

World Book:

Isona

Created By

John Belmont * Billy Bernardoni
Eme Bookspan * Alena Flick
Gus Gagne * Anna Lewis * Rachel Lin
Kiley Rosetter * Ben Shklyar
Anyia Regnier * Jada Thomas

Instructors

Vanessa Lauber & Tyrell Jemison

History

In the beginning, there was a Spark, which ignited the fire of life. Over the millennia, a planet was formed; eventually, people appeared as well, and they named this fledgling planet "Istone." Society existed in proverbial darkness, until one fateful day when magic was discovered. Powered by the great Spark, the planet was overflowing with the substance, accessible through runic symbols only in specific locations in places known as fonts.

However, man was greedy, and the many countries of the continent Illfon began to argue over who controlled the fonts. Soon, a war broke out, which lasted for over a hundred years. The devastation was great; in the resulting carnage, many lives were lost, and many fonts were drained. Out of the ashes, the confederacy arose. Eleven city-states were created, each with their own patron god and unique political system, ruled over by a representative council in the capitol Zephyr. What followed was two hundred years of peace and prosperity.

Magic fueled the development of a modern society reminiscent of the Victorian era. After many years of necessary schooling, a magician gains the title of "Archanai," and earns a prestigious place in society. Others without the economic means to learn magic instead learn the workings of clockwork technology, leading to their being known as "Chrologi."

However, tensions are rising. During the Great War, prisoners of war were deported to the desolate, magic-devoid island of Barathrume. There, they were forgotten, allowed to create their own advanced technological society fueled by their hatred of the mainland.

At the same time, on the many mysterious islands untouched by the modern world, societies have been warped in unnatural ways by the overflowing and untapped magical fonts. As the mainland begins to develop the means to explore further and further, there have been strange, rumored sightings of beasts and mermaids.

As all these different societies come into contact, there can only be one conclusion: conflict is coming.

Geography

- Main land masses are Illfon, Barathrume, and many smaller islands
- Climate in mot areas is hot, humid, and rainy
- Planet is roughly earth-sized
- One continent (Illfone) the size of China
- Ten states on island with a center capital with a council
- One big island (Barathume) the size of Korea; Prison island
- Lots of tiny islands
- One big ocean
- One sun
- One blue moon
- Solar system and planet's features are the same as the system Earth is in.



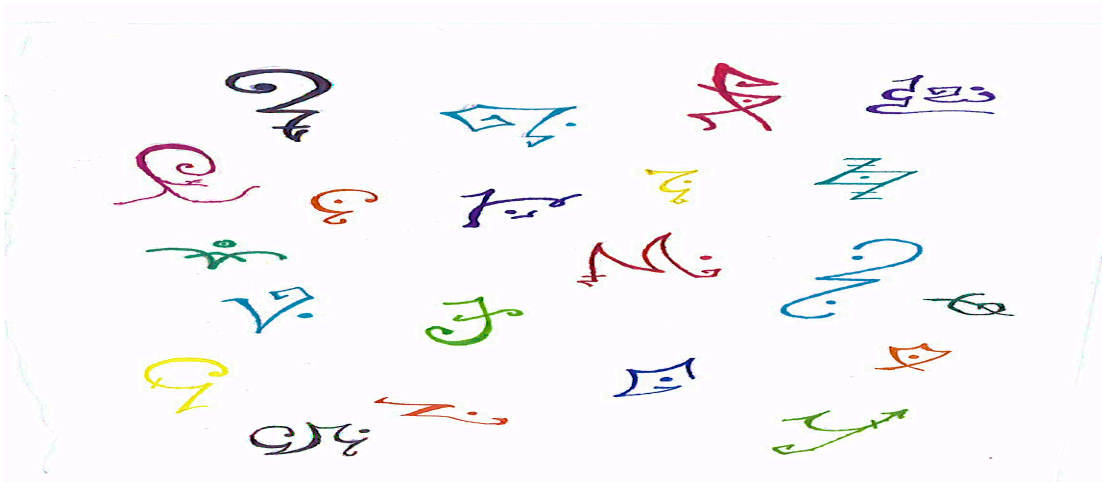
- Main continent (Illfone)
- Ten Countries and Capital
 - Nuse
 - Prometheum
 - Tysem
 - Indilu
 - Amperia
 - Retho
 - Drister
 - Teark
 - New Dart
 - Pendule
 - Capital City (Zephyr)

Magic

Magic is a limited natural resource on Istone. The magic radiates from the Spark and is strongest in fonts (water well-like). Runes are the main way for one to use magic. The depletion of magic from a font illness to the surrounding land, causing it to become barren and dead. The Archanai are currently exploring backup resources for magic. However, they are currently learning that fonts regenerate over time due to the death of Istone's inhabitants. Since magic is the main life force, when things die their life-force returns to the spark. Magic is the organizing force of the world. Islanders use a more primitive form of magic.

