

Lost Worlds



The Age of Tales Untold

Following the second fall of Camelot and the establishment of the Realm of the Lost as the Crux of the World, the door was left open for strange individuals to start appearing in the world: people who claimed to come from outlandish and impossible worlds with magics that none in the Hundred Realms had ever seen. These individuals eventually became known as the Lost and the entity Behemoth urged the people of the Hundred Realms to construct "Gateways" to allow them into the Hundred Realms to take hold.

At a point of critical mass of Gateways, however, there was a surge of power to Lost Worlds that were anchored by a Gateway to the Hundred Realms, and vast quantities of people and stories rushed into the Hundred Realms, twisting the world around them to their own ends. Some are considered friendly, others neutral, and some incredibly hostile. Exactly what to do with them, and the world they want despite its conflict with the world that is, is yet to be decided.

The magics of the Lost Worlds appears to be completely different to the magic offered by the Font of Magic: thanks to recent offerings from these worlds, though, it is becoming [available to all...](#)

Anchored Lost Worlds

The Elegant Harmony

The Elegant Harmony is a place where the sky is a twisted colour and the trees are unlike anything the forests of Cerrid or Nelaria have to offer. The inhabitants are a mixture of "Harmonics" - vampiric individuals who feast on the blood of mortals and cast magic using strange blue and red crystals - and mortals - on whom the Harmonics feast.

Study of Harmonics has shown that there are two levels of Harmonic power: so-called "low bloods" are those who are Harmonic by nature but lack the ability to convert others, whereas "high bloods" have that ability. "Ferals" are a form of low blood who have lost their sense of self and given themselves over to bloodlust.

Tomorrow

The world of Tomorrow is a brutal challenge to survive in a world that long since ended. Gigantic monstrosities roam the land and the people do what they can to fight back against them and become more experienced.

Dream

The world of Dream is one where the inhabitants busy themselves with the business of the subconscious: they meddle and weave dreams and nightmares for the normal folk below, and have an ethereal phantasmal appearance.

The Empire of Ducks

The Empire of Ducks, also known as the Anatine Empire, is a confused and broken place where large armoured Ducks are constantly at war against mammals. Exactly what their agenda is is hard to know as they speak exclusively in quacks (one of the few places to have a different language to the Hundred Realms).

Thule

Thule of Domes was the most recently Lost world, with survivors still present in the Hundred Realms to remember it. It is a mageocracy where the elite archmages lord their power over those beneath them, and every resident is an adept sorcerer. Thule is known for great hubris having attempted to "ascend", an act which is believed to be the reason that Thule was Lost in the first place.

Meister's World

In Meister's World, the laws of physics are decided by the mind of a madman with no care for the people. There is no consistency, there is no safety, and the Meister always hungers to control that which he cannot.

The Court of Knives and Shadows

Also known as the Court of Knives and Intrigue, in this world everyone is at the throats of someone and political in-fighting is the norm. No shadow is without its secrets, and no skeleton is without its closet.

Behemoth

From the depths of the Realm of the Lost comes a powerful being that calls itself the Keeper of the Lost. Known as the Behemoth to some who have spoken to it, it speaks of the inhabitants of the Lost Worlds as its "children" and has taken up residence in the Hundred Realms. Its motivations are clear: to see every Lost Story be told and housed, but as its influence grows the number of Lost Stories it wishes to see homed does not seem to dwindle. It is known to view Magic with utter disdain, and considers the needs of the Hundred Realms to be lesser than those of the Lost Stories.

Exactly what Behemoth's end goal is still remains (publicly) unclear.

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