

The world of Kalixis

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The world of Kalixis is composed of two halves--each set in a separate physical plane of existence--which mirror each other like a child looking into deep water. However, this was not always the case. History tells of a time when only one world existed, when only one plane of existence was inhabited and known. However, this world was filled with magic, and that proved to be its doom. There came upon the world a great cataclysm, shrouding the sun in shadow and dust. With the cities wrecked and the land slowly dying, the people of Kalixis made a desperate gambit, employing a form of magic which would replicate the form of their world as it was before its breaking. This magic created the world of New Kalixis, which reflected Kalixis in all its glory but a different physical plane. The cities in this new world would be whole, the lands verdant and rich, and the sun undimmed. Everything would be as it was before the apocalypse, save for the lack of sentient beings. And so the people of Kalixis undertook a great migration, populating their world's reflection. They found their homes intact, but backwards. East was now west and west was now east. What had been right was left and what was now right had been left.

Yet, the working which replicated the stricken world was not without more dire consequences. It warped the land of Old Kalixis further. The plants and animals became twisted and unpredictable, stranger and more bestial. So too were some of the people affected: turning them from their fellows, making them dangerous and unknown. Some were said to be more sinister still, imbued with the ability to shift forms. Magic was loosed in the world, wild and raw. However, the mirrored world was not perfect either. Though the land was whole and hale, it was wholly without magic. Rumor speaks of further errors found throughout New Kalixis--beasts with mutated forms; plants which hunger for more than sun and water; land that shifts and changes, denying the norms of nature--but rumor speaks of many things which might or might not be true.

The world as it is Today:
700 years post-apocalypse

New Kalixis

The world of New Kalixis is a mostly peaceful place, inhabited by several peoples:

Riarick

Naming themselves the 'People of the Wall', the nation of Riarick is a nation of warriors. A theocracy, they are the self-appointed guardians of the portal from Old Kalixis. Their religion espouses two gods: a god of order - Irdekeiden - and the god of chaos - Anhrefn. Riaricks view all creatures from Old Kalixis to be demon servants of Anhrefn, stopping them from entering and befouling New Kalixis at the great wall they built to encircle the portal.

The city state of Riarick is known for its strict caste system. All children, regardless of sex, are educated in basic learning and fighting skills beginning at the age of seven. They are then classified based upon their merit into one of the city's castes. Soldiers patrol the wall itself, armed with spears and other reach weapons. This is by far the largest class. Knights are the most heavily armed warriors, and it is they who go beyond the wall towards the portal, searching for beasts lost in the purple haze which surrounds the portal to the old world. Priests are the leaders of the city-state. It is the priests who receive an arcane education, prepared to use magic harvested from the old world in defense of the wall. The priests are the smallest caste, and it is they who rule the city. The loser caste are the city-state's merchants and craftsmen. It is the losers who leave Riarick to trade with the rest of the peoples of New Kalixis. Riarick also harvest slaves from the Middle People, the peaceful farmers and sheperds who reside to their east. These slaves perform all of the menial tasks for the Riaricks such as farming, construction, and sanitation.

The Riaricks tax all the New Kalixans who come out of the portal from the old world. These adventurers brave the dangers of Old Kalixis in order to harvest magic from the old world to power the technology of the new world. This harvest - storing the magic in crystals which operate similar to batteries - is also what allows the priests to work their magic in defense of the wall. However, this magic can only be harvested in finite quantities, making it the most precious resource in the new world.

Illya

The mirror of the capital of Old Kalixis - Illyria - when the diaspora reached the city they renamed it Illya. It is here that the aristocrats and politicians of Old Kalixis congregated. Hence, the people of Illya view themselves as the true power in the kingdom, despite the fact that Illya only has pledges of fealty from its own citizens and some of the Middle People who reside to the city's west. The city is a melting pot of people, religions, and cultures.

The city itself is designed as a series of concentric circles on the shores of a lake, with the outermost being for the common working class and the innermost being the palace. The current King is a child, easily manipulated by his advisers.

By royal edict the use of and/or purchase of magic is currently illegal within the bounds of Illya. However, due to his lack of authority, the nobles of the city openly defy the king, purchasing magic from the black market. The commoners cannot afford this secretive trade, however. This black market is operated by the Guild of Magic Harvesters, a group of adventuresome merchants with connections and factors all throughout New Kalixis. It is they who send people through the portal to Old Kalixis in the Grey Forest to harvest magic from the old world. Basically the only source of magic in the new world, the Guild is immensely powerful, extremely secretive, and believed to be very dangerous.

