TELSAN WRITER’S BIBLE

A Fantasy Realm from John Hoffer

Abstract

The Telsan Writer's Bible provides a framework for storytelling in a rich and dynamic fantasy world. It explores the interplay of magic, divine influence, and human innovation, grounded in a structured yet mysterious setting. With detailed guidance on character roles and narrative elements, it empowers writers to create immersive and compelling stories.

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Contents

Welcome to the Telsan Story Writer's Bible

Welcome to the Telsan Story Writer's Bible, your guide to a richly detailed and imaginative literary world, standing proudly among the many extraordinary creations in storytelling. Within these pages, you will find the foundational elements of the world of Telsan—its geography, magic systems and mythology crafted to inspire immersive storytelling. This Bible is the beating heart of Telsan, designed to preserve the authenticity of its lore while igniting creativity in every writer who ventures into its depths. A companion work, "Stories from Telsan", offers also a glimpse into some of the stories and characters you might find yourself developing based on this world.

Telsan has been developed to be a world of balance and contrasts, where mystical positive and negative Arcane Streams flow beneath the surface, divine connections can shape destinies, and richly diverse mundane and magical characters navigate a landscape brimming with adventure and danger. This Bible unveils the basics of Telsanian geography, some of its cultures and societies, the logic behind the magic, but leaves room for a new writer to add to the rich tapestry of life and adventure on the world. Whether you're a seasoned contributor or exploring Telsan for the first time, this guide will equip you to craft stories that resonate with the power and wonder that define this extraordinary world.

Dive in and discover the tools to explore Telsan's mysteries, expand its lore, and contribute your voice to the ongoing tapestry of its legends. The adventure begins here.

Purpose of This Writer's Bible

The purpose of this Writer's Bible is to serve as a definitive guide for anyone writing within the world of Telsan. It provides a structured and detailed reference for the setting, character types, the magic systems (Direct Arcane Streams Manipulation, use of Arcane Streams energies stored in crystals and divine powers), and lore, ensuring consistency and coherence across all creative works. Whether you are crafting short stories, novels, scripts, or other content, this document will help you faithfully represent the intricate and interconnected elements of Telsan.

Key Objectives

1. **Preserve Continuity**:
   This document ensures that all aspects of Telsan remain consistent, particularly the magic systems and, in a broad sense, the geography, as well as some of the cultural norms. Writers can refer to it to avoid contradictions and maintain the integrity of the world.
2. **Provide Depth and Detail**:
   The Writer's Bible delves deeply into Telsan's unique elements, such as Arcane Streams, charged crystals, divine connections, and a sampling of societal structures. This allows writers to understand the logic and rules underpinning the world, fostering creativity within a clear framework.
3. **Encourage Immersion**:
   By offering rich descriptions and interconnected lore, this guide helps writers immerse themselves in the world of Telsan, enabling them to create authentic and compelling stories.
4. **Support Collaboration**:
   Designed for use by multiple writers, this document provides a common foundation, making it easier for teams to work together seamlessly on projects within Telsan.
5. **Act as a Creative Springboard**:
   While maintaining established canon, this Bible also invites exploration and expansion. Writers are encouraged to build upon existing concepts and add their unique touches, provided they align with the core principles outlined here.

Who Should Use This Writer's Bible?

- **New Writers**: Those unfamiliar with Telsan can use this guide as a starting point to understand the world's core elements and begin contributing.
- **Experienced Writers**: Established contributors will find this Bible a useful tool for refining and deepening their work.

- **Editors and Collaborators**: Editors can use this as a reference to ensure that all creative output aligns with the established canon of Telsan.

How to Use This Writer's Bible

1. *Start with the Basics:*
   Begin with the overview sections on geography, magic systems, and societal structures to familiarize yourself with Telsan's fundamental elements.
2. *Dive into Specifics:*
   Use the detailed sections on characters, locations, and lore for reference as you develop your stories.
3. *Expand Thoughtfully:*
   Feel free to create new characters, locations, or plotlines, but ensure they align with the established rules and themes of Telsan.
4. *Refer Often:*
   Treat this Bible as a living document—consult it regularly and contribute updates as the world of Telsan grows and evolves.

A Final Note

This Writer's Bible is not just a repository of facts; it is a gateway to the vibrant and magical world of Telsan. As you write, let it inspire you to explore the depths of its mysteries, embrace its dualities, and bring its stories to life. Together, we can ensure that Telsan remains a rich, immersive, and cohesive universe for years to come.

Overview of Telsan

Telsan is a sprawling, diverse realm marked by its dualistic nature in both geography and magic. Stretching from arctic tundras in the north to tropical landscapes in the south, its regions range from narrow isthmuses and rugged peninsulas to lush jungles and dramatic cliffs. Key locations like the Eternal Citadel—an ancient and vast complex built above nexus of more Arcane Streams than anywhere else on the planet—and vibrant cities like Huruth or mysterious regions like the Shadowlands form the backdrop of its rich storytelling potential.

Arcane energy is the foundation of magical power in Telsanian tales. Whether it be the golden energy of the Radiant Realm, the cerulean blue of the natural world, or the crimson red of the Obsidian Halls, Arcane energy defines the supernatural forces wielded by humans, gods, and spirits alike.

The gods of the Radiant Realm sustain their power through the golden energy they once stole from Telsan, granting it to their chosen disciples, Telsanians and the gods of the Obsidian halls use the cerulean or crimson Arcane Streams to power their Arcane feats. These Streams were once unified with the golden energy before being severed from the mortal world and eventually returned split between the cerulean positive streams near the surface of the planet and the crimson negative which course deep below the world, just below the lands of the Obsidian Halls.

