 hours of daylight in the winter.

The biome experiences heavy rainfall between April and November, with a dry season during the rest of the year. Water is plentiful throughout the year, with surface water increasing in the dry season due to less rain and heat for evaporation. The region experiences an extreme amount of thunderstorms, averaging nearly 270 stormy days per year. The soil in the region is extremely poor and lacking nutrients, being incredibly acidic and clay-like. Because the soil is mostly clay, there are few rocks in the swamp, with more near where the region meets the mountains.

The Banoran Thunderfens is home to a variety of flora and fauna. Many of these plants and animals exist in our world, and are not created for this project. The existing flora present in the swamps includes several varieties of mangroves, palm and hardwood trees like bulletwood, a variety of epiphytes and herbaceous plants. Existing fauna includes lizards and amphibians like alligators, caimans and frogs. Mammals in the biome include otters, big cats such as the jaguar and aquatic mammals including river dolphins. Many species of existing birds are present, like ducks, grebes and skimmers. Finally, the swamp teems with existing aquatic life, especially clams, blue crabs and a variety of fish.

However, the extreme lightning conditions present in the region mean that several of the animals have evolved complex electrophysiologies to adapt, resulting in some animals that are not from our world. These animals include the Unorex and the Flicker Prawn, which are discussed later in this document. Similarly, some plants have adapted to lightning conditions, especially trees and

other canopy plants who are most vulnerable. The Stannen Tree and the Ironvine are two plants that have adapted in this way and are discussed below.

FLORA

PLANT DNA 1



Reference Image

Flavor Text: *“The tree towered over the surrounding swamp, stories taller than any of the surrounding trees. Its trunk was wider than our boat, and sprung right out of the still water that covered the ground. The tree’s skin looked more like a worn rock face than the bark of any other tree I’d seen.” - boc-Orin Habborlain, Lerini naturalist*

Name: Stannen Tree

Category: Native

Type of Plant: Tree

Description: The Stannen Tree is a large evergreen tree that grows between 45 and 150 feet tall, with a single trunk diameter between 5 and 9 feet. It has tough, ashen brown bark that often knots and gnarls in ways that give it the appearance of craggy stone. When removed from the trunk, it has a stringy texture and a dark gray underside. Its leaves are dark green and elliptical, growing about three inches long. The Stannen Tree produces black berries that each contain one seed. They are edible, but very bitter. The Stannen Tree’s wood is incredibly dense and hard, and is fire resistant to help it survive the lightning strikes it risks by growing so tall.

Habitat: Stannen Trees grow near the edge of the rivers and other bodies of water in the swamp, as it needs large amounts of water to grow. They also favor areas with good sunlight. They grow very large even without cultivation.

Place in the Ecosystem: Producer, creating its own food using sunlight taken in through its leaves.

Lifecycle: Stannen Trees grow from seeds spread by animals who eat their berries, and it takes one around 10 years before it can produce berries. They grow quickly in their first few years to avoid floodwater, reaching about 12 feet in 3 years. The tree stops growing at around 70 years, and can live for over 500 years. Dead Stannen Trees sink due to the density of their wood and often rot at the bottom of waterways.

Growing Method if Cultivated: Stannen Trees are perennial, with flowers blooming at the beginning of each rainy season and berries produced around a month later. The tree is evergreen, meaning that even in the dry season and late rainy season when it does not bloom, it keeps its leaves.

Region | Climate: The Stannen Tree only grows in wet, tropical regions due to its water and sunlight requirements. It is not unique to the Banoran Thunderfens, and is common in similar regions throughout the tropical region of the world.

Uses: The Stannen Tree is mostly sought after as a building material by Arnfolk and Morvodd. Having hard, dense and fire resistant wood for buildings and furniture is hugely valuable. Stannen Tree wood is especially useful for building docks and other marine infrastructure. The toughness of its bark and wood means that turning them into usable lumber takes a lot of time and resources, including specially treated saws. Furthermore, the Stannen Tree's berries can be used to create a tea that numbs the pain of physical injuries.

PLANT DNA 2



Reference Image

Flavor Text: *“The growth was wrapped tightly around the trunk of the tree, gray-green coils thicker than the farmer’s arm. It stretched from the base of the roots to the tree’s highest branch, dozens of feet in the air. Each bolt of lightning in the distance glinted off the vine’s stem like it was made of a dull metal.” - boc-Orin Habborlain, Lerini naturalist*

Name: Ironvine

Category: Native

Type of Plant: Vine

Description: The Ironvine is a species of vine that grows between 35 and 90 feet long, typically climbing and wrapping itself around trees. The stem is a gray-green color with a metallic sheen, and can reach up to 8 inches thick, and is typically very tough and gnarled in texture. The vine produces a sparse amount of thin, jagged and triangular leaves. Its rare flowers are small and come in a pale blue hue that mature into small berries of a darker blue. The berries are poisonous to people, but are a food source for many small animals. They only bloom after the Ironvine has been struck by lightning.

Habitat: Ironvine grows naturally across the Banoran Thunderfens, preferring to grow on trees and other tall terrain features that attract lightning strikes so it can absorb them. It grows quickly if uncultivated, and grows as high off the ground as it is able to increase the chances of being struck. Ironvine is beneficial to trees that it grows on, as it acts as a sort of grounding wire to protect them from lightning damage.

Place in the Ecosystem: Producer, creating its own chemical food using sunlight and lightning strikes that it absorbs.

Lifecycle: Ironvine grows from seeds that spread when animals, typically birds, eat the berries the plant produces. It grows quickly, sprouting mere days after being planted and seeking something to climb. Ironvine is incredibly tenacious, but needs a significant amount of water to grow tall and thick. It flourishes in the swamp's higher temperatures, but can grow in colder climates as well provided there is enough water.

Growing Method if Cultivated: As a perennial plant, an Ironvine plant can live for just over a decade. They flower year-round, only dependent on whether the plant is struck by lightning, and can grow new flowers after getting struck again.

Region | Climate: Ironvine only grows within wet regions because of the amount of water it needs to grow. It also needs exposure to lightning, which is possible in many places throughout the planet, but is especially abundant in the Banoran Thunderfens.

Uses: The Morvodd and Arnfolk use Ironvine for several purposes. Because of its ability to attract and absorb lightning strikes, swamp dwellers have traditionally grown it on top of buildings to protect them from the frequent storms. Furthermore, the vine's fibers are highly conductive, meaning they are harvested for use in the electrical industry. While metallic wires are becoming the standard, many more isolated areas use Ironvine fibers to transmit electricity. In the past, swamp tribes distilled the paste from the berries into a deadly poison. Finally, the pale blue ironvine flower has become the symbol of the Banoran people. They too are tenacious, and have turned their region's constant storms into a strength.

