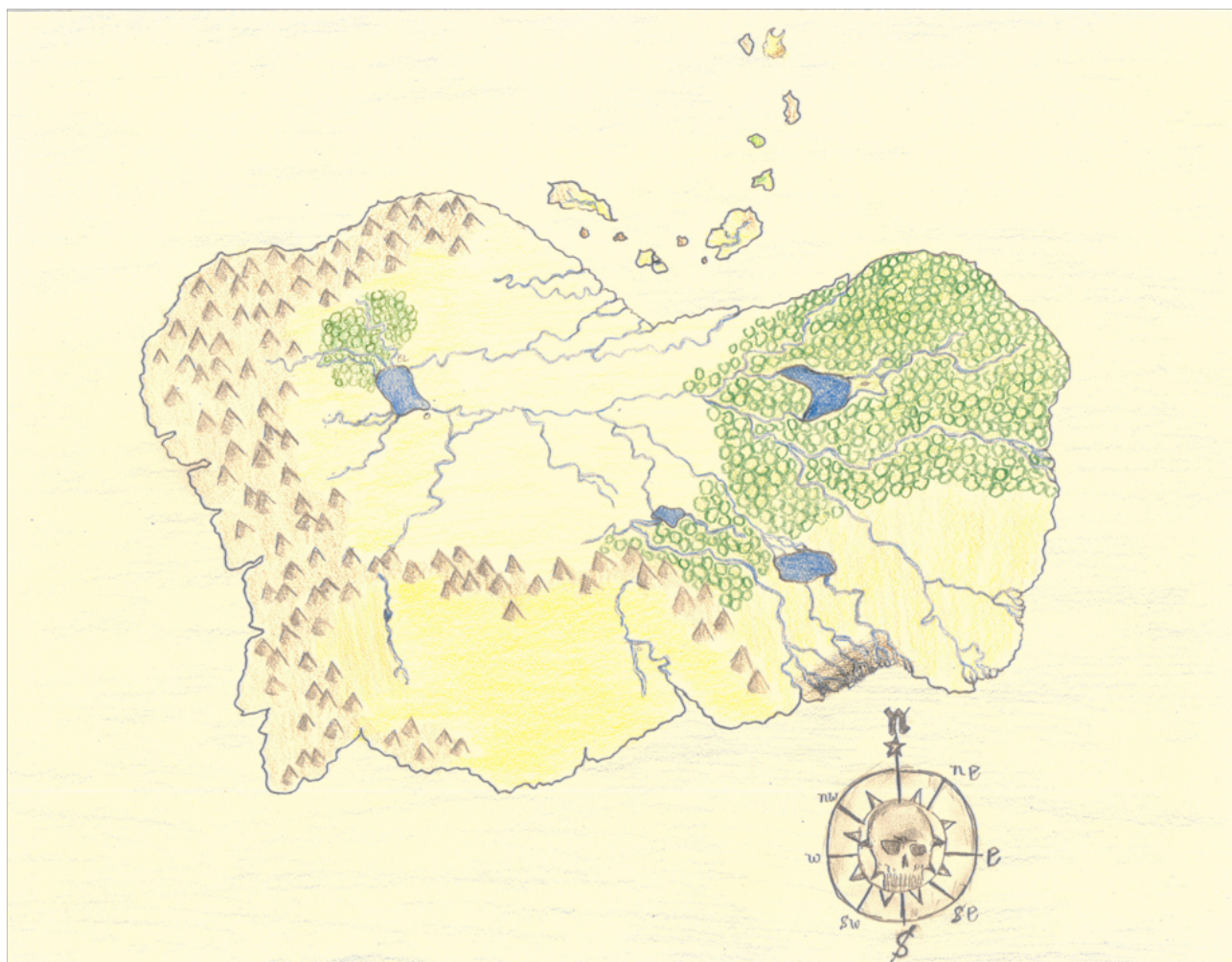


Sattarand

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Shared Worlds 2010
Instructor: Chris Dinkins