The Golden energy of the Radiant Realm represents the original, undivided form of Arcane power, containing both the creative and stabilizing forces of the Cerulean Streams and the transformative and destructive nature of the Crimson Streams. This energy encompasses the full spectrum of magical forces, allowing the Radiant Gods to wield both construction and dissolution in perfect balance, shaping reality itself according to their will.

The gods of the Obsidian Halls and their captured spirit-servants wield negative crimson energy, a force split from the power of the Radiant Realm during the rebellion that split the once-golden power into the red and blue, positive and negative polarities. These gods access the Arcane Streams that flow beneath the Obsidian Halls. This negative, red energy embodies destruction, transformation, and domination as well as renewal.

Practitioners of the Arcane strive to master the cerulean, positive Arcane Streams, channeling their power through focused concentration and vivid imagination. Meanwhile, Tappers harness the stored energy of two unique types of crystals: Nexus Crystals and Orphan Crystals. Nexus Crystals often grow to enormous sizes at intersections where two or more Arcane Streams converge—locations known as Nexus sites. In contrast, Orphan Crystals are found along the surface and underground, formed directly by the flow of the

Arcane Streams. These crystals capture and retain the streams' energy, which Tappers later draw upon in their practices.

The Cerulean (Positive) Streams embody creation, harmony, preservation, and growth, as well as revelation.

The interplay of Arcane energies shapes a world where wielders of magic can heal, construct, and even reshape reality. Those who channel the cerulean, positive streams work in harmony with the forces of creation, while the crimson streams—embodying transformation, decay, and renewal—infuse power with a touch of the inevitable. This duality mirrors the balance found throughout Telsan's varied landscapes and societies.

Myths in Telsan come alive through figures such as Seekers, Tappers, Chroniclers, Crystal Carriers, and Divine Practitioners—including the enigmatic Oracle—along with countless others who engage with these potent forces. Yet not every story is woven from magic or divine influence. Beyond the currents of the Arcane and the echoes of the gods, Telsan is a living, breathing realm. Here, ordinary people toil in fields beneath the same sky where cosmic rifts may open, and traders and blacksmiths ply their crafts in bustling markets, far from the intrigues of supernatural power. In Telsan, profound tales of love, loss, war, and triumph unfold both in the extraordinary and in everyday life, as the mundane and the mystical are forever intertwined.

Mysteries also shape the realm. At Nexus sites—where converging streams sometimes rip open doorways between realities—strange rifts allow beings from other worlds to slip through. Some arrive as lost wanderers seeking refuge, others as hunters driven by inscrutable instincts. Many offer ancient wisdom to those willing to listen, while some sow chaos, warping the very land they tread. Great winged leviathans, shadow-born phantoms, and creatures that blur the line between man and nightmare roam Telsan, propelled by forces beyond mortal knowledge.

From the serene villages of Sunhaven to the tainted Arcane Stream nexuses hidden within the Shadowlands, Telsan itself is as dynamic a character as any who inhabit it. This guide lays the foundation for exploring the realm's profound mysteries and limitless narrative possibilities. Whether your tale follows a humble merchant, a daring Seeker, or an enigmatic entity from beyond, every story finds its rightful place in the great tapestry of Telsan.

Geography and Key Locations

The Realm of Telsan

Telsan is a world with a vast landmass stretching from the northern frozen pole and surrounding ice cap to well past the equator, extending south near the southern tip of the landmass just before reaching the southern polar region. This expansive realm is characterized by diverse features, including peninsulas, isthmuses, major seas, and a variety of climates that influence its cultural and ecological diversity. Mountain ranges, rivers, lakes, forests, deserts and savanna and every other biome a writer wants to declare existing does exist on Telsan. The far side of Telsan is left to the imagination of writers to build out.

Northern Continent

The Northern Continent extends down from the Northern Pole much as any planet with inhospitable frozen lands reaching south to a point where the annual temperatures allow creatures and people to live, if in the very harsh conditions of mostly ice and snow. The land is covered in glaciers and seas that change over time as temperatures fluctuate in multi year cycles. The land eventually reaches various foothills and mountains, south of which are found dense, cold forests teeming with life and as the land narrows to the Central isthmus the forests become scattered amongst multiple field of plains, more foothills and mountains, rivers and lakes and features that are taken advantage of my various societies who live and work across the continent.

Central Narrow Region

The central part of the northern continent is relatively narrow, spanning from the northern arctic regions down to just below the equator. This region includes key isthmuses jutting to the east and west, forming strategic chokepoints and fostering rich trade routes vital to the economy and connectivity of Telsan.

Western Peninsula

A large, irregularly circular landmass connects to the main continent via an eastern isthmus.

Seas

Flanked by seas to the north and south, this peninsula serves as a hub for maritime activities.

Notable Regions

Renowned for its coastal cities and abundant fishing grounds, the Western Peninsula is a thriving area of commerce and natural beauty.

Eastern Peninsula

Similarly shaped to its western counterpart, the Eastern Peninsula is linked to the main continent by a western isthmus.

Seas

Enclosed by seas to the north and south, it provides a wealth of resources and strategic significance.

Notable Regions

Known for its dense forests and mystical landscapes, it holds cultural and spiritual importance in Telsan.

Southern Continent

Broad Southern Region

This southern expanse begins just below the equator and widens as it extends farther south, creating a distinctive landmass with a unique westward jog.

Features

The region is home to lush jungles, vast savannahs, and ancient ruins that hint at a rich and mysterious history.