FAUNA

ANIMAL DNA 1



Reference Image

Flavor Text: *“The goat stumbled into the river, cautiously sinking its front legs into the water. In an instant, something changed. The water crackled with electricity, and the goat stopped its forward motion. A huge lizard rose out of the water, clamped the goat within its jaws, and sunk below once again.” - boc-Orin Habborlain, Lerini naturalist*

Name: Unorex

Type of Animal: Reptile

Description: The Unorex is a large reptile, measuring 7 feet long from snout to the tip of their tail, and weighing over 200 pounds. They are covered in rough green scales that allow them to maintain camouflage in swamp water. They have long, strong, jaws with around 75 teeth. They have short legs ending in sharp claws, and long tails that allow them to swim quickly. The Unorex has an advanced electrophysiology, with an electroreceptor to locate prey based on water movements, and electric organs that allows it to discharge electricity to stun or electrocute prey in the water. The Unorex makes a variety of sounds, mostly communicating in a low growl and hiss to declare their territory.

Habitat: The Unorex can be found in bodies of fresh and brackish water, including lakes, ponds and rivers. They are capable swimmers and hunt in the water, moving their tails side to side to move. They can also lift their belly off the ground and walk across land. During the dry season, many Unorex move downriver to coastal regions to follow food sources. During the wet season, they move back upriver to return to swamps to make nests and reproduce.

Place in the Ecosystem: Consumer, as it feeds on other animals.

What is its source of food? Unorex are opportunistic carnivores, with their specific diet consisting of a wide variety of prey animals including aquatic invertebrates, fish, birds, snakes, turtles and even larger mammals. The larger a Unorex gets, the larger the prey it can take down.

Has the animal been tamed? Individual Unorex have been tamed, but the process is very difficult and many Unorex cannot be tamed. They are naturally aggressive and opportunistic, meaning attempting to train one is a dangerous undertaking. Even if a Unorex appears to be tamed, it may turn on its tamer once it has an opportunity. Those who have been tamed started the process right after they hatched, allowing for a better learning process.

Has the animal been domesticated? The Unorex have not been domesticated. Because the Unorex is so aggressive and large, it is impossible to keep them as pets or keep them for another purpose. Furthermore, there is little the Unorex could offer people who might wish to domesticate them.

Region | Climate: The Unorex is a reptile, and thus lives in warmer climates that allow it to maintain a livable body temperature. Furthermore, it relies on water for mobility and hunting,

making it favor swampy regions. It has adapted to swampy environments and aquatic hunting by developing strong swimming ability, a flat body to ambush prey in shallow water, and developing an electrophysiology to better sense and disable prey.

Uses: The scaly skin of the Unorex is sought after for the creation of clothing, and is tanned to make leather. Furthermore, the Unorex is hunted for its meat. Ancient Morvodd tribes saw defeating and eating a Unorex as a way for a warrior to prove their mettle, and while the region's culture has moved on, the creatures are still seen as an adversary to the region's people and are still a traditional source of meat for more outlying communities.

LIFECYCLE: GROWTH + DEVELOPMENT

Imagine a species that goes through a transformation as complete as a caterpillar to a butterfly. Answer the questions that follow below about the animal.

What stages does your fictional organism pass through between its birth and its death? Does it progress from larva to pupa or chrysalis to mature adult? If so, does the adult look as different from the larva as a butterfly does from a caterpillar.

Unorex lay eggs in nests alongside bodies of water. From these eggs hatch Unorex larvae, who begin as small, snake-like creatures around 8 inches long. The larvae slither into the water, and are almost fully aquatic at the beginning stage of their development. Once they have had time to grow and develop further, they develop into a middle stage where they are still almost fully aquatic, but with fin-like appendages and the ability to discharge electricity to track small prey and defend against predators. At this point they measure around 3 feet long. Their adult stage is the fully developed Unorex, at full size, able to walk on land and swim in water, with fully developed electrical organs and the ability to reproduce.

What does the transformation entail? How does the animal's needs change at different stages of its lifecycle? How does the animal's behavior change at different stages of its lifecycle?

In their transformation from larvae to their juvenile state, they develop their electrical organs to better track prey and discharge electricity against prey and potential predators. They also grow longer and wider, as a midpoint to their adult form. Finally, they develop the beginnings of their terrestrial legs in the form of fins for swimming. In the process of transitioning between juvenile and adult, they grow larger once again, doubling in size, and their fins fully transform into legs that allow them to traverse the land. Unorex at different stages of development hunt different

prey, with larvae going after invertebrates and frogs, juveniles hunting fish and larger invertebrates, and adults hunting nearly any animal it can find. Larvae and juveniles are also water-bound, with full land mobility not developing until adulthood.

In what ways is the organism vulnerable during the transformation? What bad might happen to the animal while it's mid transformation?

The Unorex is most vulnerable at their larvae and juvenile stages because they are smaller and their electrical organs are less developed. These stages have predators, unlike their adult form. Larvae and juvenile Unorex are eaten by large fish like catfish, water birds, and even other reptiles including snakes and their cousins the alligator. Over half of Unorex larvae will not make it to adulthood, and will succumb to these kinds of predators.

LIFECYCLE: GROWTH + DEVELOPMENT + CULTURAL CONNECTIONS

Now think of a cultural group that populates your world. How does your culture or subculture group's relationship to the animal change over the course of its lifecycle?

The Morvodd who fish and farm within the Unorex's hunting grounds only view the juvenile and adult stages as a threat. Unorex larvae are not seen as a danger to people. Furthermore, adults are the only stage that provides tangible products to hunters, like a full hide of scales and a large quantity of meat. Therefore, Morvodd primarily tracks the movements and comes into conflict with adult Unorex, who produce desirable resources and present the most danger to people..

If your cultural or subcultural group's task is to prevent the animal from transforming, what will members of the group need to do, and how difficult will it be?

Some Morvodd try to prevent larval Unorex from becoming adults. However, this is a difficult task. Unorex larvae are small, numerous, fully aquatic and avoid large predators like people by hiding in mud underwater. Juvenile Unorex are dangerous, with developed electrical organs and can seriously injure hunters. Even Unorex eggs, unable to defend themselves and in terrestrial nests, are inaccessible as they are fiercely guarded by their adult mothers.

If your cultural or subcultural group's task is to protect the animal, and support its transformation, what will members of the group need to do, and how difficult will it be?

