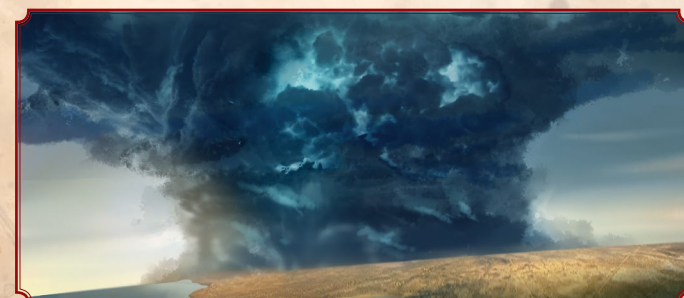




Gods of the Fall

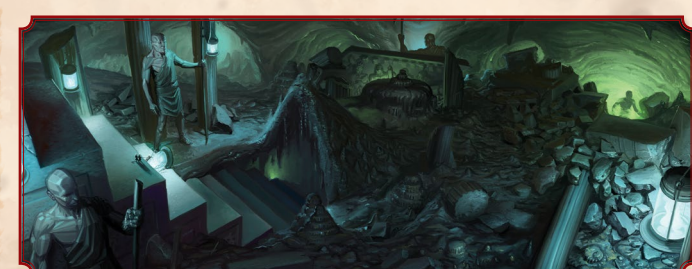
EYE OF ELANEHTAR

The scar created by the fallen realm of the gods hosts a never-ending cyclonic storm constantly throwing off curses, and creatures formed from the corpses of the dead gods, called ravers.



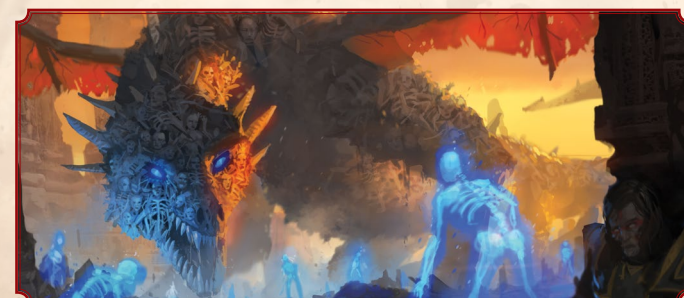
RUINSCAPE

Surrounding the Eye of Elanehtar, the Ruinscape is a buckled, barren land under which ruins of earlier, completely forgotten civilizations can be found. Called Deeps, each buried layer holds ruins of a distinctly different nature.



SOULREST

Soulrest, once a place for spirits to rest in peace, has become a realm of torture, dissolution, and pain for all creatures. People of the Afterworld fear death for good reason.



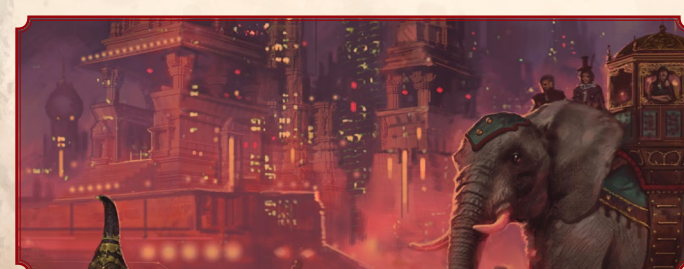
NOD

A second moon (called Nod) appeared after the Fall, springing into the sky to exactly track and blot out the sun, creating the Nightland. The Moon of Nod is the land of dreams, ruled by the King of Nod.



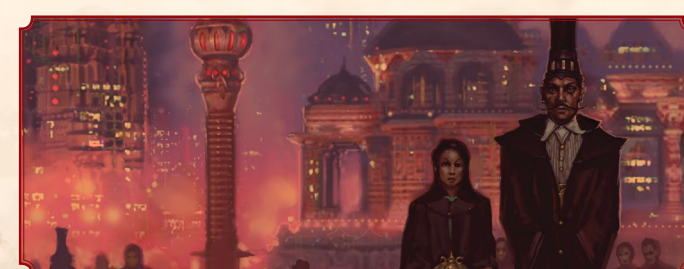
NIGHTLAND

The Nightland lives under the Moon of Nod's continual, jealous eclipse. It's paradoxical that most of the civilized Afterworld lives in perpetual darkness while the nefar and other creatures live in the light. It's just one more twisted result of the Fall.



CORSO

The Nightland's largest city is Corso. The city also hosts the Tower of Reconciliation, home to the self-proclaimed Empress of the Nightland—Nulumriel—as well as the Order of Reconciliation. Being without power in Corso is dangerous.