Southernmost Tip

The land narrows dramatically at its southernmost point, resembling the southern tip of Africa on Earth.

Features

This area is marked by rugged terrain, dramatic cliffs, and extraordinary biodiversity, making it a region of both natural wonder and peril

The Eternal Citadel

Location

Nestled in the heart of the central narrow region of the northern continent, the Eternal Citadel stands as a bastion of history and power. Positioned near the midpoint between the eastern and western peninsulas, this ancient fortress is hidden within a secluded valley. Its surroundings are marked by imposing mountains and dense forests, making it accessible only via a flying vehicle or creature that can bypass ancient wards against flight capable intruders or through secret paths known to a select few.

Description

Architecture
The Eternal Citadel is an imposing structure crafted from a unique, nearly indestructible stone. Built over the course of many centuries, it showcases a blend of mystical and martial design elements, with towering spires, sprawling courtyards, and intricate carvings that narrate the history and legends of Telsan and the citadel itself. The craftsmanship reflects the harmonious intertwining of art and strength, symbolizing the citadel's enduring legacy, while exhibiting across its vast footprint a near uncountable number of architectural styles and a decidedly unplanned layout from the deepest depths of its below ground rooms and caverns to the top of its tallest spires.

Mystical Elements:
The Citadel was built above the largest conflagration of Arcane Streams in all of Telsan, the starting and ending point of all Arcane Streams. Known as a nexus of magical energy, these streams amplify its significance as a focal point of mystical power. Within its chambers lie ancient artifacts and relics imbued with immense energy, safeguarded by intricate wards and guardians. These elements have made the citadel a hub for Seekers and other practitioners who seek to understand and harness its secrets

Key Story Locations

Sunhaven

A small, idyllic village nestled within the vast expanse of the Great Wood, Sunhaven serves as the humble beginning of many aCharacter’s journey. Its serene surroundings and tightly-knit community stand in stark contrast to the trials and chaos that await. Sunhaven's tranquil charm belies its deeper connection to Telsan's mystical forces, as it sits near an ancient nexus of Arcane Streams.

Huruth

A bustling trade city renowned for its bustling marketplaces, vibrant culture, and deeply corrupt temples. Beneath its veneer of commerce and wealth, Huruth hides dark secrets, including access to a hidden corrupted Arcane Stream nexus. The nexuses is both the source of the city's prosperity and its deepest corruption. Huruth is a hub for intrigue, making it a potential pivotal location in any story based on Telsan.

The Forgotten Nexus

Once a thriving center of Arcane Streams mastery, the Forgotten Nexus is now an ancient and desolate site, ravaged by the chaos of time and unchecked magic. Located on the edge of the vast southern savannah, near the transition to the broad southern region of Telsan's Southern Continent, this area has been unnaturally desertified. The barren expanse defies natural explanations, as its dry, cracked ground and stunted vegetation sharply contrast with the surrounding fertile lands.

The Forgotten Nexus's ruins echo with remnants of forgotten power and dangerous instability. Locals avoid the area, calling it cursed, while strange energy flows ripple through the atmosphere, creating unpredictable weather patterns and unsettling phenomena. The Nexus can play a critical role in the unfolding of stories on Telsan, as its enigmatic energies and lost secrets can be written as being deeply tied to the world's lore and the fate of its characters.

Writers should note that the Nexus lies along a strategic route between key southern settlements, making it both a tempting and perilous destination for explorers, Seekers, and other adventurers. Its precise location offers opportunities to blend the savannah's natural beauty with the harsh devastation of the desertified zone, emphasizing the unnatural forces at play.

The Shadowlands

The Shadowlands are a dark, foreboding region shaped by a cataclysmic event that fractured the balance of Arcane Streams. Once a thriving expanse of fertile land, this area was twisted into a corrupted wasteland where corrupted Arcane Streams energy dominates. The very air hums with instability, and strange phenomena occur regularly, making it both dangerous and enigmatic to those who approach.

Shrouded in perpetual twilight, the Shadowlands exude an unsettling malice. The land itself is fractured, with jagged terrain, glowing fissures, and pools of ominous crimson light emanating from corrupted Arcane Streams. These corrupted Nexuses, scattered

throughout the region, perpetuate and sustain the Shadowlands, their unchecked energies twisting the environment and the creatures that live within it.

Interestingly, uncorrupted Nexuses can be found on the outer edges of the Shadowlands. Though weaker than most uncorrupted Nexuses elsewhere in Telsan, their stabilizing power plays a vital role in maintaining balance. These weaker Nexuses prevent the Shadowlands from expanding beyond their current boundaries, creating a tenuous equilibrium that keeps the corruption in check.

The Shadowlands stand as a stark reminder of the destructive potential of unchecked magic and the delicate balance required to sustain Telsan's natural order. Strange flora and fauna have adapted to the hostile environment, while stories abound of lost travelers and forgotten relics buried in the chaos.

This region, located on the northern continent, offers endless possibilities for storytelling, serving as a haunting backdrop for adventurers, a source of dangerous artifacts, or the site of a forgotten power waiting to be unearthed.

The Radiant Realm

A divine plane of existence, the Radiant Realm is a reality that is the home to the gods of Telsan. Its ethereal beauty is characterized by floating islands, shimmering crystalline spires, and rivers of light that pulse with life and energy. This realm occasionally influences events in Telsan, serving as both a haven and a source of divine intervention. The Radiant Realm’s perfection contrasts sharply with the mortal struggles on Telsan, adding layers of depth to the story.