There is no need for Morvodd to protect the Unorex as they grow into adulthood, even if they desire their hides and meat. Unorex are well-adapted to their environment, and even though many larvae die, there will always be enough Unorex to hunt in the swamp. As discussed above, adult Unorex are seen as a threat to people, and swamp dwellers are much more likely to wish to eliminate them before adulthood, though this is not a realistic goal.

What by-products does the animal produce throughout its lifecycle that the culture makes use of, and how are they collected and used?

The Unorex does not make any byproducts during their lifecycle that are useful to the Morvodd. They are instead used after their deaths, as their body parts are harvested for resources, as is discussed below.

Does the culture kill the animal and make use of some or all of it? If so, at what points in the animal's life cycle does this happen, and how is the whole or parts of the animal used by members of the culture?

Yes, Morvodd hunt and kill Unorex once they reach adulthood, and use some of its parts. The scaly hide of the Unorex is tanned and made into leather, and is used as a material for clothing. The Unorex's meat is butchered and eaten by Morvodd. The creature's electrical organs are also harvested for use in folk medicine. The adult is killed for these parts because it has more hide, more meat, and better developed electrical organs.

What significance if any do the artifacts created from the animal have as far as the religious or spiritual traditions of the culture goes? How are they used in rituals and rites of passage?

The Morvodd believe that the Unorex are emissaries of the Storm God because of their electrical abilities, and traditionally believed that warriors should prove their bravery by hunting, killing and eating one. These traditions extend into the current era, as clothing and items made with Unorex hide, bones and claws is seen as a status symbol. Furthermore, this belief extends to folk medicine, where many believe that eating a Unorex's main electric organ will make sick people stronger and help their recovery.

LIFECYCLE: MIGRATION

Create a species that migrates. In order to obey the biological imperatives of their own bodies as they attempt to survive and thrive the animal embarks on a migration that lasts a one or more seasons or several years depending on how far it travels.



Reference Image

Respond to the prompts that follow about the animal's migration.

Flavor Text: *"Fishermen in Necastre like to say that a man overboard in January is a Unorex's next meal. Many have stories to back it up."* - boc-Frona Gardiner, Lerini anthropologist

What type of migration? Facultative, as it depends on the availability of food.

What is the trigger for the migration? Changes to the Unorex's available food, usually in the dry season between December and March.

Do all of the animals of the species migrate together or do some animals of the species migrate while others do not? If only some animals of the species migrate, why is that the case? (eg. age or place in lifecycle, sex, etc...) Interruptive migration, as Unorex will only migrate if they have trouble finding food. Some years might have abundant food and none will migrate. Some years some areas run out of food, and those Unorex migrate. Some years much larger quantities of Unorex will migrate as a majority of habitats have depleted food levels.

How does the animal travel across the land, sea, or sky? River systems, and sometimes land.

Where does the animal begin the journey? Upriver, in traditional Unorex habitats deep in the swamp.

What are some well known natural features that serve as waypoints for the animal, that it uses along the way to locate where it is, and to navigate? Unorex can keep track of key landmarks along their routes downriver, including tributaries, settlements, and underwater features like changes in depth.

What is the destination at the end of the journey? The brackish water areas close to the mouths of rivers, where they open into the sea. These areas often contain more plentiful prey than upriver areas during the dry season.

What happens when the animal arrives at its destination? The Unorex will hunt for the remainder of the dry season, until they must return to freshwater areas back upriver to reproduce.

LIFECYCLE: MIGRATION + CULTURAL CONNECTIONS

Imagine a cultural group in your world. Reflect on how the cultural group or sub groups ‘follows’ the migration of the animals, and the meaning and significance they give to what they observe.

Does the departure or arrival of the animal species signal something to the cultural group? If so, what meaning and significance do they take from these disappearances and appearances? Does the migration of the animal indicate a change in weather patterns and climate, and as a result the need for the people to move on as well? Is it because the animal is a food source for the group?

When the Unorex begin departing an area to go downriver, the local Morvodd will understand that it is going to be a rough dry season. If there is not enough prey for the Unorex to hunt, there is going to be problems with important food sources for people, like fish, and likely problems with agriculture as well because many prey animals eat plants. Furthermore, Unorex are themselves sources of meat. This issue may be due to climate or other factors.

Does the group or members of the cultural group follow the animal? If so, why do they follow it? To what end?

No, the Morvodd will not follow the Unorex when they migrate. While a Unorex migration is a sign of potential food shortage and a hard winter, they themselves are not an important enough resource to follow downriver. The Morvodd are not nomadic, and are bound to their permanent communities. They may instead explore new fishing spots to find ones with more bountiful catch, which may involve traveling further downriver, but they as a whole will not move to follow the Unorex.

What do this cultural group and subgroup experience along the way during the journey if they undertake one?

The Morvodd do not make a journey to follow the Unorex. As stated above, they remain in place and take other methods to stockpile food for the dry season. This will entail searching for alternative fishing spots, doubling down on hunting and resorting to gathering wild plants from the swamp. This may also entail rationing available food over the course of the dry season. If these efforts fail, communities can be wracked with hunger and deaths.

How does the journey influence, affect, and change the members of the cultural group that undertake it?

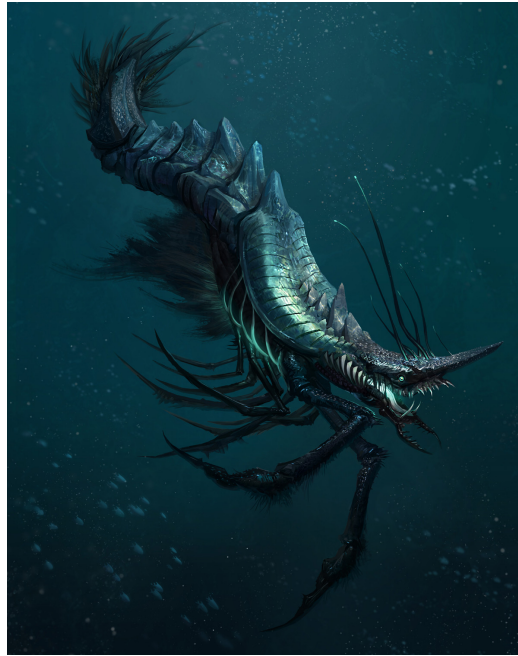
The Morvodd do not make a journey to follow the Unorex. As stated above, they remain in place and take other methods to stockpile food for the dry season. When the Unorex migrate, they can often go hungry due to it signaling a lack of resources. In these times, many Morvodd become angry at their leaders, whether local or the city dwellers in Necastre who rule over the entire country of Banor. If these leaders can respond effectively, it can strengthen their position, and set them up for success.

