

Creation of the World

The Table was created by The Hand of the Divine over the course of four distinct ages: primordial, prehistoric, ancient, and present. The events of creation are cataloged here.

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The Primordial Age

A large mountain range similar to the Rockies with lots of peaks on it. The watershed goes both ways East and West but the mountain range was formed by the initial pushing together of the plates. Difficult to pass with only a handful of small passageways present.

Mountain range created in the southeast most island. Very navigable mountain range. There is a major mountain peak at the northern most portion and the peaks descend in height as you move further south.

Fjords made across the northeast part of the continent. Rocky cliffs across the entire line, it's largely sheer. Very little shore, it's mostly just sheer faced rock. The sand is blueish and purple. Opalescent

Big ass mountain in the western mountain range that has a large lake and spring that exists near the peak.

Large mountain peak in the northwestern ocean made entirely of black reflective rock. There is a shore along the entirety of the base that forms reflective sand. The portion of the mountain facing south east is reflective which hides it from sight.

Lake from the western range that extends out east towards the nearest bay. A second river extends out westward towards the large gulf/sea. Volcanic activity pushed the lake up with the mountain and caused the rivers to begin to form. It's also the reason it's able to push the the water thousands of feet up.

A river system extends from the major peak on the island in the southwest that moves out into a large delta system.

River formed system central western portion. Fertile land. The river opens as it approaches.

Meandering river from the elevated lake the moves south towards the souther most ocean and the large gulf. The southern most portion widens as it approaches the coldest sections of the world.

Small river made in the very center of the continent that connects the northern bay and southern bay. The river is very fast flowing and creates rapids.

River connects from the bay near the central north area that connects to the lake in the central western lake. Connects to the bay just to the west of it. Fairly calm water and through lowlands.

Ravine on the southeastern most island at the north.

Giant hole on the island south of the eastern main continent. Sloped on the interior so that it can be walked down. Stepped for getting.

The Tristate area volcano on the peninsula just south of the center point of the continent. Surrounding area going to be a wasteland that will be sulfuric, acrid, poisons the waters around it a bit.

Giant iron ore deposit put on the southernmost island of the world. The ground completely freezes during the winter making it very difficult to access the resource then.

4 jungles. The two jungles with rivers are more navigable. Congo to the east, west is the Amazon. The one's without rivers are more dense.

Crystal field, swamp, and marsh in the south eastern most island. First on the eastern most portion of the continent just south of the mountain range.

Hills and grasslands on the eastern portion of the continent just east of the major lake. The hills cluster near the body of water that creates the edge of where the prairie starts. Scottlandy vibes, lush, hilly near the coast. The central areas are much flatter with long grass. Soft hills near the peninsula.

The wasteland has come to fruition.

Desert on the southern peninsula of the center of the continent. A short savana extends north of it. Given the perpetual sandstorm that is now raging across this landscape there is virtually no life that exists here except for that which lives underground or under the magical protection of Kurt Zisa.

Grasslands just north of the wastes. Fed by the split river east of the mountain and extends all the way to the river that splits the continent.

Another grassland in the far northwest that's a little more stagnant. Covers most of the horizontal strip.

The area surrounding the ravine is incredibly hot and is practically a wasteland. Makes accessing the crystal fields very hard. The southern portion of the island now also has a crystal field.

A giant hole is in Japan that connects to Australia. Farmland is in the southern portion of Japan in the river delta.

Coral reef in the giant sea to the west. Surrounds the central island there. Another coral reef west of Australia. A third reef near the northern portion of the western side of the continent. This one has bioluminescence. Potential hubs for fishing in the future. Western reef specifically is shallow. The band is hard to traverse by boat.

Dead forests at the southern portion of the western continent in the tundra. More of a petrified forest.

Giant plateau was created in the southern most peninsula of the eastern continent after being repeatedly hit by meteors due to the magnetic pull of large iron and metal reserves in the area.