The gods of the Radiant Realm were not born divine but made themselves so. Long ago, they were mortals who unlocked the secrets of the Arcane Streams, transcending the limitations of flesh and time. To cement their dominion, they wove the Radiant Realm into existence, binding the Streams within it. In doing so, they severed Telsan from its original source of Arcane Energy, forcing the world to turn to their new gods for any extraordinary powers—powers gifted by the gods to maintain their influence and sometimes outright control over mortals.

See also “The Obsidian Halls”.

The Obsidian Halls

Deep beneath Telsan’s surface lies the enigmatic realm of the **Obsidian Halls**. While the Halls themselves serve as the grand residences of the **gods who chose self-exile from the Radiant Realm**, the surrounding region is an expansive underground ecosystem, distinct yet eerily reminiscent of the surface world. Vast subterranean forests, plains, and lakes

stretch across the land, their flora and fauna uniquely adapted to the strange energies that saturate this domain. Some creatures are traditional underground dwellers, while others have been **twisted over millennia by the influence of the Negative Arcane Streams**—or even directly reshaped by the gods themselves.

Unlike the barren foreboding of the **Shadowlands**, the Obsidian Halls are bathed in a dim, otherworldly light. This illumination comes not from the sun but from **bioluminescent plants, glowing crystalline formations, and the very essence of the Negative Streams**. The result is a realm that feels alien yet strangely serene, exuding an aura of quiet, balanced power rather than unrelenting malice.

But beneath this deceptive calm lies something darker. The **gods who now rule the Obsidian Halls were once of the Radiant Realm**, but in their self-imposed exile, they pulled the **Negative Arcane Streams** with them, reshaping the very fabric of their domain. **Though fractured and chaotic, they remain powerful**, drawing strength from the corrupted energy they now command. While they seldom intervene in mortal affairs, their presence is felt in **the warped manifestations of their power**, seeping into Telsan as mutations, corruption, or whispered madness. Their followers—if they exist—are few, but feared, their devotion often seen as an ill omen.

The Obsidian Halls stand as a **monument to the schism of the gods**, a place neither wholly forsaken nor entirely beyond redemption. To some, it is a **prison of ambition gone awry**; to others, a **sanctuary for those who defied the will of the One God**. But to all who step into its depths, it is a reminder that even divinity is not immune to division, and that power—once grasped—is never easily relinquished.

The gods of the Halls

The Obsidian Halls are home to some of Telsan's oldest gods—beings who rejected the perceived excesses of the Radiant Realm and swore an oath not to interfere directly in the affairs of surface dwellers or the Radiant gods. These gods are as varied as the ecosystem they inhabit. Some are benevolent or neutral, embodying the philosophical balance inherent in the duality of Arcane Streams energy. Others, however, are far more malevolent, their ambitions echoing the behaviors of demonic figures in mythologies like Christianity.

The more malevolent gods seek ways to bypass their oaths, subtly interfering in mortal lives for power, pleasure, or influence. They thrive on the suffering of others, corrupting surface dwellers to further their aims. This interference is often cloaked in ambiguity, allowing them to manipulate mortals without outright breaking their sworn word.

The Role of Negative Arcane Streams

Negative Arcane Streams are not inherently evil but represent a polar opposite energy to the Positive Streams nearer Telsan's surface. These streams foster decay, transformation, and entropy—forces necessary for balance and renewal within the natural order. The ecosystem around the Halls reflects this balance, with plants and animals thriving in symbiosis with the streams' unique energy. See Also "Positive and Negative Streams"

Narrative Hooks for Writers

Exploration and Discovery:
Writers can explore the alien ecosystem of the Obsidian Halls, describing its glowing fungal forests, cavernous lakes, and crystalline mountains. Adventurers might seek rare resources found only in this realm.

Moral Complexity:
Stories might focus on the nuanced perspectives of the gods here—some who strive to protect the balance and others who seek to manipulate it for personal gain.

Divine Schemes:
The evil gods' subtle interference provides opportunities for conflicts and plot twists. Their manipulations could serve as the basis for a character's descent into darkness or a hero's redemption arc.

Cultural and Religious Insights:
Mortals' perceptions of the Obsidian Halls may vary. Some cultures might revere the gods who reside here as keepers of balance, while others fear them as demonic entities seeking to disrupt the surface world.

Magic Systems

Overview of Magic in Telsan

Magic in Telsan flows from two distinct and powerful sources: the Arcane Streams and divine magic. While both shape the world and its inhabitants, they are fundamentally separate in origin and nature.

Though both Divine magic and Arcane Streams draw upon forces beyond mortal comprehension, they are fundamentally opposed. Divine magic is a gift bestowed by the Radiant gods, reliant on faith and alignment with their will. Arcane power, on the other hand, flows from the Streams themselves, untamed and indifferent to morality. These forces cannot coexist within a single practitioner, as the Divine essence repels the raw energy of the Streams. This incompatibility has fueled tensions between those who follow the gods and those who seek the knowledge of the Tappers

Arcane Streams and Arcana based Magic:

The Arcane Streams are mystical currents of energy that course through the planet, forming the foundation of Arcana-based magic. These streams power both Tappers, who harness the energy through charged crystals, and Practitioners of the Arcane, who draw directly from the streams themselves.

Originally, the Arcane Streams of Telsan flowed as a single, unified force of creation and vitality. When the Radiant Realm gods severed the Streams from the world, they bound the Arcane Streams energy to themselves, keeping it as a source of their power. However, the gods who rebelled and descended into the depths of Telsan tore at the boundaries of the Streams, corrupting them and forming the Negative Arcane Streams. These streams, dark and unstable, were pulled into the Obsidian Halls and became the foundation of the exiles' power.

