


SWARMSTAR

A mass of swarming creatures called mantles, each the size of a world in itself, surrounds a brilliant red-orange star of great size. This spherical swarm allows the mantles to absorb every last erg of the star's energy, though the microclimates they create allow many other kinds of creatures, including humans, to live on their sun-facing surfaces.



XEOBRENCUS

Despite lacking a sun, this rogue world is warmed by a glut of energy-rich rock. This energy is so abundant that it hosts a riot of living species in its world-wide ocean, many of them of colossal proportions. An entity known as the Diluvian eventually finds all newcomers to the world, who sometimes arrive via psychic transference.



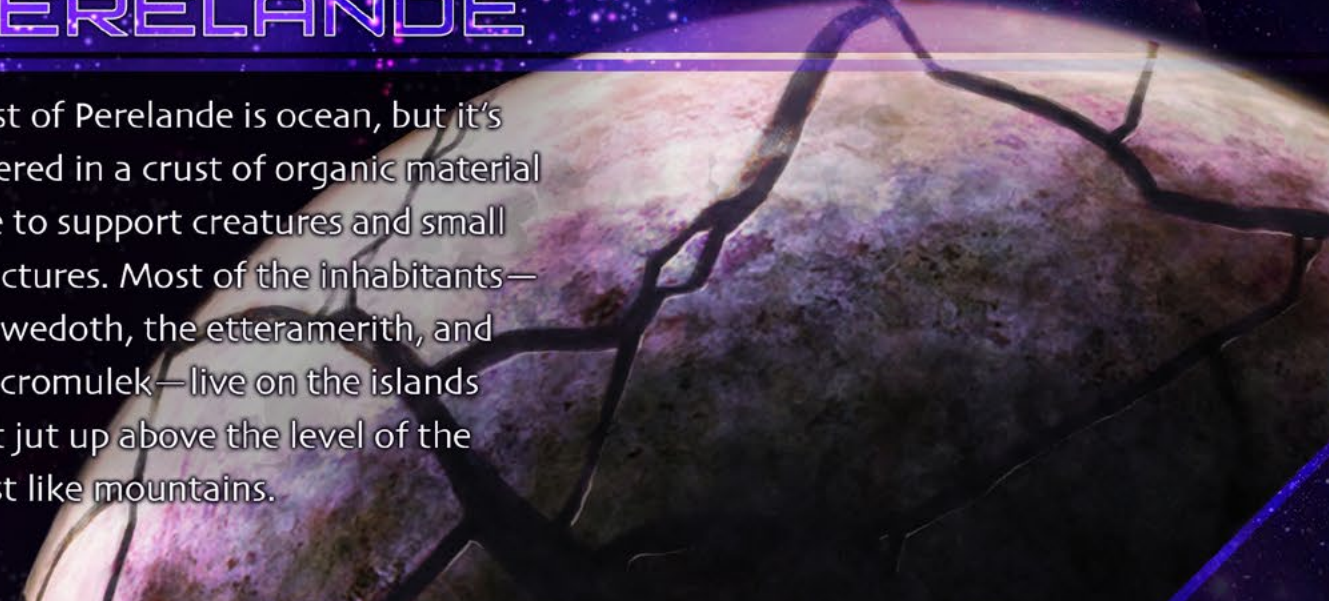
THON IRIDESCENCE

A massive black hole caught in a net of cosmic strings makes up the visible exterior of the Thon Iridescence. These strings serve as conduits for an enormous psychic construct containing billions of minds and millions of realms called quotums.