Tundras added to the most southern and northern portions of each continent. Southern portion central has a lot of the characteristics of the plateau just to the north. The Australian portion gets cold air and warm air from the giant pit there which splits the air current north and south. The northern tundra is the coldest places of the world, made entirely of solid glaciers. The south west portion is like Alaskan landscapes and glaciers. Snow fields and more habitable.

Mushroom forest on the island on the large island in the western sea.

The Prehistoric Age

Alec: Creates turtlefolk people. Alignment: Neutral Good Language: English, New Orleans Dialect. Touches of Spanish as well. People Name: Tortuga. Point of Origin: Between the forked river just south of the mountain with the great spring. Level: Nascent Life Spans: 200-300 Like to keep to themselves and enjoy their swamps. They live in wigwams. Similar to a teepee.

People: Aakokra Name: Language: Italian Point of Origin: The petrified forests of the eastern continent. Level: Nascent Life Spans: 50 years max Snowy owl mainly.

Avatar Asmodeus Titaneel Alignment: Neutral Evil It is a beast Point of Origin: Bioluminesus Coral Reef It itself is bioluminescent. He is a morai eel, he can't go on land and only stays in the reef. He has a greater intelligence than a normal animal but doesn't have sentience.

People: Yuan-ti Language: Mongolian Alignment: Lawful Neutral People Name: Point of Origin: Peninsula north of the founding city of the Fleurs near humanity. Level: Nascent. Expansion minded.

Chad: Avatar: Giant Golem Name: Kurt Zisa Alignment: Neutral He uses sign language to speak or communicate and exists in the desert of the southern peninsula. He's as tall as a skyscraper and the desert is named after him. The language is not spoken by any modern civilization at this point. Though it can be learned from writings and other information that are hidden inside of Kurt Zisa. He may have the possibility of being awoken by some mechanism but those that would know best would likely be the Minnoar.

People: Asimar Alignment: Lawful Neutral Language: French People Name: Fleurs (The Flowers) Point of Origin: Farmlands just East of the desert Level: Transcendent Lifespan: Max 150 Much of Fleur society is centered on their ongoing conflict with the Hongsu. They've developed military for tens of thousands of years to be able to hold back the continual assaults near the river at the border river between the two peoples. The parts of society closest to the conflict are much more militaristic and utilitarian (maybe burtalist) in nature. Everything is much more tightly controlled and populations of the those that are corrupted is much higher in these areas leading to a much firmer and harsher way of life. These areas generally have less access to good farmland due to the ongoing conflict and are reliant on the far eastern portions fo the civilization in providing a constant stream of goods and services to the front to keep the efforts going.

Meanwhile those at the capital of Nenuphar and other cities live in a very high magic society due to the involvement of Maleny in society. Many of the spaces here incorporate magic and the water sources themselves seamlessly creating cities and networks that operate similar to Venice or the waterways inside that of the Water Tribe in Avatar. Farmland is incredibly fertile and food is a major export of the civilization as a result. Due to the relative safety of this area immigration is common enough that while the Fleurs are the majority they make up probably about 60% of the population here.

The society as a whole is formed around the idea of contributing to the effort of the conflict above all else. Melany's efforts have helped make the amount of production exceed that of what is needed for the and society is now at a point that people are able to put their efforts past just the war effort but that intrinsic unease from the Honsu still remains.

People: Halflings Alignment: Neutral Language: Point of Origin: The grasslands of the northwest continent. Level: Developing Lifespan: 100 max Native American inspired civilization. They ride dogs and they will have a singular large city similar to Thunderbluff in WoW. Have a respect for nature but are great farmers and masters of irrigation. Very lively, very fun loving, very cheerful overall.

People: Demons Name: Hongsu Alignment: Lawful Evil Language: Korean Point of Origin: The mountain range of the Eastern portion of the continent. Level: Transcendent Lifespan: 200 years

Avatar Giant dragon patron of the halflings that creates their mounts and their way of life. But is their guardian above all else. He patrols the lands and guides them along. He takes shape as one of them and walks among them as well, providing guidance and help.