After the Arcane Streams were returned to Telsan by the events of the Schism, most mortals had long lost the ability to sense or manipulate these forces. However, certain crystals, attuned to the energy of the Streams, began to charge with power over time. The first Tappers were those who stumbled upon this phenomenon, learning to draw energy from these crystals and rediscovering fragments of the knowledge once wielded by the human gods. While their abilities are rudimentary compared to the gods of old, they are a living link to Telsan’s forgotten past.

Positive and Negative Streams:

Arcane Streams are divided into two distinct types:

Positive Streams

Located near the surface of Telsan, positive streams radiate vibrant blue energy associated with creation, growth, and harmony. They foster life and prosperity, making them a primary source of energy for many Tappers.

Negative Streams

Found in the depths just below the Obsidian Halls, negative Arcana Streams emit crimson-red energy tied to transformation, decay, and renewal. These flows can be volatile and dangerous, offering immense power but at significant risk to those who seek to wield them.

Balance and Duality

The history of Telsan is one of **balance—between creation and destruction, light and shadow, Positive and Negative.** The Arcane Streams, once unified, were **fractured by divine conflict**, disrupting this equilibrium and leaving mortals to grapple with its consequences. To this day, the struggle between order and chaos, faith and power, continues to shape the world.

The **dual nature of the Arcane Streams** reflects the broader balance within Telsan, governing the cycles of **life, decay, and renewal**. The **Positive Streams** sustain life and stability, fostering growth and continuity, while the **Negative Streams** embody the forces of transformation, entropy, and necessary destruction. Neither is inherently good or evil; both are integral to the world's existence.

While the **Divine seeks to maintain order through faith**, and **Tappers explore the resurgence of Arcane power**, both sides often fail to recognize a deeper truth—**only harmony between these forces can truly sustain Telsan**. Those who wield Arcana-based power must navigate this delicate balance, for to favor one aspect too greatly is to risk upsetting the natural cycles that govern existence itself.

Charged Crystals

Formation and Charging

Crystals naturally form underground along Arcane Streams and at Nexuses, where energy flows are strongest. Over millennia, many crystals have been disturbed, broken, or drawn to the surface. To be usable, crystals must be charged by proximity to Arcane Streams or Nexuses , or by the rare few Practitioners of Arcane who have learned to charge crystals.

Standard Crystals

Common, smaller, and suitable for basic manipulations.

Nexus Crystals

Rare, large crystals formed at Arcane Streams intersections. These hold greater charges and enable prolonged or complex feats.

Corrupted Crystals

Tainted by unstable Arcane Streams, these are dangerous and prone to volatile reactions.

The strength and duration of a crystal's charge depend on its size, quality, and mineral composition. Overuse of a crystal can shatter it, making it unusable. Eventually, a detailed chart of crystal properties will be documented.

Crystal Energy and Depletion

Crystals lose their charge when used and must be recharged. The rate of energy expenditure varies:

- Small, highly efficient crystals may store significant energy.
- Large, low-efficiency crystals may expend energy quickly for small tasks.
- Nexus Crystals provide unmatched capacity and efficiency, requiring less energy for larger tasks.

Divine Powers:

Telsnian gods were once humans who were Practitioners of the Arcane. Over time they gained mastery of the Arcane Streams to the point that they created, initially, the Radiant Realm and in doing so imbued the Radiant Realm with a new power that replaced their need to use Arcane Streams energy. The source of the new power was the One God and cutting themselves off from the Telsanian Arcane Streams shfted their power to that of the divine.

Rooted in the Radiant Realm, divine powers are bestowed by the gods. Unlike Arcane Streams, divine power is not tied to the planet's natural energy but is a gift granted to chosen representatives. These abilities are shaped by the will of the gods, whose power derives from their connection to the One God. While some gods may influence Arcane Streams, their primary strength comes from their divine nature and their role in the Radiant Realm or Obsidian Halls.

The Obsidian hall denizens still draw their power from the Radiant Realm, having initially migrated to the Radiant Realm before forming the Obsidian halls, however the negative Arcane Streams so near that Obsidian Halls has allowed some of the gods of the Obsidian Halls to rediscover a connection with Arcane Streams, although only the crimson negative streams of the underworld.

Divine Powers and Arcane Powers systems create a world of immense magical potential, where Tappers, Practitioners of the Arcane, their offshoots and representatives of the gods wield extraordinary abilities. Though separate, the interplay of Arcane and divine powers drives much of the tension, mystery, and wonder in Telsan's stories.

The Oracle of True Divination

One practitioner of divine magic at any given time on Telsan is chosen as the Oracle, a role imbued with the power of true divination. This unique gift allows the Oracle to receive direct words from the One God, bypassing any intermediary. The Oracle's spirit is transported to the Radiant Realm during moments of divine truth, where the One God appears as a bright but unblinding light, delivering messages of absolute clarity and certainty.

***Selection of the Oracle**:*

The chosen Oracle is always an acolyte of one of the gods in the Divine Council. While the specific timeframe of "modern" stories designates Belanie Ma'Chortle as the current Oracle, other writers are free to explore eras where a different acolyte from another god's service held the position.

Divination and the Worshiper's Connection

While only the Oracle can receive absolute and direct truths from the One God, any acolyte or believer in any god—whether aligned with the Radiant Realm or the Obsidian Hall—has the potential to seek guidance through divination. The success and accuracy of this guidance are influenced by the individual's faith, dedication, and alignment with the trappings of worship for their chosen deity.

