State of the World for Chapter 4

Since Camelot opened its doors again, many things have come to light in the world - many events have become well known amongst the people. This page details commonly known information that came to light during the last meeting at Camelot - you may choose how much or how little of this you know in character: this page is presented to provide opportunity to know about these things, rather than being a reading list to join the game!

We also present the following pages of information about the World - if you can't find what you're looking for here, try these pages:

- People of the Hundred Realms (PCs)
- The Hundred Realms
- Notable People (NPCs)
- Powerful Entities
- Places and Items of Power
- Gods and Religions

New and Notable Factions

Two new Realms were created during Chapter 3 and have become well known enough to be publicised. We also have some factions that are large enough presences within the game to be worth bringing to people's attention, these are listed here.

The Goblin Lands of Farfair



Following an agreement with Cerrid in exchange for the tip of Excalibur, the Goblin Queen was promised lands on the surface for her people to occupy. During Chapter 3, the Goblins were given the land of Farfair, to much celebration and rejoicing. The Goblins are now happily inhabiting those lands and working out what it means for them to have entered the world stage.

From Chapter 4 onwards, the Goblin Lands are playable and Goblin Characters are welcome.

Goblins in *Tales Untold* follow the following style and guidelines:

- Goblins must have some sort of green on them - either in the form of a mask or in the form of face paint. Further features such as elongated facial features are optional.
- Goblins are very interested in unique and interesting items, anything from shiny rocks to meaningful bundles of sticks. They are not hoarders of gold, but of things they themselves find valuable.
- Goblins are chaotic but passionate creatures - they will throw themselves into things wholeheartedly despite how good they are at it.
- Goblin traditions vary wildly, but there is an underlying loyalty to *being* a Goblin at all times.
- Goblin names are crude and gutteral sounds, e.g. Grot, Splog, Snot, Squeak

Goblins are, crucially, **not** to be portrayed as any of the following:

- Antisemitic stereotypes
- Inherently evil
- Mentally impaired

If you have any questions about portraying a Goblin, please get in touch.

The Flock of Feathermoor



The land of the Moors, gifted to the Fisher King, have now been passed on as the Fisher King's time in the world has waned. The Fisher King's chosen has selected a new ruler for the Moors in Cora of Fiobha, who has taken the land as a home for her Flock and restyled the Realm as Feathermoor. As with all Realms, new Characters from Feathermoor are welcome and we will publish further information on the style and culture of Feathermoor as we have it.

The Kobolds of Lustre

Beneath Gladeforth, deep in the mines, a society of Kobolds has been found from a place calling itself Lustre. These Kobolds have sworn to work with the Arken Queen Ceindeg the Bright in exchange for being recognised and having been provided with both a Stronghold and an Army of their own. The Kobolds are fond of jewels and the riches of the earth, and are expecting to take to the world more often now that they have been contacted by the surface.

Kobold politics are still fragile, and more will certainly be discovered about the Kobolds as contact with them continues.

The Courts of Auralia

In the cutthroat socialite Realm of Auralia, two Houses have been making themselves particularly known on the political stage. The House of Thorns, headed by the enigmatic Marquess of Thorns, dress in green and are at diametric opposition to the House of Blossoms, headed by the graceful Marquess of Blossoms and who dress in shades of magenta. These Houses continue to grow, and altercations between them have been known to become violent. Auralians are advised to pick a side, lest they get caught in the middle without an ally.

The Furious Autumn Spirits



The Realm of Fury, which came into being at the end of Chapter 1, has become stabilised in the Open Plains after being evicted from their home Territory of Fury by Mellian forces during Chapter 2. Furies of Fury are a proud and magically powerful people with a fiery spirit that refuses to back down. Ready for a fight, happy to launch a revolt at the slightest moment, the people of Fury also boast a magical connection to the season of Autumn thanks to the large amount of magic that founded their Realm. With that magic decreased, Autumn Spirits no longer have an inherent source of magic, but continue to be present in and around the Hundred Realms.

From Chapter 4 onwards, Fury is a playable Realm and we welcome characters from Fury

including Autumn Spirits.

Autumn Spirits in *Tales Untold* follow the following style and guidelines:

- They adorn themselves with leaves and the colours of autumn (orange, green, red, brown).
- Many, but not all, will have wings in the shapes of leaves.
- Autumn Spirits respect nature and magic and see both as their rightful tools in the world.
- Autumn Spirits cannot lie, and are therefore adept at wordplay.

Autumn Spirits in *Tales Untold* should not be portrayed as:

- Straight rip-offs of Fey / Faeries from folklore (references to Titania and Oberon are not appropriate here).
- Possessing any qualities of Fey in folklore that are not listed above (e.g. aversion to Iron)
- Druids (we have ample factions for those)

Public Alliances

Some Alliances are well known in the world and we deemed it appropriate to list them here. If you would like us to add your Alliance to this list please contact us. The exact agreement of each Alliance will vary and we stress there is no “standard alliance” - this is simply information we are presenting to help understand the world.

The Five-Fold Alliance

The Five-Fold Alliance is a publicly known Alliance of the Realms found counter-clockwise from the mouth of the great Camelot river and consists of:

- Legion
- Penmortid
- Halrgardr
- Fiobha
- Sera

The Goblin-Pirate Marriage Alliance



An Alliance by marriage was technically sealed at Chapter 3 by the marriage of Rhiannnon Pellinore of Penmortid and Grot of the Goblin Lands. The consequences of this are not yet truly understood (and the marriage ceremony itself is still not truly understood by many even those who were there).

Common Spell Knowledge



We have updated the Spell List with a number of spells that are commonly known, as well as publishing the spells we are rebalancing for Chapter 4. In particular, please note the additions to Utility Spells and the rebalancing of Arcane Harvest.

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