Does the culture ascribe spiritual meaning and significance to the animal's journey, and feel the need to journey with them on a pilgrimage to a location of significance or sacred place given their worldview, beliefs, and faith of the culture?

Traditionally, ancient Morvodd believed that a Unorex migration is the result of losing the blessing of the Storm God, Baan, as it helped them explain a potential food and resource shortage. It did not motivate them to follow them, however, as they saw it as a moral failing. To

this day, the Morvodd often associate a migration of Unorex with moral judgment, and often rush to blame someone or something for the hard times ahead.

ANIMAL DNA 2



Reference Image

Flavor Text: *“The waters below the boat teemed with chitin, and the squirming mass was pierced by flashes of lightning from the sea itself. I knew that I had found good fishing.” - Adair Sun’Everild, Morvodd fisherman*

Name: Flicker Prawn

Type of Animal: Invertebrate

Description: The Flicker Prawn is a crustacean with an elongated body around 12 inches long, a chitinous exoskeleton, and ten legs. Their head contains compound eyes on stalks, gills and two pairs of antennae that feel and sample chemicals in the water. Their front legs are used to bring food into the mouth, like a jaw, while back legs are used to walk and swim. The Prawn has a muscular tail, with a segmented part of the shell covering it that helps to propel them through the water. Their shell is thicker around the head, and works in tandem with photophores to generate a flickering, glowing blue light on the top and sides of their exoskeleton that camouflages them from predators by imitating lightning. They are a mottled gray-blue color.

Habitat: Flicker Prawns are found off the coast of the Banoran Thunderfens and in rivers and estuaries of the region. They are adapted to brackish and salt water. It is entirely aquatic, living below the surface of the water through swimming with its tail or walking along rocks below the surface. Over the course of a Flicker Prawn's life span, it will move from the deep sea, to the coastal regions, and back to the deep sea to spawn.

Place in the Ecosystem: Consumer, eating food that it catches.

What is its source of food? Flicker Prawn are omnivores, eating aquatic plants, algae, insects and smaller shrimp among its varied diet.

Has the animal been tamed? Flicker Prawn are not intelligent enough to be tamed, and only seem to feed and reproduce. They are occasionally kept as pets, but this is not about teaching so much as it is about enclosing and feeding them.

Has the animal been domesticated? Flicker Prawn have been domesticated, as some communities farm them in controlled environments in coastal regions. Farmed prawns are slightly larger, as they have been selectively bred in hatcheries for size so they can yield more meat. The fact that the prawns are relatively small and live in large groups, and that they lay lots of eggs makes them ideal to farm in controlled pools.

Region | Climate: As long as the Flicker Prawn is in brackish or salt water, they can exist in almost any climate, as they are not overly affected by temperature. However, they are adapted to the intense lightning conditions present in Munoran and the Banoran Thunderfens. This is evident in the source of their name, the flickering bioluminescent light on their exoskeleton, which camouflages them from predators by simulating the light cast into water by a lightning flash in the sky.

Uses: The Flicker Prawn is an important source of food for the people of the Banoran Thunderfens. It is fished from rivers and the sea, and to a lesser extent farmed in controlled conditions by certain communities. The Morvodd believe the Flicker Prawn to be blessed by Baan, the Storm God because of its bioluminescence. This is part of what led to its prominence in Banoran culture.

LIFECYCLE: GROWTH + DEVELOPMENT

Imagine a species that goes through a transformation as complete as a caterpillar to a butterfly. Answer the questions that follow below about the animal.

What stages does your fictional organism pass through between its birth and its death? Does it progress from larva to pupa or chrysalis to mature adult? If so, does the adult look as different from the larva as a butterfly does from a caterpillar?

The Flicker Prawn begins life as a larva after hatching from an egg in the open sea. This stage begins as a nearly microscopic creature with just a body and legs, and lasts between one and two weeks. During this stage, the prawn develops its senses, elongated body, and ability to swim and eat. Next, they'll enter the postlarval stage, where the prawn will begin at about 1 inch long and appear like a much smaller version of the mature prawn. These prawns will eat and grow bigger until they mature into an adult prawn, and travel to coastal estuaries and bays to find food. Adult prawns have the characteristics listed in the general description above, and are able to lay eggs. Adult prawns return to the open sea to spawn and then die.

What does the transformation entail? How do the animal's needs change at different stages of its lifecycle? How does the animal's behavior change at different stages of its lifecycle?

The Flicker Prawn's transformation from a larva into an adult primarily involves changes in size, ability and diet. As a larva, they will be nearly microscopic, and eat other microscopic food like algae and other diminutive sea creatures. This allows them to grow larger and develop the full set of legs, shell, eyes and antennae of a post-larval prawn. From there, a postlarval prawn will move onto larger food, including other invertebrates and small fish as it continues to grow in size. Leaving the postlarval stage is a matter of reaching full size and gaining the ability to lay eggs.

In what ways is the organism vulnerable during the transformation? What bad might happen to the animal while it's mid transformation?

The Flicker Prawn is vulnerable throughout its lifespan as a smaller creature, but is most vulnerable in the larval stages when it does not have its full senses and is smallest. Here, a variety of undersea creatures that feed on microscopic life can scoop it up and eat it. While less vulnerable in the postlarval stage, it is in that stage that many coastal creatures, including people, tend to eat them, as they are larger and offer more food.

LIFECYCLE: GROWTH + DEVELOPMENT + CULTURAL CONNECTIONS

Now think of a cultural group that populates your world. How does your culture or subculture group's relationship to the animal change over the course of its lifecycle?

The Morvodd fish for prawns, but primarily when they are in the postlarval stage, as that is when they dwell near the coast and are large enough to be eaten. Larval prawns are of very little importance to the Morvodd, as they are much too small to be eaten or tracked, and are further off the coast in the open sea. Adult prawns are a little more important, as they are larger and can lay eggs, meaning Morvodd communities track their numbers to see how large the next year's batch of juvenile prawns will be.

If your cultural or subcultural group's task is to prevent the animal from transforming, what will members of the group need to do, and how difficult will it be?

Because Flicker Prawns are a valuable food source to the Morvodd, they are allowed to transform so that they can spawn and create more prawns. Though juvenile prawns are caught in bays and estuaries, this is not because the group wants to stop their transformation, but because they want to eat the juvenile prawns. If the Morvodd wanted to stop the transformation, they could overfish the juvenile prawn to prevent any from becoming adults.

If your cultural or subcultural group's task is to protect the animal, and support its transformation, what will members of the group need to do, and how difficult will it be?