Protectors of the Eastern Continent. Uphold the natural landscapes and to nurture and enhance it over the years. Very centered on the connection and ideals of water. Constant progression and movement help guide their principles.

The demonic incursion ends up getting pushed back by the Vanguard's to the river. It ends up shifting their alignment Lawful Neutral causing them to adjust to using any means to keep the demons contained. The demons are contained to the mountains and northeast of the river.

They manage to retake and gain territory within the river deltas that were taken from them.

Michael: Avatar: Sanya (Truth) Language: Latin Alignment: Lawful Good Created at the spring of the mountain by the Index. Elven Make. The first elf that will help those around the world understand the creation of the world and disseminate knowledge to those people so that they can understand as much as possible. He will go everywhere to spread the word.

People: Elves Name: Minnoar Language: Latin Alignment: Lawful Good Lifespan: Up to 1000 years Point of Origin: Created by Sanya at the mountain. Level: Advanced Created from the dews of the mountain to make the Elvish people. Instills them with the purpose to spread the truth of the creation.

Tentative City: Eithel (Source) Point of Origin: Right next to the lake and near the first mountain. This is the capital of the elves.

People: Humans Language: English Alignment: Lifespan: Up to 80 years Point of Origin: The northern shores of the center of the continent. Level: Advanced As the Minnoar expand out into the world they find a people out near the northern portion of the central continent. They arrived on ships and came from somewhere across the sea but it is unknown were.

Khota: People: Crystalline structured people. (Amethysts) Language: Japanese Level: Transcendent Alignment: True Neutral Point of Origin: The ravine. Within are creatures and fauna that have metallic traits. living metal. When something made of living metal dies it generally reverts into its inert counterpart. (Venus fly trap with an iron trap would yield a bit of raw iron when killed and harvested. Harvesting would take a generous amount of time.)

Due to the entire race being made of living metal they prefer impact weapons to crush their opponents. Living metal creatures are more vulnerable to specific kinds of elemental damage, depending on their makeup. They tend towards building grand structures for ritual purpose. Massive buildings within the city see use only a few times a year, laying empty the rest of the time. Struggle with a disease. It's called The Rust. They're like an elemental. Very long life spans, they don't actually die of natural causes it's how long they resist the rust. Procreation is not very common but technically not limited by anything. They're very isolated. They eat gemstones and stuff. They expanded south.

Avatar Giant Adamantite Man for the Amethysts Name: Masayoshi Inazuma Their Mission: Semi isolationist. We're not killing the rats. He's a builder. They are basically a physical incarnation of their god. It was the result of divine birth between two ordinary amethysts. At adulthood he's twice the size of a normal Amethysts. He likes long strolls on the beach. He's immune to the rust, but has no idea why.

People: Lizardfolk Name: schi-hil Language: German Level: Nascent Alignment: Chaotic Neutral Point of Origin: Southwest most peninsula of the continent. In the jungles Wicked ship builders. Usually the boats they make are so grand and spacious that a crew might decide to simply live on the ship permanently.

They grow a seriously hallucinogenic vine that can be used to make various "stimulants" when different parts of it are isolated. They use these stimulants to stave off hunger and sleep on long ship rides. Very hardy immune systems, but still disease ridden, as they are generally pretty dirty. Usually very greed focused. Fairly hostile, as it benefits them financially to be. Vane creatures that adorn themselves with anything they believe is expensive or rare.

People:bird people Name: Veeshur Language: Mandarin Level: Nascent Alignment: Lawful Good Point of Origin: Western most peninsula of the continent. Life Spans: Super honor bound. Really good guys. Wicked religious. Tight with God. Super un-tight with the lizard folk due to a generations old political issue.