World: Sattarand
Continent: Markova
Mainland Nation: Nyque
Human Main City: Midroad
Desert: Gajii Expanse
Midroad Lake: Bowing Lake
SS lake: Tambe
Shapeshifters: Kutenth
Wolf people: Canins
Ants: The Many
Massive forest: Verdansz
Other Forest: Zepheros
Mountains: Swarm Peaks
Uppermost Islands: Shrivliver Isles
Geosynchronous moon (stationary): Lurker
Orbiting moon: Strider
Island city: Eoughotine
Desert city: Detet
Rivers: Greater Bowing, Lesser Bowing



Introduction

During the Age of the Oracles, the oracles predicted the time of crisis to come, brought about by the lack of respect of magical resources. Few heeded their warnings, which led to further depletion. The land of Markova now resides in an age of crisis. Developed as a society wealthy in magical powers, its inhabitants have long used their magic with reckless abandon. This excess has brought about a time of scarcity and panic.

The magic of Satturand exists in several forms. Its most essential form is crystallized, and mined from deep within the earth. The magic also exists in a gaseous form--Mythane. When breathed in by certain individuals, Mythane brings about change in essential genetic form, resulting in beings such as Shapeshifters. Shapeshifters and certain tribal nomads revere and respect the power of mythane and are sustained by their continued consumption of Mythane and other magical creatures that are imbued with magical power. Mythane comes from excretions of colossi, giant moving organisms that live in the ocean and remove pieces of land from Markova, forming what are essentially moving islands.

Creatures:

Shapeshifters - shapeshifters are creatures that can shift into other animal forms after taking in some of the blood of that creature. They generally stay in human form because it takes a lot of energy to maintain. They believe that they were the castoffs at the beginning, and revere the “handicapped” because of it.

Humanoids - majority population

Ants – burrow in mountains, shorter than humans, slender, possible conflicts over mining resources with humans, hive-minded

Sentient wolves – upright, limited by lack of opposable thumbs, limited literacy, strong oral tradition, smarter than humans, casual lack of respect for nature, physical strength, mental cunning. about half and half like and dislike humans--but aren't really involved in much--almost like neutral observers. They are involved in some way or form with all races. They are respected by the shapeshifters as creatures who are smarter than they are.

Colossi -- giant creatures who function as movable islands, in a symbiotic relationship with the land they rest upon their backs, feeding upon roots of vegetation.

Guard chickens

Black guard wasps

Deep writhes

Mega vampire bat

Flying goats - inhabit the mountain region

The
Colossi:



Biomes

The Forest

- Shapeshifters (minority) – magical circle
- Tribes (average Joe)
- Hunter/gathering
- Lake city – farming
- Insects – deadly wasps, need bug repellent
- Those exposed to wasps without bug repellent sent to Quarantined village
- River flows from mountains, other streams
- Forest phoenix, Giant anaconda, jungle cat, domestic bird, deadly fish

Desert

- Two cultures:
- River civilization – colonial (corporations), have displaced people, Egyptian/Norman, minimalists
 - Local nomads/traders, knowledge of resources

Lots of uninhabitable space

Pack beasts, buzzards, vermin, brain toad (hypnotoad), River devourer, antlions-burrow, deadly, batstriders

Mountain

-Peak/Icy Mountain: rivers, mining for magic and ore (industry?), furs

-Tall Mountain: Mining, caves, small animals, stupid goats

-Forest Mountains: Not as high, high mortality rate because of mining, transient, high crime levels, transient

Human Government

Former strong central government – one nation

Moved toward city-states with crisis, mythane barons gain control

Shapeshifters remain separate along the frontiers/fringes

Ghost towns as the frontiers expand with crisis

Communication had been through magic but they are moving to a mail system

Types of fuel/energy:

Had been magic primarily, Steam, coal, powder, iron, wood, working on oil, electricity

Religion and Culture:

Canins

Without a written language, their religion is based on oral tradition. They believe that the moon is a mother figure. In the beginning there were two moons. One moon left the other to station itself above the city. The wolves worship the moon that remained, while shunning the other for its inconstancy. They tell stories to the moon because the moon gave her daughter to the first wolf as a wife, as comfort for each other's loneliness. Their stories are a sign of appreciation for that first gift. The females are responsible for preserving the stories, while the males gather the stories from all over the continent and bringing them back to be told. Because of their oral tradition, reading silently is forbidden because it undermines the community. Those who do read silently are forced into a social silence, ignored by the rest. The stationary moon is the shunned by the wolf society for having abandoned the orbiting moon. The festivals of when the moon is full they dedicate to telling stories. When the moon is absent, they don't look at the sky, which would be an acknowledgement of the other moon. Their moon is believed to be searching for the stationary moon when not in the sky. They won't violate a strict code of ethics because the moon, their mother, is always watching. Basic guidelines: don't kill another wolf, they are your brothers. Don't kill anyone who adheres to the moon

Moon City

The stationary moon is always in the sky above the city. The sun and the moon are believed to be two faces of the same being. The moon blocks out the sun and is therefore evil. Their society is striving for perfection. They are guided by priests, who make sacrifices to appease the moon and please the sun. Typically these sacrifices are criminals. Criminals are tried before their sacrifice, in which the priests peer into their soul to determine their sentence. Very rarely is a criminal offered a reprieve. They are thrown into a whirlpool, and upon death eaten by the hole in the sky: the moon blocking out the sun.

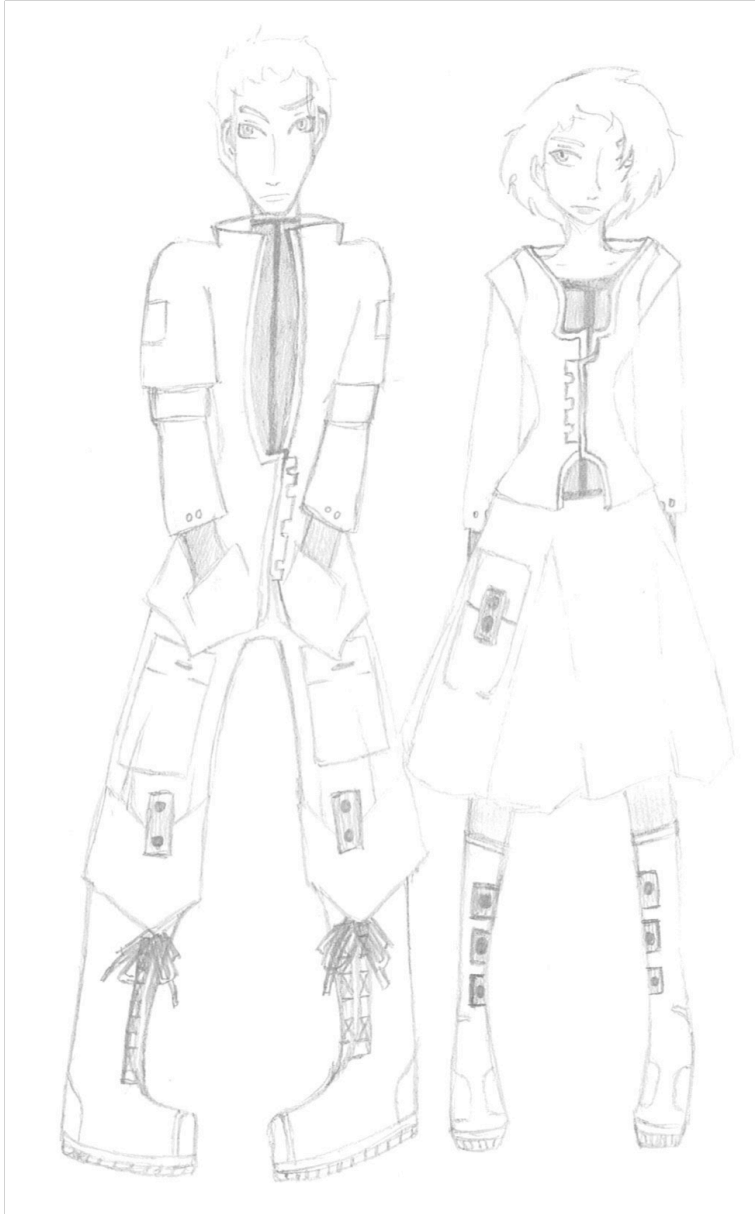
Colossi people

Driven insane by their transient lives, the people of the colossi attempt to appease and control the colossi through various means, including virgin sacrifice and giant harnesses.