Faith and Rituals:

Believers who earnestly adopt the customs, prayers, and rituals associated with their god are more likely to receive meaningful and accurate guidance. While this guidance may lack the certainty of the Oracle's visions, it can still shape decisions and outcomes, particularly when the individual's devotion aligns closely with their deity's will.

Broad Accessibility:

This broader access to divine guidance ensures that divination remains a vital tool for worshipers and acolytes across Telsan, creating a rich tapestry of spiritual interactions. These moments of divine intervention or influence allow for diverse interpretations of divine will, enhancing the depth of storytelling opportunities.

Arcane Streams: Formation and Nexus Phenomena

Formation and Flow

Arcane Streams flow beneath Telsan's surface in intricate, interconnected patterns, resembling a vast underground river system. These streams vary in strength and intensity depending on their proximity to sources of Positive or Negative energy.

At key intersections, known as **Nexuses**, the streams converge and concentrate their energy, creating focal points of immense magical potential. These locations influence the formation of **charged crystals**, which act as conduits for storing and releasing Arcane Streams energy. The behavior of the streams—such as flow direction, density, and stability—depends heavily on the type of energy (Positive or Negative) dominant in the area. Positive-dominant regions are typically fertile and stable, while Negative-dominant areas are often volatile and destructive. The interactions between these flows shape Telsan's environments, often creating zones of extreme magical significance.

Nexus Phenomena

A **Nexus** is a convergence point where multiple Arcane Streams meet, resulting in a concentration of magical energy far greater than anywhere else in Telsan. These locations are highly sought after by both Tappers and Practitioners of the Arcane for their ability to recharge crystals and amplify magical capabilities. Nexuses often become strategic sites for settlement, trade, or conflict due to their immense value.

However, Nexuses are inherently unstable. Disturbances—whether natural or caused by reckless manipulation of Arcane Streams energy—can trigger **rifts**, tears in the fabric of reality that lead to other dimensions or unstable zones. Such rifts are unpredictable and dangerous, as they can unleash chaotic energies or creatures from unknown realms. The presence of a Nexus is a double-edged sword, offering great power but posing significant risks if mismanaged.

The Land of the Dead

The **Land of the Dead** is a mysterious, liminal plane encountered during mundane (not facilitated by divine or arcane means) journeys to the Obsidian Halls or other permanent entrances into the underworld. Governed by the residual energies of the Negative Arcane Streams, it serves as a waystation for souls, existing in a state of ethereal undeath. These souls linger, having not yet taking the final journey to the divine paradise beyond the Radiant Realm nor being cast into the fiery inferno of eternal separation from the One God.

Purpose and Nature

The Land of the Dead is not the final destination for most souls but a place of transition for many who have unfinished business or unordered connections to the living world.

Purgatorial Cleansing:

Souls might work through unresolved sins or challenges tied to their time on Telsan, preparing for their ultimate destiny. Cleansing can take many forms and those travelling the land of the dead might see various levels of punishments being meted out by the servants of the gods of the Obsidian Halls, other spirits conscripted to participate in punishments, constructed spirit beings dispatched by the One God, self-inflicted punishments for those of great faith who fell often far from the mark of wholesome living while alive and so on. Travelers cannot affect these punishments but can observe them and those suffering may be able to converse despite the torment. Some few souls, those awaiting direction from gods in order to be granted entrance to the divine Paradise (see Divine Service), may live their ambiguous situations in illusory buildings or other environs in a way that gives them some comfort as they wait, for example they may be found in this land of the dead with a house they live in and fields of luminescent mushrooms and an underworld animal or two. In some cases, spiritual beings awaiting their assignments meet and live together in these types of locations and, from a writer's point of view, may make for good encounters where as couples, groups or individuals, their stay in this land has potentially taught them much of the living world while they've been waiting.

Divine Service:

Some gods may invite souls to remain in the Land of the Dead temporarily, assigning tasks or offering guidance as they navigate their divine roles. In many cases, souls destined for the Firey Inferno are offered a chance to reprieve their living bad deeds and earn a chance at divine paradise by biding their time in the Land of the Dead until the inviting god can use them for some important purpose.

Potential Reincarnation:

Certain souls may be chosen to return to Telsan, reincarnated to fulfill a specific purpose or lesson, aligning with the balance of life and death in the world. Reincarnation in the world of the living always involves an old soul in the land of the dead replacing an innocent soul in a stillborn child or a no more than days old baby who dies tragically of non-physical reasons (illness for example). The act of imbuing the body with the older soul heals the causes of death and while the original, innocent soul enters the diving paradise, the older soul loses its memories until (or when and if) they make it to 20 years old at which point past life memories slowly return. Some of the skills and capabilities of the older soul may

manifest earlier, such as an expert painter old soul who shows promise as an artist well before they turn 20.

Environment

The Land of the Dead is both hauntingly beautiful and deeply unsettling:

Crystalline Tombs

The terrain is marked by glowing crystalline formations, subtly pulsing with energy from the Negative Arcane Streams.

Ethereal Atmosphere

Rivers of translucent energy and faint whispers fill the air, hinting at the countless souls that linger unseen.

Unpredictable Phenomena

The Negative energy interacts unpredictably with visitors, presenting both hazards and insights for those daring enough to traverse it.

Souls Within

Souls in the Land of the Dead exist in a state of half-being:

Restless Spirits

Some linger due to unresolved earthly ties or sins, appearing most often as faint shadows or flickering lights. However, others appear as they did in the living realm, or as shadowy versions of their original physical bodies. Those in the more ephemeral form can communicate through mental thoughts and impressions, sometimes inadvertently and without communications being intended for the hearer. Those who are waiting assignment by the gods will often have disjointed thoughts and think of their environment as just being the living world.