People: Firefrog Name: Porrup Language: Swedish Level: Nascent Alignment: True Neutral Point of Origin: The volcano in the wasteland Life Spans:80 years is pretty much as far as it goes, 90 is extremely rare. There is an alpha frog, not an avatar just a big guy. They have psychic powers/inclinations. They do jazz and are music centered. They use their expandable neck pouch things to play uninterrupted extremely complex melodies and poly-rhythms. Are nearly completely immune to fire damage, but Are still capable of being burnt. They have lightly acidic spit, like it would burn the hell out of your eyes but your skin. Would be lightly reddened.

Mel: People: Rodentfolk (Chiridori - Chirido when singular) Point of Origin: Australia (Meridonia) near the hole Language: Spanish (You must speak in an Australian accent) Original words draw on Spanish etymology, but speechwise when playing as a character, Australian accent is recommended. Alignment: Chaotic Good (Short-sighted, passionate, well-meaning, operates on individual cases rather than principle) Level: Advanced (Present day: Transcendent) Life Spans: 40-50 years They are the protorodent. Breed fast and relatively short lives. A little smaller than humans on average. Very communal priorities. Take care of your own mentality. Ecologically conscious. They are very agriculturally based, just general philosophy is more centered around what helps us get by and shaping the land is part of that responsibility to themselves. They explore and expand a lot due to the ballooning nature of their species. Very pro-social.

Faction Those dwelling in Japan have become more accustomed to the cold and have become larger and more aquatic. Their more beaverish in appearance and mentality. Root based diet. More traditional values, making a home, raising a family, etc. Much more these are our ways and we're happy with it. Proximity to rivers makes them more industrious and agriculturally based. Smaller families typically.

Those dwelling in Australia are leaner, more lithe, more nimble, their proximity to the forest is more fruit and vegetable diet. More adventurous and more on wanting to encounter other people a lot more. More mouse, rat, etc. More nomadic and prolific, large families.

City for Chirido (Promesa) Founded in the Burrow on the Island in the Amethyst Island. It's the fount from which they came. Hope for the future since it's their safe space despite everything else that has happened to them with the famine. It delivered them to new lands that allowed them to survive. It's a town of delivered promises.

City for Chirido (Ancient Age) A city is founded near the land bridge and is very tree housy. Interconnected walkways between all the trees. It's the foundation for a lot of people being able to make their way out into the wider world.

Avatar Name: Ratsputin Famous lover. Lots of squirrel rat babies all over the place. An extreme version of the idea that you want to make a good intimate connection with everyone. Lots of interplay between the Australian Chirido people. He's a folk legend/hero with an insane amount of Charisma. He's known in the area surrounding the land bridge and starts going out into the wider world to meet with other people. Intermingles with the Fleurs and there is some crossover between him and those of that civilization.

Avatar Name: Joan of Arc: Ratatouille World famous chef. She starts in Japan. She's a beaver. She has a restaurant that starts the foundation of the restaurant business that helps attract people via tourism to places like it. She disguises herself as a man. Fake mustache. (The group of Chidori on the Japanese side have Canadian accents) Deed: Success of the restaurant business has created a demand for delivery of food across long distances. A railway system expands from Australia to the university. Battle Maidens.

People: Fairies Small humanoid bug people. Very mischievous. Classic fairy stuff. They are natural born thieves. Alignment: Chaotic Neutral

Underhand:

People: Goblind Language: Yiddish Alignment: Chaotic Evil Life Spans:40-60 Point of Origin: The mountains south of the elves They are interspersed throughout the entire world though.

Avatar for the Demons The Prince in Yellow Tea time project for Chad.

The Prince in Yellow makes Vegas on the river between the two citadels.

Disaster Volcanic Eruption The top of the mountain just flies off and actually creates the wasteland in that peninsula. Smog and fog hangs in the area permanently. A good portion of the ash moves over to the desert and buries the golem up to his waste. He remains in place for a hundred thousand years.

Famine Affects the Chirido people forcing them through the Burrow and move towards the land of the Amethysts. There's a huge explosion of the insect population in Australia that causes the available food to shrink.

Mel Expansion of area on australia. Area of expansion goes into Japan and occupies a few area near the marshes and rivers.