The Middle People

A large group of peaceful and passive agrarians who inhabit the fertile plains in the middle of New Kalixis, the Middle people are arranged into villages and freeholds. Occasionally there is a minor noble who rules an area, but for the most part the Middle People are self-sufficient. Harvested as slaves by the Riaricks to the west and taxed by the Illyans to the east, the middle people are heavily exploited. However, they are too disorganized and peaceful to put up more than a token resistance.

Cesari

On the southern coast reside the Cesari, a merchant people. Living in small port towns all along the coast, they make their living by fishing, boat building, and glass-making. They ply the rivers of New Kalixis, using magic powered ships to travel beyond the reach of the coastal trade winds. Other than trade the Cesari hold themselves aloof from the other peoples of New Kalixis.

Egalitarian in government, they are ruled by a three branch government. The chief executive is elected to serve a one year term, the two judges are elected to lifelong terms, and the six legislators serve two year terms. Every adult, regardless of gender or socioeconomic status, is allowed to vote.

The Cesari are very practical and not terribly religious. Perhaps their most notable characteristic is a reverence and general wariness of the sea. But still they rejoice in the freedom they receive upon the water.

Morrik

Living in the Gray Forest in the far east of New Kalixis, the Morriks name themselves the 'People of the Forest'. Living independently from the authorities to their west, the Morriks are a tribal people who live scattered throughout the forest. It is the care of the forest which they take as their charge. Furthermore, the eastern edge of the forest is the portal to Old Kalixis. The portal to the old world is more unstable than its western counterpart, producing storms - called haze storms - which are characterized by unpredictable production of minor portals to Old Kalixis. People can be caught unaware by these storms, and transported unprepared. The further you reside from the portal the less likely to experience a haze storm, however, there is no completely safe place.

The height and girth of sequoias, with the coloration of birches, and the needles of pine the Everbirchwood trees are unique to the Gray Forest. These trees serve as meeting centers for the Morrik as well as religious centers. More superstitious than religious the Morriks revere the trees themselves. It is their belief that the haze storms are the work of their gods - if you are taken then you are called by your gods to do their work.

Old Kalixis

Old Kalixis is a dark and cold world, scarred by the aftereffects of the great apocalypse. It is inhabited by the people let behind during the great migration. However, the unstable nature of the magic has affected the flora and fauna of the world as well as the people. It is this wild magic which has twisted the land, eventually becoming as necessary as air or water for the life of all Old Kalixis

Plants are known to be both carnivorous and cannibalistic. Furthermore, some are mobile. Animals are mostly carnivorous as well, even those who were originally herbivorous. The men and women who reside in Old Kalixis have also changed. The most common mutation is that which makes men into shape-shifters. However, the most notable difference is that the people are slightly deranged. There is just something 'off' about them. It is not that they are not civilized - for they understand society and its tenets - they just don't follow its strictures.

There is no society worth speaking of within Old Kalixis. Some people have congregated into tribes or gangs, and some inhabit the destroyed cities, but there is no true ruler. However, the people of Old Kalixis hate those of New Kalixis. Firstly for abandoning them and, secondly, for then coming and stealing the magic upon which they have come to depend.

Frequently asked Questions:

What is the technological level powered by magic in New Kalixis?

The general level of technological achievement is equivalent to the medieval ages. However, the magic trapped within crystals harvested from Old Kalixis can power machines like crystals. There are no guns within the world, nor is there flight.

What is the use of magic in Old Kalixis?

In the current age, magic is wild within Old Kalixis. It is required for the inhabitants of Old Kalixis to live.

What was the use of magic in Kalixis before the apocalypse?

Before the apocalypse all humans had a magic talent which they could exercise. These were small, finite talents - for example one person might have the ability to transport objects, but based on his or her individual power level he or she might be able to transport a larger object or an object further.

Can magic be bought legally?

Yes, but not within the land ruled by the Illyan king.

Why do the Riaricks not kill the Guild members who come through the portal after harvesting the magic of Old Kalixis?

The Guild is a powerful organization. Even the warlike Riaricks are wary of offending the Guild. Therefore, the Riaricks simply tax the magic brought through the portal. The Riaricks will only allow a Guildmember who knows the password through the wall.

Can anyone cross into Old Kalixis?

Yes. However, as the portals only go in direction to return to your home dimension one must cross the breadth of the new world.

Can shape-shifters mimic people?

Yes, they can, but not perfectly. Whenever a shape-shifter attempts to shift into a person, there is always a flaw. Hopefully you see it before the shifter kills you.

How large is this world?

It takes 1 month of travel afoot to traverse from portal to portal. It takes 1 ½ weeks by boat.

How much do the people of New Kalixis know about the apocalypse today?

That is a very debatable question. Most people have beliefs - either religious or superstitious - about the apocalypse. Furthermore, the highly educated members of Riarick and Illyan societies probably have a more accurate understanding of both the reasons behind the apocalypse and the current state of Old Kalixis.