Guided Spirits:

Others are actively bound to the service of a god, fulfilling roles that prepare them for ascension or eternal rest. These spirits are often found in the Obsidian Halls or attending gods in the Radiant Realm.

Selective Communication:

While these souls can occasionally be seen or sensed, only skilled Pratitioners of the Arcane or Divine practitioners can safely interact with them. Others who travel this land are often told to keep their thoughts to themselves and ignore any communications or risk going at least temporarily mad from the powerful spirit communications.

Travelers' Challenges

Navigating the Land of the Dead is perilous for mortals:

Respect for the Dead

Disturbing spirits can provoke wrath, manifesting as attacks or psychological torment.

Arcane Interference

The Negative energy can disrupt Arcane abilities, forcing practitioners to adapt their techniques.

Divine Guidance:

Worshippers may petition their gods for safe passage, receiving aid in exchange for faith or devotion.

Role in Storytelling

The Land of the Dead is a fertile ground for narrative exploration:

Moral Dilemmas:

The possibility of aiding trapped souls or retrieving lost ones introduces poignant choices.

Mystery and Discovery:

Its shifting, otherworldly landscape offers countless opportunities to uncover ancient truths and forgotten histories.

Interplay of Magic and Faith:

Characters must often balance Arcane skill with divine belief to survive and thrive in this enigmatic realm.

Ability Descriptions

Tapper Powers

Use of Stored Arcane Streams Energy in Crystals

Tappers rely on crystals charged with Arcane Streams energy to exercise their abilities. Without access to charged crystals, a Tapper is rendered powerless, forcing them to rely solely on their physical skills and ingenuity. Partnering with Practitioners of the Arcane—who have mastered the art of charging crystals—can mitigate this vulnerability by ensuring a steady supply of charged crystals.

By holding or being near a charged crystal, Tappers can focus their innate abilities to channel the crystal's energy toward specific tasks. This focus is a fundamental skill that all Tappers possess, allowing them to direct the stored energy. However, their powers are limited in scope and distinctly separate from the capabilities of Masters or Mistresses of the Arcane.

Tappers excel in manipulating energy to achieve practical and physical outcomes.

What Tappers cannot do

- Create objects from nothing.
- Pull things from other realities.
- Influence or control the minds of others.
- Perform actions that might traditionally be considered "magic" or divination

What Tappers can do

- Move or reshape physical objects through directed energy.
- Identify and cure certain physical ailments, though this requires practice and experimentation.
- Innovatively apply their powers to tasks where controlled energy manipulation provides solutions.

While their abilities may seem restrained, the versatility of a Tapper's energy manipulation often depends on creativity, resourcefulness, and the availability of properly charged crystals.

Masters or Mistresses of the Arcane

A very rare individual may have the ability to become both a Practitioner of the Arcane and a Tapper, one who utilizes energy stored from Arcane Streams into crystals. These rare individuals are born with the innate ability to sense Arcane Streams and can easily learn how to manipulate the world around them by drawing on that power as well as having the same capabilities of a Tapper. These individuals are often initially assumed to be Tappers or individuals who could become Practitioners of the Arcane but inevitably, if they live long enough, discover they are Masters (or Mistresses) of the arcane and have not only the powers of these two non-divine powers but also have the additional ability to pull from other realities.

Reality Pulling

Reality pulling allows a Master or Mistress of the Arcane to summon objects, phenomena, or energy fields from other realities into the current one.

Mechanics

Pulled objects are temporary unless sustained by crystal energy, are linked to an Arcane Stream through a special raw nexus crystal or the Master or Mistress of the Arcane utilizes a great deal of Arcane Streams energy and drains the power from the natural crystals that grow at a Nexus. Improper alignment risks instability, causing objects to fade, explode, or fail.

Reality Manipulation

Enables Masters or Mistresses of the Arcane can use Arcane Streams energy director or stored crystal energy to manipulate reality.

Practitioners of the Arcane

Role Overview:

Practitioners of the Arcane are individuals who channel Arcane Streams energy to perform extraordinary feats. Unlike Tappers, they can directly manipulate Arcane Streams without requiring charged crystals, although they may collaborate with Tappers for specialized tasks. Their abilities are powerful but come with significant limitations, risks, and ethical considerations.

Arcane Stream Manipulation

Practitioners of the Arcane channel Arcane energy straight from the Streams themselves, bypassing the need for crystals as intermediaries. This makes them highly adaptable, though it also exposes them to the inherent risks of Arcane instability.

Crystal Charging

Practitioners of the Arcane cannot utilize stored Arcane energy within crystals for their own abilities. However, they can learn to channel raw Arcane Streams energy to charge crystals for Tappers, to use.

Dynamic Control

The ability to manipulate Arcane Streams grants Practitioners of the Arcane versatility in both combat and non-combat situations. Their mastery lies in shaping and directing energy in real time, adapting to challenges as they arise.

Applications of Arcane Streams Energy

Practitioners of the Arcane are capable of a wide range of feats, though they lack the reality-pulling powers of Masters or Mistresses of the Arcane. Their abilities revolve around precise manipulation of Arcane Streams and exhibit significant creativity and utility.

Environmental Shaping:

Practitioners can manipulate the environment using Arcane energy, creating or altering physical structures to suit their needs. Examples include:

- Raising walls of earth or ice for protection.
- Clearing obstacles such as rubble or vegetation.
- Channeling streams of water or redirecting natural energy flows.