Disaster Demonic invasion that is of the evil listed below. Originates in the mountains of the Eastern continent. Expands all the way to the Asimar people and overtakes their land.

Some Lore There is a counteractive force to the 5 of us working to sow discord and cause chaos. It acts in defiance to the world that is being created and its people.

The Chirido advance to Developing. Getting incredibly advanced with growing their own food rather than just gathering and foraging. Developing folk lore, music, etc.

The Tortuga Expand. The expand south and own the entire jungle they started in.

The elves advanced to developing after increased teaching from Sanya.

The Tortugan people become hermits or nomads. Culturally their isolationist nature caused them to expand away from each other and the population of their people dropped dramatically over hundreds of thousands of years. They found the city of Torta which falls to ruin and remains uninhabited.

The golem of the desert turns the entire hex he is in and all surrounding ones into hallowed ground that can repel the forces of the demons. He also becomes a beacon for people to gather.

Sanya sees the invasion and seeks out the golem and as the golem creates the area Sanya disappears once that happens. Challenges his people to stay true to knowledge and spread it. Do not stagnate, do not isolate, spread the knowledge as much as possible. They may see him again and then he disappears.

The Minnoar found the city of Eithel.

The Amethyst people survive the age. They also found a city (Titania).

The Chirido survive. A city is founded in the Amethyst lands at the Burrow. It is called called Promesa.

The demons found a city at the portal in the mountains.

The fairies assimilate into the land that they inhabit imparting magic into the island itself. Time warps around in the area causing flora and fauna to live much longer which also causes mega fauna to exist in the area. These fairies die out unfortunately.

Asmodeus is now immortal. He has survived the age.

The Fleurs live. They found a city that is called Nenuphar. It's built into the river delta.

The Ancient Age

The Fleurs build a citadel on the bend of the river near the demons.

Humans come into existence.

The Amethyst's champion is born.

The Chiridori expand throughout Australia. 5 tiles are occupied.

A magical cataclysm starts on the island just south of the central continent. The dark forces create a 10 hex area that causes the entire area to be enveloped in permanent darkness. You cannot see further than 20 feet out. It is a hub for spawning all sorts of creatures from the shadow. Possibly point of attack to the golem and Fleur's from the south. Could be a source of pandemonium and madness.

The halflings are founded in the northwest.

A fallen branch of the aasimar form after influences from the dark corrupt those on the border at the river. They try to take the citadel with the demons but ultimately end up failing. This embitters the Fleurs even further.

8 tiles of expansion for the Minnoar. Most of the expansion goes East towards the gulf.

Event: Minnoar envoys are sent to the Fleurs. An additional faction forms in the Aasimar that is influenced by them and turns them more towards their preservationist side with the knowledge base. There are now 3 factions throughout. The aasimar also influence the elves and they intermingle all through the civilization.

The golem becomes a gathering point for all point.

The amethysts double advance to transcendency. They're going for techno paradise, no work is necessary and they're just trying to escape from the cruelty of the world.

A land bridge forms between Australia and the main continent.

Aarokra advance to developing. They expand 3 tiles south.

The northern tundras become invested with penguin bears.

Giant meteor swarm hits over toward the plains on the far eastern portion of the continent. Affects Demons: They are source of weakness for them. Aasimar: Drives people on the fringes of the area mad and further divides those people near the demons. Amethysts: There's some minor flooding near the capital. Rats: Prevents the people from expanding further north in the world for some time

as they focus their efforts to rebuild.

The Fleurs help with the rebuilding the Chiridori civilization after the meteor strike.

Guardian dragon for the halflings.

Developing for the humans and an expansion of their domain. They move out 6 tiles total through the plains. A small faction of them found on the island near the penguin bears and the demons.

Faction forms in the Chridori that are essentially the Machanius Adeptus from Warhammer. He starts augmenting his own flesh with machine. The madness of the meteors basically drove him to discovering hextech/island of doctor maroe. He makes a home in the peninsula the the far East of the plains.