Because Banorans want to protect Flicker Prawns to ensure there are enough adult prawns to spawn and create the next year's catch, they have placed restrictions on when prawns can be fished. Flicker Prawn are caught only between May and July. Without these restrictions, most Flicker Prawn would be caught as juveniles, and fail to mature and spawn to create the next generation, resulting in less of a catch the next year.

What by-products does the animal produce throughout its lifecycle that the culture makes use of, and how are they collected and used?

The Flicker Prawn produces no by-products throughout their lives. They are only useful after they die, when they are caught and eaten by Morvodd fishermen at their postlarval stage. They

are caught using large, funnel-shaped trawl nets dragged behind boats. They are harvested and sold whole across Banor, then their meat is eaten.

Does the culture kill the animal and make use of some or all of it? If so, at what points in the animal's life cycle does this happen, and how is the whole or parts of the animal used by members of the culture?

The fishermen of the Morvodd do kill Flicker Prawn, by catching them at their postlarval stage when they are near the coast. Once caught, the prawns are sold for their meat, which is a major source of food for the Banor region. Most of the prawn is edible, except for the shells and appendages, which are removed and discarded when they are prepared for cooking. The bioluminescent shells of Flicker Prawns are harvested for use as light sources by the Morvodd, but this practice has begun to die out with the arrival of electric lighting.

What significance if any do the artifacts created from the animal have as far as the religious or spiritual traditions of the culture goes? How are they used in rituals and rites of passage?

Like the Unorex, Flicker Prawns were considered by early Morvodd to be blessed by Baan, the Storm God, having caught some of his light inside their shells. For this reason, many rituals in Baan's worship are done in the light of the Prawn's bioluminescent shells, especially those entreating Baan for bountiful catches and other rituals related to the sea. Traditionally, these shells made their way into jewelry and other trinkets.

LIFECYCLE: MIGRATION

Create a species that migrates. In order to obey the biological imperatives of their own bodies as they attempt to survive and thrive the animal embarks on a migration that lasts a one or more seasons or several years depending on how far it travels.



Reference Image

Respond to the prompts that follow about the animal's migration.

Flavor Text: *"The lives of Morvodd fishermen revolve around the lives of the Flicker Prawn: They work when young prawns arrive on the coast, and rest when the prawns return to their homes in the Western Sea." - boc-Frona Gardiner, Lerini anthropologist*

What type of migration? Obligate, as it is part of the Flicker Prawn's life cycle.

What is the trigger for the migration? The migration is triggered by the season, as well as mating reasons. The prawn's spawning season begins in June, and they begin to return to the sea at that time.

Do all of the animals of the species migrate together or do some animals of the species migrate while others do not? If only some animals of the species migrate, why is that the case? (eg. age or place in lifecycle, sex, etc...) Complete, as all Flicker Prawn must return to the sea to reproduce and create the next generation of prawn.

How does the animal travel across the land, sea, or sky? The Flicker Prawn travels by sea.

Where does the animal begin the journey? The Flicker Prawn begins its journey in the brackish water of rivers and estuaries of the Banoran Thunderfens.

What are some well known natural features that serve as waypoints for the animal, that it uses along the way to locate where it is, and to navigate? Prawns navigate using celestial bodies, like the position of the sun, as well as key landmarks, like coastlines and changes in sea floor depth. These factors allow them to reach their destination.

What is the destination at the end of the journey? The deep sea, hundreds of miles off the coast of Banor to the Flicker Prawn spawning grounds.

What happens when the animal arrives at its destination? When the Flicker Prawn arrives at the spawning grounds, they will lay eggs, live the rest of their lives, and then die. The newly hatched larvae, however, will make their way back to the coast as they begin to mature, returning around December.

LIFECYCLE: MIGRATION + CULTURAL CONNECTIONS

Imagine a cultural group in your world. Reflect on how the cultural group or sub groups 'follows' the migration of the animals, and the meaning and significance they give to what they observe.

Does the departure or arrival of the animal species signal something to the cultural group? If so, what meaning and significance do they take from these disappearances and appearances? Does the migration of the animal indicate a change in weather patterns and climate, and as a result the need for the people to move on as well? Is it because the animal is a food source for the group?

The arrival of the Flicker Prawn to estuaries and bays in late winter signals to the Morvodd the beginning of the dry season, as typically their return time coincides with precipitation dropping to lower levels. When the Flicker Prawn begin to depart, this signals the downturn of summer,

and of the prawning season. Though the Flicker Prawn represents a key food source for the Morvodd, they do not follow them when they depart.

Does the group or members of the cultural group follow the animal? If so, why do they follow it? To what end?

No, the Morvodd do not follow the Flicker Prawn when they leave to spawn, despite being a key food source. They understand that the prawn will return in the winter, and that this is an important part of their life cycle. Furthermore, though Morvodd live off the water because of their proximity to the coast and their wetland environment, they are not able to follow the Flicker Prawn deeper into the sea as they are ultimately a terrestrial culture.

What do this cultural group and subgroup experience along the way during the journey if they undertake one?

Because the Flicker Prawn is a major source of food for the Banor region and its Morvodd culture but they do not follow them into the deeper sea, they rely on other foods during the rest of the year when the prawn have migrated and when they are still maturing. Many crops of swamp plants are harvested during this period, and different types of catch occupy fishermen. This ensures that the region is still fed, even if not by Flicker Prawn.

How does the journey influence, affect, and change the members of the cultural group that undertake it?

Though the Flicker Prawn is a major source of food for the Morvodd, they are not negatively affected by their choice not to pursue them as they migrate into the deep sea and complete their life cycle because they have adapted to the pattern of changing seasons and the changes to the animals in the environment over several generations. They simply move to the next animal or crop their swamp environment provides them with.

