

Gods:

This universe has 10 primary gods. Each of the gods are rumoured to be connected to specific countries and even live below it.

*** Etros (Death):**

Symbol: Vulture

Alignment: Lawful evil

Country: Sertus

*** Genas (Nature):**

Symbol: Bear

Alignment: Lawful good

Country: Kredus

*** Itarr (War):**

Symbol: Tiger

Alignment: Chaotic good

Country: Cirdia

*** Lodarr (Light):**

Symbol: Cat

Alignment: Neutral good

Country: Certo

- ? (Forgotten):

Symbol: ?

Alignment: ?

Country: ?

- Muxemis (Travel):

Symbol: Horse

Alignment: True neutral

Country: Kreza

- Tekreus (Trickery):

Symbol: Snow Fox

Alignment: Chaotic neutral

Country: Onkro

- Toaos (knowledge):

Symbol: Owl

Alignment: True neutral

Country: Practo

- Zexesis (Fertility):

Symbol: Bull

Alignment: Chaotic good

Country: Ambia

- Zomis (Chaos):

Symbol: Snake

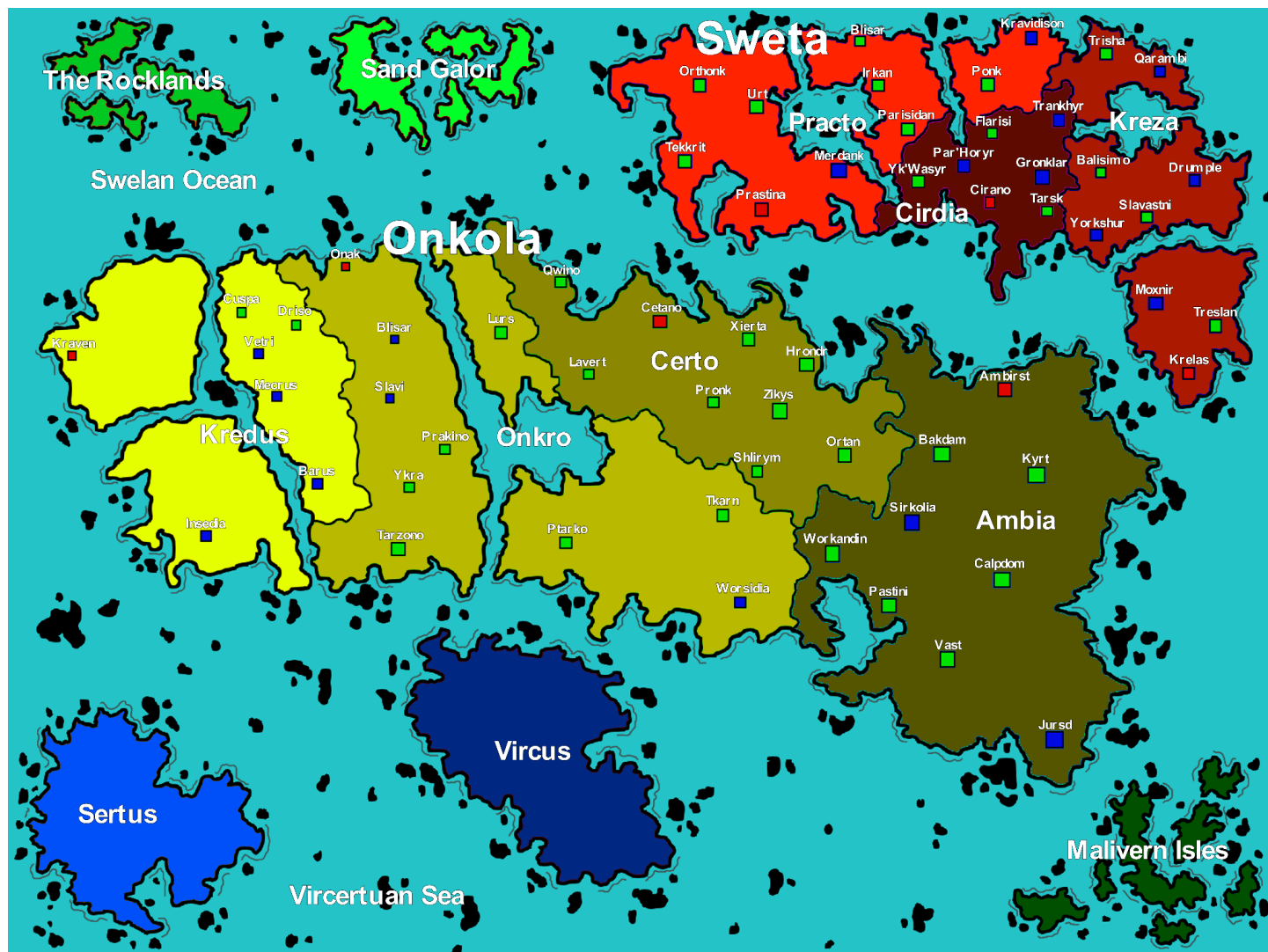
Alignment: Neutral Evil

Country: Vircus

Animals and humanoids:

The gods are assumed to be animals. This causes people to praise the animals that live in the world. A lot of the animals got used to the company of humanoids, because of their many offerings to them. This caused animals to be easily trainable. Humanoids used this to their advantage to let the animals work for them and convinced themselves that the working animals were a gift from the gods.

Important Continents and Countries:



Red square = Capital

Blue square = Big city

Green square = Small city/big town

Onkola (continent):

Onkola is a wild continent. It has high fluctuating climates that don't make sense, but its inhabitants who are quite wild themselves have learned to live with it.

- Ambia (Country):

Ambia is one big jungle. It has a democracy with many smaller tribes within it. All these tribes consist of many different races. Its ground is very fertile for a tropical forest.

- Certo (Country):

Certo is a desert landscape. It is home to dragonborns, tieflings and humans. It has one of the two magic schools of Vrasul. Many criminals and rich people live here (mostly rich criminals). A big group of these rich people rule this land.

- Onkro (Country):

Onkro is a cold and dangerous place. The country consists mostly of gnomes, elves and dwarves.

Onkro has one main leader with many smaller leaders that he controls in the smaller cities.

- Kredus (Country):

(This is where the campaign takes place). Kredus is a place where everyone lives in the wild forest. Some of them live in treehouses, others under the ground, etc. They have optimized their use of animals to live their everyday life. More rare races live here like Dragonborns, Half-Elfs, Half-orcs, Tieflings, etc.