Mainland humans

Prior to the age of science, there did not exist a cohesive religion among the mainland population. After the dissolution of the unified nation state, the mythane barons became revered, almost like pharaohs or earthly gods.

Mine Workers



Nomads

worship the night. The sun is the evil being. sleeves are a sign of social status (they protect from the sun). Eclipses are a big deal, as the moon defeats the sun. They like the stars (light without heat, sisters of the moon, and whatnot).



River colony

Has traces of older religions from the city, but many are slowly adopting the nomads' religion.

Shapeshifters

Long ago, the humans were often not able to care for their young. Sometimes babies were either killed or abandoned. The godly owl found a small baby boy in a hole. Because mythane is denser than air, the mythane

had filled the hole, making it impossible for the baby to breathe. Deciding to give him the gift to breathe mythane, the owl saved the baby from certain death. She took him in as her child, feeding him the blood of animals that she hunted. This caused him to become a shape shifter. When he was grown, he began the race of the shape shifters. To this day, they still exist, and he and his savior the owl are revered by all shifters.



Priestesses:

Priestesses are the religious leaders of the clan of the shape shifters. These priestesses are chosen by their birthday. Each baby girl that is born on the day of saving (the day that the boy was saved by the owl) shall be a priestess. Priestesses are always female, and may have an assistant. An assistant is always female. The assistant can be chosen by the current priestess, to carry on her customs to the next priestess. But if a new priestess is born before the current one has deceased, then she becomes the priestess's assistant. If there is a period of time when there is no priestess, then the assistant will lead all ceremonies until a new priestess is born. A priestess is the reincarnation of the savior owl.

Clothing:

-priestesses: priestesses wear a white silk gown, to represent the barn owl. Her headpiece is of white owl feathers. An owl claw is sewn into her armband.

-normal: female- animal skin loin cloth and bikini top

Male- animal skin loin cloth

To mark that they are a shifter, each wears a choker which follows them between forms. From this choker hangs an owl claw.



Praying/Rituals:

Every first day of every season, shifters gather with their current priestess in their temples (temples are engraved with many animal pictures, with owls being common where the priestess stands) to have a ritual. The priestess leads this ritual by burning incense and mythane crystals. The properties of these two work as a hallucinogen, and also calm the shifters. After the ritualistic burning, the shifters go into a deep meditative state.

On all other days, shifters gather in small groups to pray together.

The owl:

The godly owl is often referred to as 'the savior' and is revered by all shifters for her gift to them. She is a white, female barn owl.

Beliefs/etc:

Shifters believe in reincarnation, and whenever killing they always thank the savior for their gift, and thank the prey for their gift to them and wish them well on their journey to their next body. They use all parts of the animal, and whatever cannot be used, is burned to let the rest of the soul free. Owl's (no matter what breed) shall not be killed. Owls may only be used if they are found deceased. Again, all parts are used, and whatever is not is burned to release the last pieces of the soul to be reincarnated again.

Ants

The ants are hive-minded, sharing one consciousness among many bodies, including a queen who produces eggs. They have individual perspectives, but not individual consciousness, with no possibility of separation from the whole. They're very curious about other beings, having been unexposed to other conscious beings for a long time. They're deeply curious about the Mother, the creator of their existence. Their primary goal as a species is to find their mother. Their curiosity leads them to hoard things both as presents to the mother and out of their desire to learn. They didn't have exposure to art, a lack they are eager to fill. They find the idea of separate consciousnesses to be foreign and intriguing. They don't have a concept of death, and reproduction is not as important because their numbers do affect the consciousness.