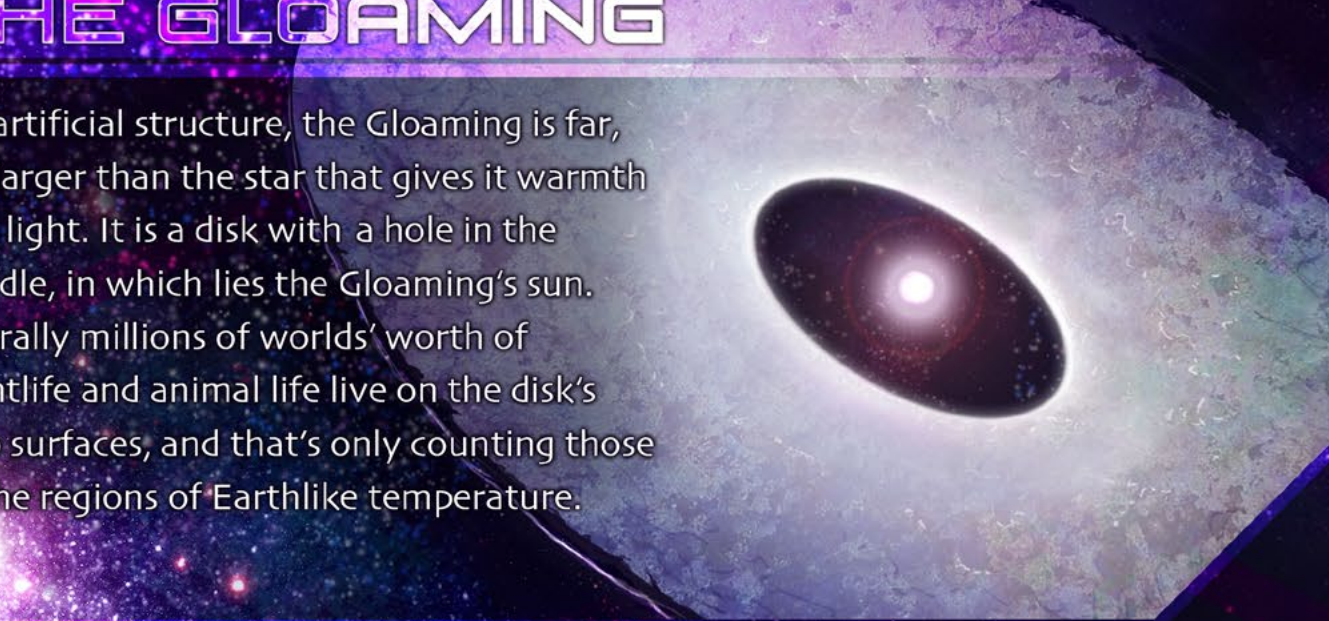
PERELANDE

Most of Perelande is ocean, but it's covered in a crust of organic material able to support creatures and small structures. Most of the inhabitants—the wedoth, the etteramerith, and the cromulek—live on the islands that jut up above the level of the crust like mountains.










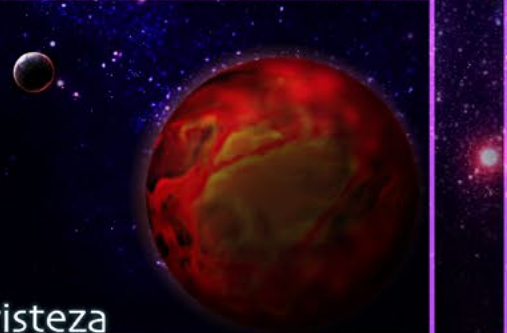
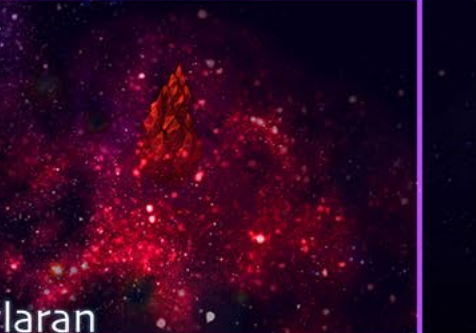


THE GLOAMING

An artificial structure, the Gloaming is far, far larger than the star that gives it warmth and light. It is a disk with a hole in the middle, in which lies the Gloaming's sun. Literally millions of worlds' worth of plantlife and animal life live on the disk's two surfaces, and that's only counting those in the regions of Earthlike temperature.



EARTH SOL

 <p>The Sun</p> <p>This spinning furnace of gas constantly blazes with light and energy. Magnetic fields coil and slip across its surface, creating sunspots and flares that can prod all the sun's children with particle storms.</p>	 <p>Earth</p> <p>Earth has seen the rise and fall of eight great civilizations. Now humans have returned to Earth and are making a new world—the Ninth World—among the ruins and the numenera of the old.</p>	 <p>Calram</p> <p>Circling tightly around Earth, Calram is home to creatures who sleep away years at a time locked into small containers almost like coffins. Most calramites rise once every seven years to observe Earth. They understand the numenera far better than most humans do.</p>	 <p>The Moon</p> <p>Falling around the Earth, the moon sometimes appears to have a blue-green stripe running across its middle. Other times, the band is absent. Time fluctuation is the apparent cause.</p>	 <p>Branu's Kiss</p> <p>Tumbling through the night between Earth and the sun is a bubble of blue-green water. Inside, shoals of multicolored fish swim and dart. With shimmering tails and golden fins, they evade darker, larger predatory shapes streaming translucent, flesh-absorbing shrouds. A powerful automaton named Branu tends to the Kiss and the humans and other entities that live out submerged lives therein.</p>	 <p>Naharrai</p> <p>Naharrai is smaller than Earth, the gravity is less, and the life-giving climate is in decline. Natives include the machine-minded ghru and the ellaticurids, both of which have a superficial humanoid appearance.</p>	 <p>Urvanas</p> <p>On this gas-strangled world, life floats far above the surface where the pressure and temperature is akin to Earth's surface. Here, the cloudspace hosts a menagerie of drift trees, fungus puffs, stratoflies, and other creatures able to float and fly, including the pseudo-living cloud cities, which host both human settlers from Earth and a race known as the lux.</p>	 <p>Vlerryn</p> <p>This wrecked craft resembles a blasted and scored sarcophagus slowly tumbling through the lightless void. Craters pock the surface. Random patches of pinkish crystalline growth spot the hull, disturbingly reminiscent of Iron Wind scarring. A litter of loose metallic and synth detritus follows in the Vlerryn's wake, accompanying it endlessly through the void.</p>	 <p>Phaeton Halo</p> <p>This mammoth wheel-shaped region is located beyond the sweep of Naharrai. The region is a belt created by a shattered ancient structure of unknown provenance, and today is relatively dense with tumbling fragments of synth and the numenera. Biomechanical creatures, including the intelligent otolins, are found throughout the Halo.</p>	 <p>Kristeza</p> <p>This cold moon orbits a giant world of swirling storms. Desolate and lifeless, the moon hosts a temple to Ahrigalos, one of the Lords of Rust and Ash.</p>	 <p>Nylaran</p> <p>A tiny world adrift in a cloud hosts Nylaran, a towering structure of scarlet synth. Creatures called vendul inhabit Nylaran. The vendul are sapient beings composed of extremely cold fluid that interact with each other and their environment via telepathy and mind over matter.</p>
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