The "royal" family assumes to rule Kredus, but its inhabitants don't agree with their decisions. This has caused Kredus to fall into an anarchy.

Important Cities and Towns of Kredus:



- Kraven (Capital):

(This is the location of the animal shelter/animal control) Kraven is a dark and sad city. It is surrounded by high stone walls and the people living there are usually quite poor. It is home to the royal family. The royal family try to train as many people as possible to become warriors, because they often need to fight against other countries in wars and against rebellions in their own country. They give people with high military status a lot of money. This is why 60% of the inhabitants of Kraven are either soldiers or enforcers.

- Vetri:

Vetri and most of its inhabitants agree with the royal family. They don't allow any animals to enter their city and they don't like strangers either. It is one of the most technologically enhanced cities on Vrasul.

- Insedia:

Insedia doesn't agree with the royal family and has installed itself as a democracy. This place has many farms and fishermen and provides food for other cities and towns. A lot of adventurers are also attracted to Insedia. It lays close to the Vircertuan Ocean, which was first called a sea. many parts are unexplored, because it was first thought to have been the edge of the world. Many people who do traverse the ocean don't return.

- Cuspa:

Cuspa loathes the royal family. It is highly religious and they care deeply for animals (Except for snakes, they HATE snakes). Some people here even want to stop the other cities from using the animals as workers. The church has all the power here.

- Driso:

Driso is a very magical town. Most people here have magical powers and abilities and pass them on to their children. They use these powers to create magical artifacts, but most of all to magically enhance animals. They sell these animals to other cities as workers. Its ruler is chosen by letting the people that want to become a ruler do a challenge. This ruler is changed every 3 years.

- Mecrus:

Mecrus is an underground city. It is very luxurious and gains money from mining minerals. It trades a lot with Driso. This way they can obtain magically enhanced animals to dig for them.

- Barus:

This city is built in trees above a dangerous swamp. It has a lot of factories powered by animals and is ruled by a group of elderly.