Ants eat fungi and bats, and other insects and such that live underground

History

History Timeline

BM = Before Mythos

AM = Anno Mythos

AS = Anno Science

c. 2000 BM First medium-scale human organization (Sumer). Mankind largely restricted to fertile plains region.

c. 1800 BM Migrating human groups travel into dense forested region to the east and set up a loose semi-barbaric society. Often raid the Fertile Thing for supplies. (Germanic Tribes/Celts)

c. 1750 BM Forest Tribes begin first contacts with canine packs and adopt their hunting techniques to become skilled hunters. Raids drop in frequency. Their animal supplies (leather, tallow, etc.) soon become

valued commodities and Forest tribesmen travel up the rivers to trade. They bring their canine allies with them.

c. 1600 BM Fishing villages crop up on the north coast. Some use primitive boating technology to travel up the northern chain of islands, eventually settling on the uninhabited Isle of the Moon.

c. 1500 BM Humanity branches once more and settles on the shores of Lake X, which soon becomes a prominent power in the area. (Byzantine Empire)

c. 1200 BM Humanity has traveled in isolated groups to settle the desert. They are soon forgotten by the rest of humanity and lie uncontacted for many years.

c. 800 BM Canin, moved around the continent by the forest traders, prove to be remarkably adaptable, spreading easily into most terrains. However, the mountains and deserts remain nigh impassable to the vast majority of man and canine alike.

c. 700 BM Humanity forms into recognizable groups based on geographic location. The Lake group forms a strong military-centered society that attempts to dominate the feuding groups located in the plains. The Forest lies mainly untouched, out of reach.

c. 690 BM The Lake group asserts dominance over much of the plains region, forming the Empire of the Lake.

c. 300 BM The plains region, upset by trading restrictions and taxes placed upon them by the Empire, rises up in rebellion. The Empire, weakened by pushes into the dense forests of the east loses control of the plains, which forms into a collection of trading city-states (Italy). Deprived of its breadbasket and rapidly going bankrupt, the Empire collapses.

c. 100 BM The Empire is effectively gone. The Lake region has returned back to a relatively feudal society as rival states battle for dominance, while the Plains region enjoys an economic upturn. Merchants in the plains gain increasingly greater power, profiting immensely off of river traffic.

0 AM Mythane is discovered in the hills near Lake X.

53 AM Lake dwellers discover that the blue crystal can be used as fuel, producing inordinate amounts of energy. Most use it as a form of super firewood.

80 AM Arnold Cast develops the Mythane Engine. However, Lord Austin I, the ruler of the nation that Cast lives in, takes Cast hostage before he can publish his creation. He then forces Cast to develop more machinery.

c. 100 AM Austin I has used Cast's machinery to dominate the Lake region.

c. 200 AM Austin III has by this point advanced machinery to a relatively modern point and uses it to control the plains. The Lake Empire is reborn.

c. 400 AM A society of excess has sprung up. Mythane mining and production has revolutionized most sectors of society. Farming has improved, leading to greater populations. Trains and long-distance communication has been developed. "Oracles" predict time of scarcity.

c. 500 AM The Lake Empire, having sat dormant at home for many a year, begins to push out into the forest and desert, sending expeditions.

c. 600 AM A series of weak emperors cripples the Lake Empire. Rampant consumption of Mythane and the growing power of Mythane mining-controlling Mythane Barons begins to show, as does a seriously dwindling supply of Mythane.

643 AM The Mythane Baron ??? assassinates Emperor Austin X. The other Mythane Barons use the ensuing chaos to declare their autonomy, declaring a forceful "ration" of Mythane in their respective territories. The "core" of the Empire is seized by the hired armies of ???. The Desert City, long somewhat self-sufficient but seeing itself as "part of the Empire," now without an empire to be a part of, becomes independent.

c. 650 AM Famine strikes large portions of the population. Without access to Mythane, farmers are unable to fuel their tractors and combine harvesters. Without Mythane, food is unable to be transported into cities and goods out of cities. Some significant degree of the population dies off, while the survivors primarily move to rural areas in the plains to take advantage of the increased need for labor in agriculture. The frontier in the forest, not self-sufficient without transports from the Empire, shifts backwards as people abandon towns and villages.

c. 800 AM The descendants of Mythane Barons, still sitting on a stockpile of Mythane and controlling nearly all means of controlling more, utilize said Mythane to produce “miracles” and declare their “godhood.” Some enforce various degree of forced worship, smiting those malcontents in a Mythane-fueled godly smiting.

