Realm of the Lost

Forged from Ruin

The Realm of the Lost was formed in the lands of Camelot, after the final fall of the Knights of the Round Table. Its ruler, Eirik, was chosen by the Monarchs of the Hundred Realms as the person to hold this seat of power and prevent the Hundred Realms from falling too. Choosing to name their realm for their own epithet, Eirik created a place where those within the Realms without lands to call their own could find refuge. The Realm of the Lost aims to be a welcoming place to travellers and a neutral ground for the other Monarchs to discuss politics and observe the Oracular Mirror. The Realm draws inspiration from its most recent history, both reflecting the past whilst distinguishing itself as something new and independent.

A lot of the inhabitants drawn to the Realm of the Lost appear yet to fully find or rediscover their stories, but here perhaps they will be found. Likewise, the former servants of Camelot have been changed somehow by the emergence of the Realm of the Lost: some purport to be from other Worlds, others simply hunger for stories or seek the conclusion of their own as they serve their purposes.

The Crux of the World

Positioned at the heart of the Hundred Realms, and still bearing the name “Camelot”, the Realm of the Lost holds position as the crux of the world around it. Though its inhabitants are strange and curious things, the Realm of the Lost remains home to The Oracular Mirror that brings Realms together for the most civilised form of warfare as well as the Fonts of Magic that Mages use to power their spellcraft.

In the aftermath of the Second Fall of Camelot it became clear that not only is this place of symbolic importance, but its purpose as a fulcrum of the world was metaphysical in nature too: should the Realm of the Lost fall or lose power, the whole world will be in jeopardy…

Behemoth

From the depths of the Realm of the Lost comes a powerful being that calls itself the Keeper of the Realm of the Lost. Known as the Behemoth to some who have spoken to it, it speaks cryptically about its “children” and has taken up residence on the island of Camelot. Its motivations remain unclear, but its influence distorts the Realm of the Lost and empowers its curious inhabitants. What it wants, how it views the chosen ruler of Camelot, and what it might do next are still all very much unknowns…

The Oracular Mirror



See also Conquest.

Before Camelot, it is said that the world consisted of warring factions that fought tooth and claw for minimal benefit. Wars would last for years with neither side making any gain, boundaries between nations moving feet at most. Trade and parlay between leaders was nigh impossible for fear of being killed, and the world stagnated.

Then came Arthur. It is said that having pulled the Sword from the Stone, one of the young leader's earliest quests had him find a great Oracular Mirror that could tell the fate of what would come. Using the power of this mirror, Arthur was able to make plans to consolidate his gains after victories, and prepare for the impact of the defeats. Using this knowledge, Arthur and his armies were able to do what few before had achieved and united the warring rulers of the world by sword or by word. With the world united, Arthur then used the power of the mirror to protect the people of the world, and to prevent uprisings with minimal bloodshed: a new, kinder warfare.

Of course, all this changed with the Fall. The Mirror was said to have been broken before the Battle of Camlann, a contributing factor to Arthur's defeat, and as the Mirror splintered and fractured so did the world into the Hundred Realms. Wars became bloody affairs once more, and borders failed to move for years.

That is, until Merlin fixed it once more, and invited all leaders of the Hundred Realms to utilise its wisdom: to submit their plans for warfare for the next year to the Mirror and be told the events that will follow - the events that will come to pass, so that armed with that knowledge they might return to the kinder warfare of Arthur's time.

More cautious tellings of the Mirror's legend include a warning: that, as with all magic, knowing the future comes with a cost - while Arthur was able to inform his generals of what would come to pass, those that tried to change the outcome met with a terrible fate and only worsened what they intended to prevent.

However the Mirror works, time is of the essence, for the Oracular Mirror has publicly predicted its own permanent destruction at the end of the Seventh opening of Camelot after the First Fall.

The Fonts of Magic



The Fonts of Magic are a powerfully magical location that manifest within Camelot in which mages are capable of expending Magic Beans and other resources to craft their spells. This is the only location in the world where Beans can be crafted into spells with such ease, though determined practitioners can create their spells elsewhere with enough effort.

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