Runes

Runes are drawn symbols that allow one to use magic at will. However, they are tough to learn because they must be drawn with the use of specific strokes. So people go to school/training in order to learn how to use runes. Rune is a power of knowledge more you know more power you have. Speaking helps strengthen the runes until you become advanced enough. When you write runes on yourself it will only have an affect on yourself and vice versa. Runes have power or belief put into them to make them work.



Examples:

Strengthen

How it works- When drawn on user or other human/creature will give extra strength.
When Used- Used in battles and when on long journeys.
Other- Also used to strengthen other spells and building etc.

Move

How it works- Moves objects when the rune is drawn on said item

When Used- When items are too heavy to move on your own or you are too lazy to move on your own
Other- Cannot be used on humans or creatures.

Break

How it works- Breaks things into many pieces.
When Used- When wanting to break things and destroying other things
Other- Cannot be used on humans or creatures.

Attack

How it works- Invisibly attacks your enemies/predators.
When Used- In Battles and Protecting themselves in dangerous situations.
Other- Not used on inanimate objects.

Kill

How it works- Kills your enemy almost instantaneously.
When Used- When you are the evil bad guy
Other- IT IS FORBIDDEN

Fire

How it works- Summons fire from nothing and if already have fire intensifies the heat and size.
When Used- Daily to cook, heat, and burn creatures.
Other- Advanced Rune Casters can change the fires color.

Wind

How it works- Summons winds from the oceans and the mountains.
When Used- On a hot summer day to cool down said person, village, city, etc.
Other- Do not summon if already have wind in said place.

Protect

How it works- Gives whatever the rune is drawn on extra protection from the elements, animals, and enemies.
When Used- During battles, storms, and when camping.
Other- This rune can be used on

anybody and anything.

Pierce

How it works- Is used to break certain protection runes.

When Used- During Battles to weaken your enemies protection spells.

Other- Damages only one protection rune at a time.

Earth

How it works- Used to control rocks and such.

When Used- In battles, and clearing lands for towns, cities, etc.

Other- Cannot control water, clouds, wind, or fire AND CANNOT MOVE MOUNTAINS

God

How it works- A spiritual rune used in different ways.

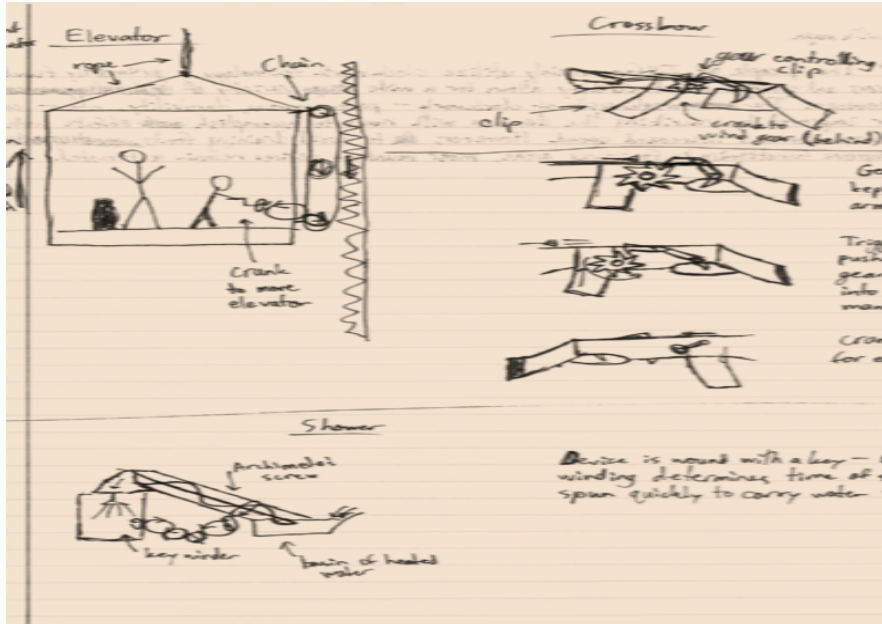
When Used- During trying times such as War and Famine to calm the masses or individuals.