All factions expand 1d6 across the world in various areas.

We established that the Fleurs have a 13 people council of leaders. Ratsputin wants to be an emissary to those people and meets with the council. He makes an impression on 6 of the 13 people. He gets with just one and it's the first rat person. It's one of the fallen aasmiar and the that person starts a breed of them that have bat wings when they are present.

The aarokokra build a bridge connecting the two points of the tundra on the southern part of the continent.

A permanent sandstorm is conjured up in the desert to prevent access to the golem by the forces of evil.

Everyone gets and envoy for their people. Chad's dragon from earlier is replaced by a giant painted african dog. Mike places a golden dragon for the elves at the mountain. (Arscient) (Kohta) Mythrill dragon is given to Masayoshi that serves as the help to him and his goals. Mel is possessor spirit that is able to occupy the dead that can move through the natural will and talk to people across the landscape. At rest it just dissipates into the continent of Australia itself. Temples and practitioners of the deity resides mostly in the northern forest. (Naciclo) Alec has a giant vulture that is their deity. Embodiment of death and decay like the landscape around them. The race is very combative and they feed their god the corpses of their dead. Sets the race to neutral evil. (Ossifrage)

End of age Fleurs advance to advanced. Found city near citadel.

Elves advance to transcendent. Found city near the fork in the river near the ocean.

Humanity advance to developing. Found city at the origin point and a small town on the island near the demon and penguin bear area.

Masayoshi dies and is permanently affixed to the dragon. The dragon can't speak but he knows something. The civilization also stagnates after his death and the civilization becomes locked at 5000 people permanently.

The chiridori survive and go to transcendent.

Ratsputin dies. Before dying he whisks away the child and Iris (the fallen aasimar that he had the kid with). The offers protection for them and they build a small settlement in the hills of the plains. They become a larger people group. This creates an gridlock of power in the council and the seat can't be filled.

Aarokara live and advance. They found a city.

Halflings live and advance. They found a city.

The Present Age

There are now Mormon halflings in Utah on near the bird folk after some of them have been converted.

The humans advance to advanced to next level and then expand. 19 hex expansion. Northern tundra West of island in bay South of the Great Table Northwest near the plains of the halflings Peninsula across from the Lizardfolk

The halflings develop gliders in Thuderbluff. Think avatar the last airbender air temple.

The Yuan-Ti go to war with humanity. Yuanti Wanty war.

The chidori build a railway through the whole burrow. There is a small city in the middle of the burrow.

Humanity has been lead by a council and a death on that council causes an authoritarian to rise to power. The republic dies and is replaced with an emperor or the like.

Expansion of humanity 12 hexes. Causes war to break out with the Yuan Ti people. The Yuan-ti lose the territory but only under the conditions that the humans MUST hire them as mercenaries for their wars or other military purposes. They are subjugated for a time but the cultures mingle and the ideas of expansion still remain. Leads to combinations of the cultures.

The dinos are real. Alec will assign the locations based on the dinosaur at a later date.

Avatar: Maleny Chaotic Neutral Great wizard that uses the energies from the underhand to advance magic to the cutting edge. Dangerous levels of advancement very quickly. Controlled chaos that can be taught to the masses with training. Applications in warfare with the demons and in daily life to push progress forward.

Advancement of Yuanti to Developing. Expansion of 7 tiles.

Expansion of 13 tiles for rat people. Out into the plains north of australia.

In the city where the half rat was born and Rasputin died the first university is made. Educating, an archive or all the information they can find, Melany lives there now and has his hands in creating the curriculum. Very welcoming to all people who want to learn. The elves have a vested interest in filling this place with knowledge. Funds form the aasimar pour into this place as well. Name:

HUMONGOUS tree south of the Goblins. Perpetually aflame but never burning down. Produces very little light. Khota project.

Little race of dwarves near the giant plateau.

Aridon queen of the elves.

Leodin king of humans, imperium.

Ankar king of humans on the island.

Thrandor king of the Dwarves.