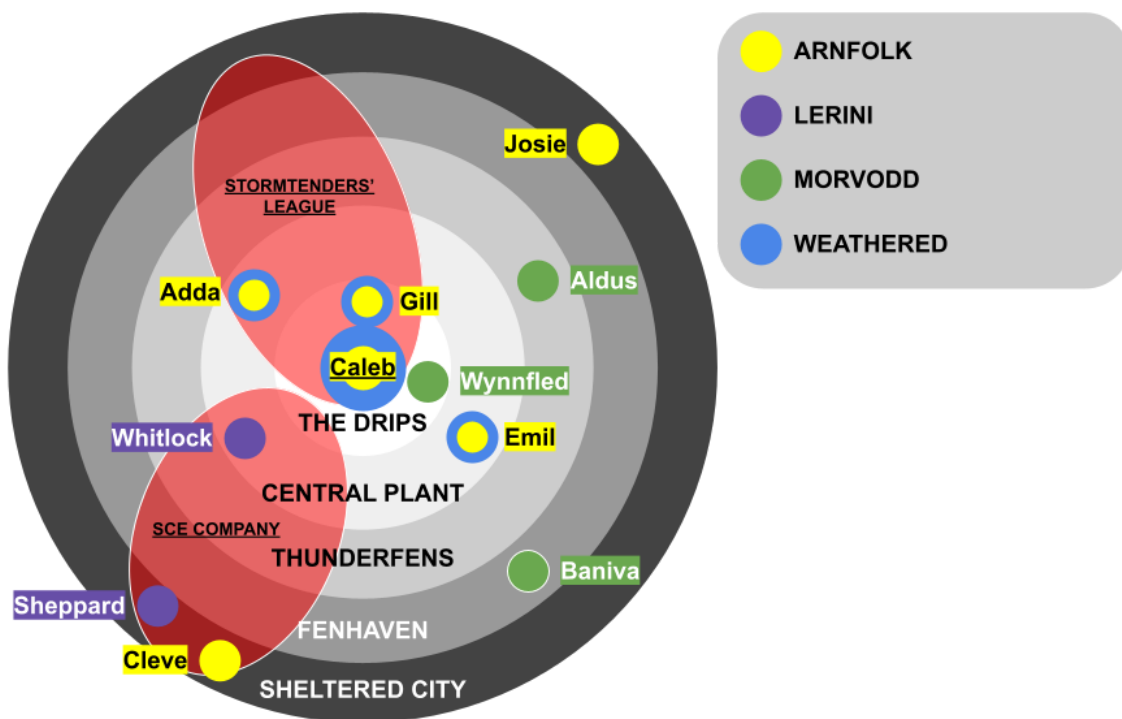
Does the culture ascribe spiritual meaning and significance to the animal's journey, and feel the need to journey with them on a pilgrimage to a location of significance or sacred place given their worldview, beliefs, and faith of the culture?

Because the Morvodd connected the Flicker Prawn to their religion surrounding Baan, the Storm God, they see their return during the dry season as proof that Baan favored the dry season, and celebrate many holy days during this period. While belief in Baan has declined in Banor, these

holidays are still recognized in the region. Part of why the Morvodd do not follow the prawn into the ocean is due to superstition is that this is Baan's realm.

CHARACTERS

CHARACTER MAP



CAST OF CHARACTERS

CULTURAL GROUP 1: Arnfolk

CHARACTER 1

NAME OF CHARACTER: Caleb Hayward



Age, Gender, Nationality: 19, Male, Banoran

Role: Stormtenders' League: New Member

Core Traits: Bold, Independent, Perceptive, Vengeful

Need/Desire + Active Stance: Wants to avenge his father and prove himself by joining the Stormtenders' League in their fight for fair treatment.

Sample Line of Dialogue: *"The Lerini are invincible, and we're never going to beat them. They'll kill us all just for meeting like this. I'm only here to find the damned mercenary that killed my dad, and give him what he deserves."*

CHARACTER 2

NAME OF CHARACTER: Alton Gill



Age, Gender, Nationality: 51, Male, Banoran

Role: Stormtenders' League: Central Plant Lead

Core Traits: Charismatic, Compassionate, Patient, Stubborn

Need/Desire + Active Stance: Wants to help the Weathered fight for better lives by organizing Stormtenders to strike against their bosses.

Sample Line of Dialogue: *“They told us they were going to help improve our lives, build our industries. But then they took our government. They poisoned our families, our children. And now, they’ve made it clear they plan to work us to death. What are we going to do about it?”*

CULTURAL GROUP 2: Morvodd

CHARACTER 3

NAME OF CHARACTER: Wynnfred Doh'Eadgif



Age, Gender, Nationality: 24, Female, Banoran

Role: Smuggler

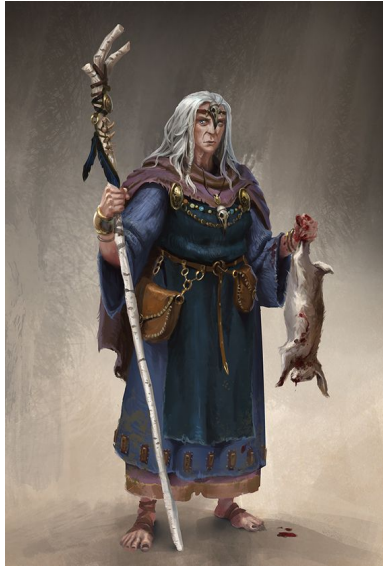
Core Traits: Idealistic, Creative, Adventurous, Rebellious

Need/Desire + Active Stance: Wants to defy Banoran and Lerini industrialists by disseminating restricted goods and assisting Morvodd rebels.

Sample Line of Dialogue: *“Not only can I get you to them, but I can make sure those Lerini dogs never catch a whiff that we were even there. We’re going to have to take a new route though, and one that’s gonna get a little interesting.”*

CHARACTER 4

NAME OF CHARACTER: Baniva Doh'Leofled



Age, Gender, Nationality: 60, Female, Banoran

Role: Ealdorwoman of Fenhaven

Core Traits: Proactive, Traditional, Resourceful, Suspicious

Need/Desire + Active Stance: Wants to protect the Banoran Thunderfens and the Morvodd communities that live within it by fighting industrial expansion.

Sample Line of Dialogue: *“City-dwellers feed the very machines that poison our lands, and create the weapons that destroy my people. You say you want to fight against the invaders, yet you still serve them. Why?”*

CULTURAL GROUP 3: Lerini

CHARACTER 5

NAME OF CHARACTER: scir-Valeria Garmon Whitlock



Age, Gender, Nationality: 27, Female, Lerini

Role: Ashmore Solutions: Gold Agent

Core Traits: Organized, Analytical, Ambitious, Humorless

Need/Desire + Active Stance: Wants to further her career and gain higher status by defeating rebellious elements in the Stormtenders' League.

Sample Line of Dialogue: *"I did only what was necessary to control the situation. One can never go too far when protecting a client and defending the order of things."*

CHARACTER 6

NAME OF CHARACTER: dry-Furman Avran Sheppard



Age, Gender, Nationality: 45, Male, Lerini

Role: Sheppard-Central Electric: Owner

Core Traits: Intelligent, Industrious, Greedy, Arrogant

Need/Desire + Active Stance: Wants to maintain his wealth and position by expanding his company into Banor and rooting out threats to his business.