- Pre-industrial society discovers Mythane.
 - Rapid utilization of Mythane accelerates “technology” level.
- Long-distance communication (telegraph/phones) and travel (cars/trains/steam boats) are developed. Medicine and other non-engineering sciences lag behind due to overwhelming focus on the uses of Mythane, which is more applicable towards the large scale.
- Industrialization is followed by weaponization of Mythane (a la Ragnite), which produces effective ranged and explosive weapons of some sort (musket/rifle + grenade). Vehicles debut on the battlefield in the form of primitive tanks.
 - Use of these weapons allows the Mythane rich nations to conquer a large majority of the “civilized,” explored world.
 - Such an expanse is assimilated into a largely unified, semi-modern nation state under the control of a central government. The economy prospers and further uses of Mythane are focused on, to the exclusion of other fuels (coal, wood, etc.).
 - Users of Crystal Myth, a Mythane derivative known for its psychoactive properties, cry out in prediction of a bleak future of rampant want and dwindling resources. The central government silences such outcries and dismisses them as the ramblings of druggies.
 - Increased ease of transportation and supply allow for the “frontier” to be pushed slowly out into a rather inhospitable forest. Signs of habitation are found, but no inhabitants. An expedition is sent out into the desert and settles at the mouth of a river.
 - A society of excess springs up, using Mythane in the smallest applications of everyday life. Even the lowliest worker can afford to use Mythane to heat his home.
 - A hundred and fifty years pass. Mythane veins in the civilized territories, long thought to be practically limitless, begin to dry up. The economy seizes as trains are no longer available to deliver goods and move people around. The central government begins to lose control as they fall out of contact with far-away areas and the cities erupt into riot.
 - o The frontier begins to pull back as previously supported towns no longer get their supplies. Many settlements are left abandoned, with their structures and machinery still standing, unfueled.
 - o The City of the Desert is cut off from the capital for several months/years until contact with the capital can be restored. By now, they have developed economic independence with a far lower reliance on Mythane, due to a low concentration in the desert and the difficulty of retrieving it. As such, they begin to ignore the desperate pleas for aid from the central government and soon declare autonomy.
 - Large-scale central government collapses, leading to a short period of highly unstable rule. Ambitious “nobility” in the form of Mythane barons (compare with oil barons) come to power in other large cities and

declare their own power, leading to the creation of multiple independent city-states with complex inter-city politics. The remaining Mythane begins to be forcibly rationed by these Mythane barons and used for military and their own private uses.

- Famine follows. Those in the city are relatively trapped without Mythane transportation and are unable to be supplied. Those in the rural areas survive slightly better, but overall food output and transport is crippled without farming mychinery. Some degree of the population dies off.

- The survivors largely disperse into the countryside to make up for the new need for manual labor in farming and most processes of production. Overall quality of life drops. Society is largely split between seeking alternative sources of energy (i.e. “rediscovering” coal- or oil-based energy) or hunting down more sources of Mythane.

- o Those Myth Seekers attempt to travel deep into the uncharted wilderness past the frontier (into the forest) or deep into the desert, but their expeditions are unfruitful or never return.

- o Some foolish sorts attempt to mine the Shifting Islands but either end up stranded as the islands shift away or are pushed out by native populations.

- Possibly, the Shifting Islands have been used as a sort of Australia, as a place to ship convicts off to.

- o Those Tech Hunters stay at home and begin the long, slow crawl back up the technological ladder for a society that had everything done by magic up until recently.

- Historians note that the so-called “Age of Myth” has ended, thus ushering in an “Age of Science.”

However, Science is still far away from reproducing the wonders of Mychinery at the height of the Age of Myth. In the end, society has regressed largely from its hay day, but is on the verge of discovering/recently discovered gunpowder and/or coal-driven steam tech (trains).

Mythane Baron



[Frequently Asked Questions](#)