

The World of Haze

Weather and Seasons

The sky has only clouds, fog, and haze that can sometimes reduce visibility to just a few feet. There is no detectable sun, only periodic variations of light level that change abruptly from “full” light, to half, then to complete darkness. The local seasons are also abrupt in terms of light intensity, with summers being quite hot and fecund, and winters very cold and dark. There are no regular tides.

Islands

The world is filled with islands, and many move. Some move fast enough to leave wakes and create large bow waves. There are clusters of islands that are static relative to each other. Many islands are moving in “orbits” of different kinds, while others appear to have no detectable pattern of movement. There are myths that the islands rest upon giant turtles. Some islands may have magical and/or physical challenges to reaching them.

Whirlpools

Whirlpools are not rare. Some are relatively stationary, while others may move in predictable or unpredictable ways. Whirlpools may appear and disappear, with some being periodic in their appearance. There are Whirlpools that have been present for as long as anyone knows. Whirlpools may be very small or so large the far side is out of sight. They may spin in either direction, but no one knows of any that have changed direction. Legend has it that an immense one is located within the Sound of the continent of the player’s origin, “Clae”. Whirlpools may be sucking water in, and may even have a “slope” leading to the drop-off, while others are pushing water out. Some appear to have no net displacement of water. There are stories and it is hypothesized that it may be possible to travel to other places through them.

Toponymy

Toponymy is the study of the movements of the islands and whirlpools etc. and is the general replacement for Astronomy etc. Similar modifications are used for any skills etc. that would have relied on the sky being clear.

Legends

Legend has it that many years ago (possibly more than a thousand) the islands rose into the sky and collapsed into spheres. Most everything and everyone fell off into the seas and died. Legend also has it that this has

happened more than once. A madman sage, now dead of old age, pronounced that it had happened 17 times so far, and that it will happen again within less than 200 years, and possibly much sooner.

MOTs

MOTs are magical circular platforms that can transport creatures and objects to different places. They are rare, but often found near the top of mountains, though they have been found in all kinds of locations, including underground and underwater. Some individuals have the ability to activate MOTs, and under the right circumstances can transport with them a variable number of other creatures and/or objects.

Mirrored Spheres

There are myths told about mirrored spheres of different sizes ranging from being almost too small to see to incredibly large. Stories and myths are that they contain objects and/or creatures trapped in suspended animation.

Intelligent Animals (Horses)

Some animals of each species are exceptionally intelligent. All horses are. While most intelligent animals cannot speak humanoid tongues, they may be able to understand if they learned how. Any horses that typically interact with humanoids do understand their language. They will allow some humanoids to ride them, but almost never will they act as beasts of burden. Horses and Orcs do not get along; Orcs believe they are demons and like to eat them.

Humanoid species known as more than myth

Human

Orc

Dwarf (Stone, Air, Water, Fire)

Hobbit (rare)

Gnome (Very rare)

Elf (rare)

Semi-humanoid:

Centaur (only known to reside on “Centaur” Island)

All humanoid and semi-humanoid races, except for elves, have a typical human lifespan, and, except for elves, their humanoid features are not fantastically different (they are not as divergent as shown in the PHB).

The City State of Voneer

For several hundred years the Player Character's culture of origin had been centered around a City State called **Voneer** on a relatively small part of a very large and mostly unexplored "continent" called **Clae**. There are eight "**Major Houses**" that formed within the area controlled by the City State of Voneer: **Lupay, Gondello, Marchez, Moke, Zopank, Shatum, Krankle, and Bisto**

Each House maintained a production village with their House name outside of Voneer, but kept their main residence within the city.

Villages that supported the City State of Voneer

Lupay

On the Voneer River Road, it is the closest village to Voneer and the next closest village is Gondello. It is a major producer of food and the site of many schools.

Gondello

Further up the Voneer River Road from Lupay the river banks are higher here and there are many rapids making river crossings unadvised. Gondello provides almost half of the food production for the City State.

Marchez

A newer farming village and with increasing production, but it has a very slow route to Voneer.

Moke

Has many vineyards and food producing groves (olives, fruits etc.). It is a waypoint on the path to various mines.

Zopank

Is the least interactive with Voneer, and the population is suspected of not being so interested in being a part of the City State. They produce the best pottery and wood worked products.

Shatum

The newest Major House village, most thought it would not do well due to its distance from Voneer and its closer proximity to Orc tribes not sympathetic to Voneer, but it has been surprisingly free of attacks from Orcs, though it did suffer a devastating occupation by a giant more recently. It has almost fully recovered, and has otherwise been growing quickly.

Krankle

Founded by a House more concerned with military issues, it has been a strong point against Orc incursions, and has consistently had the fastest population growth, even with supplying much needed labor for the mines.

It is also where the convicted and indentured are often sent to labor.

Bisto

Provides lumber, charcoal, and wild game (in decline).

Crisis

The Evil Mage, Puhl, forced out the Major Houses after he acquired enough parts to an artifact attributed to Gruumsh, which allowed him to "persuade" the Orcs, called the People of the Oaks (PotOs), to follow him and attack the villages and Voneer. The Major Houses dispersed to various islands as they fled in tatters. Three of the Major Houses (Lupay, Gondello, Shatum) escaped to the island, **Midlay**.

At Midlay the three Major Houses have displaced (through payouts and persuasion/intimidation) the three minor Houses that inhabited the largest population concentration on the island. The minor Houses have moved out to their production villages.

Minor Houses on Midlay Island

Pillane, Quertile, Somuelun

Magic

Is feared by the common people, and displays among them are not tolerated for long, even if beneficial.