Sample Line of Dialogue: *“The Weathered are ungrateful for all we’ve given to them. Without the Clymore we’ve brought to this region, they would still be living in damp hovels, chewing on roots from their fetid swamps. Lerin brings progress. What have they done?”*

CHARACTER DESIGN

CHARACTER DNA SHEET 1

Name: Caleb Hayward

Nickname: Blair's Boy

Cultural Affiliation: Arnfolk

Status in Culture: Weathered Worker

Age: 19

Sex: Male

Height: 5'10"

Weight: 166 lbs.

Role: New Member of the Stormtenders' League (Protagonist)

CORE TRAITS:

- Bold
- Independent
- Perceptive
- Vengeful

MOTIVATIONS:

- Find his father's killer and avenge him.
- Prove to himself and to society that he has value and is more than his lower-class status.
- Survive the growing unrest consuming Banoran cities.

BACKGROUND:

- Caleb Hayward was born in 10 BP in Necastre. His mother died in childbirth and he was raised by his father Blair. Shortly after his birth, the pair moved to the Drips in Feorla, where his father began to work as a Stormtender.
- As resistance to Lerin's influence on Banor grew, Blair became more involved in Stormtender labor organizing. Caleb grew up with an extended family of his father's coworkers and their families. This included Alton Gill, his father's best friend.
- In 3 AP, toward the end of the general strike that had begun the previous year, Caleb's father died after Stormtenders clashed with Lerini security forces. Caleb was adopted by Gill, and brought into his household.
- When he was fifteen, Caleb became a Stormtender himself, and buried himself in the work. He also sought information about his father's death, finding that the agency involved was known as Ashmore Solutions, and that the unit was led by scir-Valeria Whitlock.
- Through this time he avoided union activity, refusing to join the Stormtenders' League despite Gill's protests. However, when the Central Plant Workers began to strike in 9 AP, he heard that Whitlock was leading strikebreakers once again, he joined the union, looking to avenge his father.

EMOTIONAL WOUND: Experiencing the Death of a Parent as a Youth

The Event that created the Wound

- Near the end of the general strike in 3 AP, Caleb's father, at this point a key leader of the Stormtenders, was killed during a clash with Ashmore Solutions security forces led by a young scir-Valeria Whitlock.

Basic Needs Compromised By This Wound:

- Safety and Security

- Love and Belonging

False Beliefs Were Embraced As a Result of This Wound:

- If I'm too busy to think, I won't have to feel.
- People don't want to hear about my pain so it's best to just shut up about it.
- I am a burden to the people around me.

Positive Attributes that are a Result of the Wound:

- Mature
- Introverted
- Responsible

Negative Traits that are the Result of the Wound:

- Volatile
- Withdrawn
- Insecure

Resulting Fears:

- Being abandoned or rejected.
- Situations similar to the ones that led to the parent's death (Strikes and Union activity).
- Being responsible for others and failing them.

Possible Habits that Have Emerged:

- Insomnia, and difficulty sleeping due to nightmares about his father's death.
- Using work as a shield to avoid people and relationships.

- Not celebrating life events because of the pain involved.

Defense Mechanisms

- **Compensation:** Caleb seeks to prove himself through his hard work as a Stormtender, and by avenging his father's death.
- **Acting Out:** Caleb frequently instigates arguments with his adoptive family and his peers when unable to communicate his feelings, usually about union activity.
- **Dissociation:** Caleb disconnected from many emotions surrounding the events of his father's death, and does not remember much of the period surrounding it.

CHARACTER ARC

Type of Character Arc

- Growth Arc

Stages of Character Arc

- **Beginning:** Caleb joins the Stormtenders' League to solely avenge his father, as he is skeptical about their cause and believes it is futile.
- **Middle:** Caleb is exposed to new people and viewpoints, realizing that he is not the only one to be hurt by the arrival of Lerini business and the resulting industrial expansion.
- **End:** Caleb embraces his role as a member of a union, opting to help unite several factions of Banoran dissidents and choosing to show mercy to Whitlock.

SAMPLE LINES OF DIALOGUE FOR CHARACTER:

1. *"The Sheppards are invincible, and we're never going to beat them. They'll kill us all just for meeting like this. I'm only here to find the damned mercenary that killed my dad, and give him what he deserves."*

2. *“Wait. Wait a second. Look up there, there’s someone else with the usual guard. Something’s wrong. Something’s gotta be wrong. They’re onto us!”*
3. *“I’m starting to think my dad was right. Maybe just keeping on like there’s nothing bad happening isn’t right. Not when... not when they’re doing things like this.”*
4. *“Why not? The Morvodd are just as angry at the Sheppards as we are. We could help each other!”*
5. *“See, I think you know exactly what you did. Exactly how much you and your boss have hurt my people. And I think I’m going to let you live with that.”*

CHARACTER RELATIONSHIPS: Caleb Hayward + Valeria Whitlock

What’s similar about the two characters? What do they have in common?

Caleb is similar to Valeria in certain ways, but it would be difficult for him to see it. They both seek revenge for emotional wounds that affect them deeply and wish to elevate their working-class social status through their jobs. Furthermore, they both realize through their story that they must act about the suffering of the Banoran people in their own ways. By the end of the story, Caleb would see that Valeria realizes what she has done, and is very much like himself.

What’s different about these two characters? How do the characters contrast each other?

Caleb would notice the many differences between him and Valeria much quicker. They are both from different regions and cultures, with Caleb an Arnfolk from Necastre and Valeria Lerini from Rivermeet. They have different jobs, with Caleb a Stormtender and Valeria effectively a mercenary. As a result, they are on different sides of a conflict that they each approach differently. Valeria’s wound causes her to be driven to her side of the conflict, while Caleb is driven away from the conflict because of his father’s death.

What is it about these two characters that create opportunities for them to compete against each other? What is it about each of these characters that will bring them into conflict?

Caleb’s primary reason for being in conflict with Valeria is so he can avenge his father, who was killed by the Ashmore agent. His emotional wound from losing his father has made him vengeful

and angry, driving him to seek her out to kill her. Furthermore, Caleb is a member of the Stormtenders' League, who come under attack from Valeria's employer, Ashmore Solutions, who seek to break the League's strike and wipe out resistance to Lerini control in Banor. This puts the two characters even further at odds.

What is it about each of these characters that will cause them to conceal things or to keep secrets from each other?

Because of the conflict between the Stormtenders' League and Ashmore Solutions, Caleb would have a lot of secrets to keep from Valeria. If Valeria or other Ashmore agents knew about the movements and plans of Caleb and the League, they would be able to effectively break the strike. Additionally, Caleb can more effectively put himself in a position to avenge his father if he conceals his desire to kill Valeria, leading to another secret.