Other- Does not give the answer to religious questions.



Clockwork Technology

A technology composed of gears, pulleys, etc. Used as a backup source to magic.



Races

On Illfone there are two main races, the Arcanai and the Chrologi. The Arcanai are the magic users. Some of the more derogatory names for them include Scribblers and Ruiners. The Chrologi are the people who mainly use clockwork technology. Derogatory names for them include Grodclogs, Tickers, Chronies and Coggies. However, they sometimes call themselves Chronists. Those who live on Barathume are known as Exiles, Prisoners or Islanders.

Religion

Religion differs between the Arcanai and the Chrologi. The Chrologi believe there was a god who created the world but left it to its own devices. They do not believe in an afterlife.

The Arcanai believe when they die their souls become part of the spark and that it rejuvenates the magic in the spark. They must follow a certain code to reach it. They worship the 11 patrons who supposedly created the runes:

Levina- Patron of Protection and health (below)



Yama- Patron of Death and Renewal

Steve- Patron of Thievery and Mischief (below)



Geroleo- Patron of Metal and Clockwork

Azulea- Patron of the Moon (below)



Sibfrost- Patron of Water and Ice

Pho- Patron of Lost People and Wanderers

Tori Mentais- Patron of Storms and Wind



Valka- Patron of War and Hunting

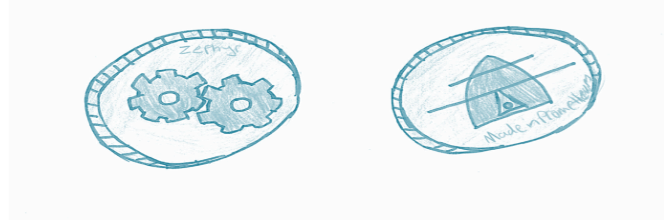
Hathle- Patron of Wisdom and Knowledge

Quenqui- Patron of Light and Dark

The truth on Istone is all souls feed the spark when they die and there are no interfering gods on Istone.

Economy/Government

- Currency
 - Zephyrs (below)



Iron coins with cogs on front and a money rune on back

- Main profit markets
 - Mining
 - Fishing
 - Blacksmithing
 - Fishing
 - Military
 - Clockmakers
 - Rune Casters
- States
 - Each has their own governmental system
 - Each has their own militia
 - Each has their own patron
 - Decide how long the terms of council members are and how many they get.
- Council
 - 1 representative from each state Votes on things for the whole country/continent.

Illfone

- Has a collective Military with separate branches
- Capital
 - Well blended between the Arcanei and Chorologiai as well as others.
- Military
 - Branches
 - Arcanei
 - Chorologiai
 - Others
 - Hasn't advanced in decades.
 - Monitors use of dangerous runes.
 - Branches work together during attacks.
- Trade Markets
 - Availability of products vary from state to state

- Where items are traded
- Black Market
 - Where illegal items such as mermaid tails are bought and sold.
- Guilds
 - Groups of people with the same profession who set up a building to monitor jobs and unemployed people in this profession.
- Education
 - Varies from state to state as well as religion.
- Prison Island- Barathume
 - Font Drained
 - Before big war this island was colonized and all the fonts were drained causing mass hysteria and mass movement from this island.
 - Animals left on island are ill and weak.
 - Prisoners
 - People who were major criminal before the big war were sent there as punishment and also they were to dangerous to be left on Illfon.
 - Island was forgotten about after the big war so the prisoner and their descendants have been there for roughly 300 years.
 - Mutations
 - Since the Island was drained prior to being set up as prison and the prisoners were mostly Arcanei the drained fonts had a negative mutational effect on the prisoners.