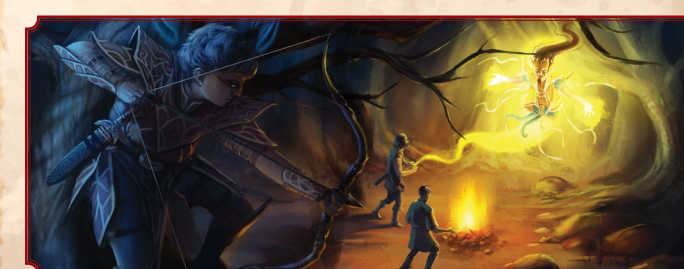
VERGE

Mostly wilderness, the Verge is home to the nefar—goblins, orcs, ogres, trolls, and the like. Almost all nefar are bestial, murderous, and degenerate, seeming to constantly multiply no matter how many are eliminated.



THE DEAD WOOD

Splintered, dead trunks dominate this bleak forest, a cemetery for the great trees that formerly thrived here. Once green and lush—when it was called the Emerald Woods—the Dead Wood died when Nod blocked Avi's light.



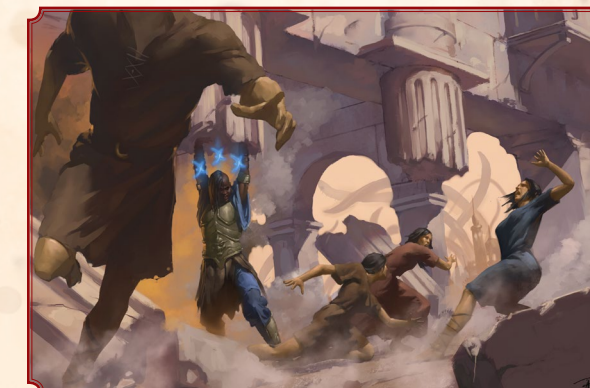
CRYSERECH

Cryserch is gothic and grandiose. Marble slabs, mausoleums, tall memorial spires, and granite monuments predominate in the city. The majority of Cryserch's citizens are not alive, nor are they dead. Their spirits remain bound to their magically preserved corpses.



HORNSCAR

Hornscar is a metropolis that didn't survive the Fall. Its mighty towers, supported by divine grace, collapsed when Elanehtar fell—all except one. The city remains today as it was, reduced to a rubble-filled ruin.



MEHERGAN

Most of the city of Mehergan's structures are low and domed, closing out the perpetual night above with painted ceiling frescoes and lamps. The ruler, Baron Uttama, is a deeply disturbed, depressed, and gluttonous being.



SOMORRAH

Lying half in light and half in darkness, Somorrah sits along the terminus—also called the Line of Nod—of the moon of Nod's permanent eclipse. Half its domes, towers, and spires are shadowed, and half gleam in Avi's light when she rides the sky.



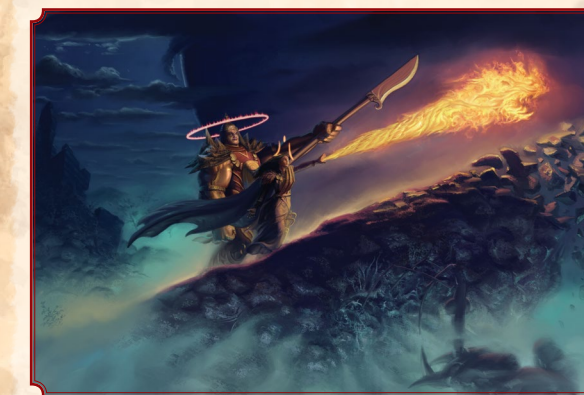
CERULEAN PEAKS

The range of floating mountains is said to have been raised by Zenia ten thousand years before the Fall. It's known as a home for erinyes and various taran tribes, who move from peak to peak on the backs of two-headed rocs.



THE KRAKENS

The Krakens mountains trace a natural barrier between the darkness of the Nightland, and the wilds of the Verge and Ruinscape. Nefar tribes and a few human settlers are the range's main inhabitants.



IRON CITY

Iron City is renowned for its mines. Unlike in most places in the Afterworld, seraphs are active in Iron City. Seraphs are created entities, forged by ancient gods as servitors. Their iron carapaces are animated by divine grace.





THE SEVEN PROPHECIES

PROPHECY OF LAW

The reign of lawless dictators who believe might makes right, who pursue personal fortune over law, and who allow whim to dictate duty will be thrown down.

PROPHECY OF LIBERATION

The enslavement of the innocent to the will of others will be abolished. Those who are kept shall be made free. Shackled minds will discover the hidden truth.

PROPHECY OF UNDERSTANDING

Agents of willful ignorance, lies, and repression of discovery will be overthrown. Knowledge and its open pursuit will blossom.

PROPHECY OF SALVATION

The memory of the dead shall be honored, their deeds celebrated, and their final rest hallowed against intrusion and disruption. Those without hope will be granted another chance at redemption.

PROPHECY OF RESTORATION

That which has been destroyed will be remade. That which has been thrown down will be restored. That which has been lost will be found.

PROPHECY OF LOVE

Those without affection will find solace. Those without care will find healing. That which has not known desire will change their heart for love.

PROPHECY OF RUIN

That which desires not peace, but mayhem; not understanding, but exploitation; and not prosperity, but destruction shall have its day. Without darkness there can be no light.