CHARACTER DNA SHEET 2

Name: scir-Valeria Garmon Whitlock

Nickname: Val

Cultural Affiliation: Lerini

Status in Culture: Mercenary, former soldier

Age: 27

Sex: Female

Height: 5'6"

Weight: 135 lbs.

Role: Ashmore Solutions Gold Agent (Antagonist)

CORE TRAITS:

- Organized
- Analytical
- Ambitious

- Humorless

MOTIVATIONS:

- Advance in social status by serving Lerini interests abroad.
- Defend order and stability by forcefully stopping dissident Banorans.

BACKGROUND:

- scir-Valeria Whitlock was born in 18 BP, in Rivermeet within the Lerin Empire. Her parents worked as metalworkers, supplying local farmers with tools and the local garrison of soldiers. She was expected to follow in their footsteps after returning from conscription.
- However, in 4 BP, everything changed. A series of rebellions occurred in Northern Lerin, as many within the region wanted independence. During this period, several rebel attacks wracked Rivermeet, targeting soldiers and civilian targets alike.
- During this period, Valeria's family received threats from rebels due to their business supplying equipment for local soldiers. Eventually, their shop was burned to the ground, and while her family was able to escape, their livelihood was gone and some of their workers died.
- With her family impoverished, Valeria welcomed her mandatory enlistment when she turned sixteen. She went on to serve in the Lerini army for four years. While she started as a metalworker, she rose to a combat role and helped put down rebellions.
- She left the military after receiving a job offer from a friend she made in the military, to become an agent of Ashmore Solutions. In one of her first field missions, she clashed with Stormtenders in Banor, killing Blair Hayward. In 9 AP, she was sent to Banor to put down Stormtenders from the Central Plant once again.

EMOTIONAL WOUND: A Terrorist Attack

The Event that created the Wound

- Valeria's family metalworking shop in Rivermeet was burned to the ground by rebels because they sold equipment to the Lerini military.

Basic Needs Compromised By This Wound:

- Physiological Needs
- Safety and Security
- Esteem and Recognition

False Beliefs Were Embraced As a Result of This Wound:

- I should have done something to prevent this.
- Only revenge will fill this need inside of me.
- Anyone criticizing the Lerin Empire is untrustworthy and possibly dangerous.

Positive Attributes that are a Result of the Wound:

- Alert
- Cautious
- Responsible

Negative Traits that are the Result of the Wound:

- Fanatical
- Obsessive
- Confrontational

Resulting Fears:

- People of the same belief system associated with the attackers.
- Freezing up when it really matters.
- Being in an enclosed space—especially one that has a lot of people.

Possible Habits that Have Emerged:

- Seeking ways to volunteer or help protect one's community.
- Being more susceptible to propaganda and fear-mongering.
- Becoming attached to one's national symbols as a way to reject the terrorists' work.

Defense Mechanisms

- **Compensation:** Valeria strove to succeed in her military career, and continues in her current position to make up for her family's loss of status after the attack.
- **Rationalization:** Valeria downplays the effects of the attack on her life, saying it all turned out fine because it led her to her calling as a security agent.
- **Displacement:** Valeria displaces her anger at the original attackers on striking workers and other targets in her career at Ashmore solutions.

CHARACTER ARC

Type of Character Arc

- Growth Arc

Stages of Character Arc

- **Beginning:** Valeria works with Sheppard-Central Electrical to crush unionization efforts, seeing the dissident workers as a threat to order and peace.
- **Middle:** In her mission to crush Weathered unionization efforts, Valeria comes into contact with Banorans resisting Lerini control and sees what has happened to them.

- **End:** Valeria realizes that Lerini interests are actually destroying the order of lives in Banor, and leaves Ashmore Solutions to atone and reverse the damage she helped cause.

SAMPLE LINES OF DIALOGUE FOR CHARACTER:

1. *“I did only what was necessary to control the situation. One can never go too far when protecting a client and defending the order of things.”*
2. *“Those ungrateful rabble rousers will not know what hit them. Ready your equipment. We move to the plant in an hour.”*
3. *“They always told us that the Banorans were savages before we came and brought them culture. But seeing this... Well, I have to wonder if we still are savages.”*
4. *“Forget what dry-Sheppard said about survivors. I want prisoners. I want everyone in that village to see the morning. Is that understood?”*
5. *“I am done terrorizing people who want to live their lives so you and your pompous chums back in the Empire can laugh about it. I am done!”*

CHARACTER RELATIONSHIPS: Valeria Whitlock + Caleb Hayward

What’s similar about the two characters? What do they have in common?

Valeria has a lot of similarities with Caleb, but due to her fanatical viewpoint it would be difficult for her to understand him. Valeria, like Caleb, desires vengeance for an emotional wound gained in her past. They also have similar character arcs, with her coming away with a realization that Caleb had slightly earlier: that the Lerini Empire is pillaging Banor and destroying many lives. She reaches that point at the end of their story, and also recognizes this shared viewpoint at the same time.

What's different about these two characters? How do the characters contrast each other?

Valeria and Caleb have many differences that would be obvious to her when they first meet. They come from different places and cultures that have very different attitudes and goals from one another. Valeria is a Lerini security agent enforcing the Empire’s rule, while Caleb is a

Weathered worker, many of whom seek freedom from the Empire's control. Because of this, they are on different sides of a conflict. Valeria relishes this conflict because of her emotional wound from the childhood attack, while Caleb wishes he could avoid it because of his wound.

What is it about these two characters that create opportunities for them to compete against each other? What is it about each of these characters that will bring them into conflict?

Valeria's internal motivation for being in a conflict with Caleb is so she can crush dissidents to the Lerini Empire, like the Stormtenders' League he is part of. Her traumatic childhood experience drives her to displace her anger on those who resist the Empire's rule, and defeating Caleb's ilk satisfies that drive. Their separate affiliations, her to Ashmore Solutions security and him to the League, also put them in conflict because of the organizations' competing goals. The League strikes for better treatment, while Ashmore seeks to break their strike.

What is it about each of these characters that will cause them to conceal things or to keep secrets from each other?

Valeria would want to keep secrets from Caleb because of the larger conflict between Ashmore Solutions and the Stormtenders' League. Were Caleb to know about the Ashmore's strategy to break the League's strike, the workers could more effectively plan their moves going forward. Likewise, if Valeria knew about the League's plans, she would not hesitate to use them to more effectively break the strike.

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