Barathume

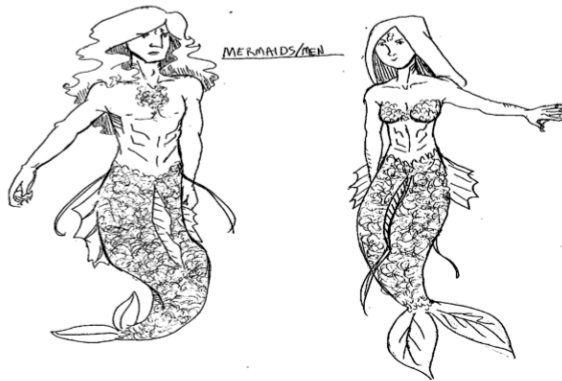
The prisoners of war became more of an inconvenience as the months progressed. Although their problems regarding food and health could have easily been addressed by such powerful colonies, they were dismissed. The number of deceased prisoners grew, family names were lost, and hope was diminished until it was decided by the colonies to deport their prisoners to a barren land, bereft of the magic that once exuded from its fonts. No longer were the unwanted abused and neglected by the very people they once lived amongst in peace. No longer were these people shackled by their "brothers" and "sisters." These people, fueled by the anger residing in their souls, vowed to avenge their true brothers and sisters who were left to die by the great colonies. Without magic to manipulate, they used the creations of their own hands to build a nation. With technology of unimaginable advancement, these people have neared their goal, a goal fathomed by BARA, the people of Barathrume--the people twisted by hatred in its rawest form. Currently, the BARA are preparing for an invasion. They will attempt to appease their insatiable thirst for the warm blood of the innocent. They seek to take over the colonies of contempt that wronged their ancestors long ago, unknowing of the colonies' unification. They will avenge their brothers and sisters with attacks of unrelenting force. They will not stop until their enemies' cries pierce the skies. First there will be war, and then there shall be peace.

Small Islands

The small islands that lie beyond the reach of Illfone, sit on magical fonts. However, the inhabitants of the island are unaware of the power of the runes. Therefore, the magic on these islands is untapped. The magic has slowly mutated the people of these islands to help them better adapt to their natural islands surroundings.

Mermaids/Mermen (below)

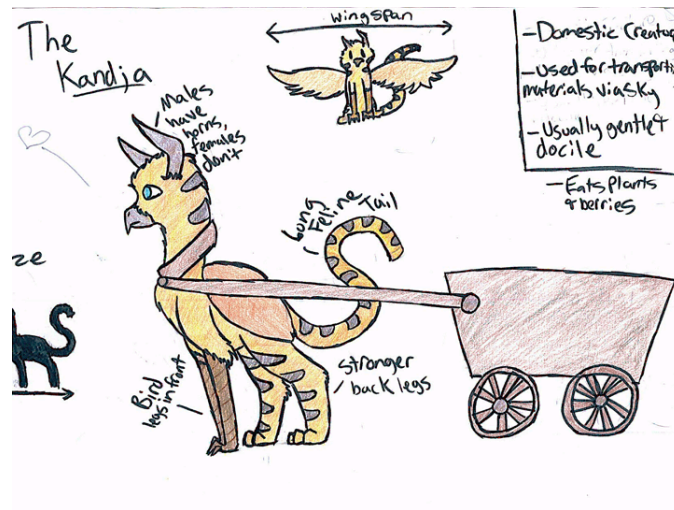
Their island slowly slid below sea level and the magic began giving the people attributes of sea-people.



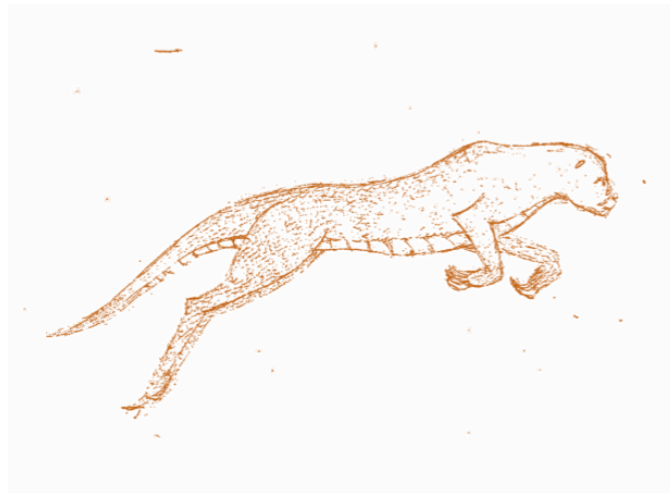
The people pictured below are from an island that is heavily wooded and jungle like. The magic allowed them to grow tails and hand-like feet.



Fauna



The Kandja is used for air transportation.



The Tendu'a has hard scales for skin and sharp claws at the end of all four of its legs. It's a wild desert predator the runs as fast as it can burrow in the hot sand.

WELCOME
to
ISONE