Energy Projection:

Directly channeling Arcane energy allows Practitioners to project destructive or defensive forces. Examples include:

- Creating concentrated bursts of energy to strike enemies.
- Forming protective shields or barriers of Arcane energy.
- Generating controlled fields of heat, cold, or electricity to influence their surroundings.

Stabilization of Arcane Fields:

Practitioners of the Arcane are uniquely skilled at managing unstable Arcane phenomena, such as fluctuating energy fields or disturbances around a Nexus.

- They can anchor unstable Arcane Streams, preventing dangerous disruptions.
- In areas of high Arcane energy, they can diffuse excess power to stabilize the environment.

Utility Abilities:

Beyond combat and environmental manipulation, Practitioners of the Arcane often demonstrate practical applications of their skills, such as:

- Powering Arcane machinery by acting as a direct energy conduit.
- Repairing Arcane-powered devices or recharging depleted systems.
- Assisting in large-scale projects, such as fortifications or Arcane infrastructure.

Limitations and Risks

- Energy Overload: Directly channeling Arcane Streams is physically and mentally demanding. Overuse can lead to exhaustion, disorientation, or severe strain on the Practitioner of the Arcane's body and mind.
- Instability Risks: Poor control or misalignment of Arcane energy can result in unintended consequences, such as localized energy surges, accidental destruction, or harm to allies.
- Crystal Overcharging: When charging crystals for others, improper handling of Arcane Streams can lead to unstable crystals, increasing the risk of explosions or energy leaks.
- Environmental Impact: Excessive manipulation of Arcane Streams in a localized area can destabilize the natural balance, leading to long-term effects on the surrounding ecosystem or Nexus points.

Ethical Considerations

- Sustainable Use: Practitioners of the Arcane must exercise caution to avoid overburdening Arcane Streams or draining Nexus resources, which could impact local communities reliant on stable Arcane energy.
- Collaborative Responsibility: While Practitioners of the Arcane are powerful on their own, they often work alongside Tappers, Crystal Engineers, or other specialists to ensure their abilities are applied safely and effectively.
- Moral Boundaries: Practitioners of the Arcane adhere to strict ethical guidelines regarding the use of their powers, especially in contexts where misuse could harm innocents or disrupt the natural flow of Arcane energy.

Worldbuilding Integration

Knowledge of Arcane Streams

For the most part, because Arcane Streams can only be sensed by Practitioners of the Arcane and very talented Tappers, Arcane Streams are considered either myth or are looked upon dubiously by most. Seekers are all aware of their existence as are trained Tappers. Tappers who came to realize their crystal power affinity independently may not ever have an understanding of where the crystal energy they use comes from. Very few are unaware of Tapper abilities to use crystals to perform otherworldly feats, or magic, but

Seekers

Academic researchers and knowledge purveyors, some wielding arcane or divine powers. They often inhabit cities built over Nexuses or communities near these places of power.

The Seekers take knowledge seriously and are an invaluable source of information of many mundane, arcane and divine subjects.

Seekers Organizational Structure and Philosophy

Seekers operate within a cooperative society rooted in mutual respect and shared goals of preserving and advancing knowledge. Their organizational structure emphasizes leadership by wisdom and experience rather than formal authority, fostering an egalitarian approach to governance.

Leadership Structure:

At the highest level are the Elders, individuals chosen for their exceptional contributions to the Seeker community. Elders guide discussions, mediate disputes, and represent the Seekers in broader interactions. However, their authority is advisory rather than binding, and their guidance is respected rather than mandated.

Beneath the Elders are regional councils that coordinate specific areas of research, resource allocation, or exploration, ensuring collaboration across different communities of Seekers. These councils serve as hubs of knowledge-sharing and logistical support rather than hierarchical control.

Philosophy and Communal Ethos:

Seekers embrace a philosophy of intellectual freedom balanced with communal responsibility. Individual autonomy is highly valued, and members are encouraged to pursue their own academic or exploratory paths, provided these do not endanger the collective goals of the Seekers. This philosophy fosters innovation and independent thought while maintaining a sense of shared purpose.

Seeker Attire and Symbolism:

Seekers are easily identified by their red robes, a color symbolizing curiosity, passion, and the courage to seek the unknown. These robes are often hooded, providing practicality for long journeys and a sense of uniformity within the community. Despite the shared symbolism, Seekers maintain personal freedom in their attire by incorporating functional elements or regional influences that reflect their individual identities and practical needs. This balance between uniformity and individuality exemplifies the Seekers' core values of respect for the collective while honoring personal expression.

Tappers:

Crystal users who rely on charged crystals but lack the ability to sense Arcane Streams or recharge the crystals without a Nexus or a Practitioner of the Arcane who has mastered the

ability to charge crystals directly using an Arcane Stream. Their communities are often near Nexuses and other areas with abundant crystal sources.

Capabilities and Boundaries:

Tappers possess the unique ability to utilize charged crystals to manipulate Arcane energy, enabling them to perform a variety of tasks essential to their communities. While they cannot sense or interact directly with Arcane Streams without external assistance, their skill lies in effectively channeling stored energy to power tools, stabilize environments, and support other practitioners.

Crystal Use and Manipulation:

Tappers are adept at handling and utilizing crystals charged with Arcane energy. They depend on external sources—either Nexuses or Practitioners of the Arcane—for charging their crystals. Once charged, these crystals serve as their primary means of interacting with Arcane energy. Tappers are trained to maximize efficiency and control when using crystals, but their abilities are limited to the energy already stored within them.

Limits of Capability:

Tappers cannot:

- Recharge crystals themselves unless they are cross-trained as Practitioners of the Arcane.
- Directly interact with Arcane Streams or manipulate raw Arcane energy.
- Use tools or devices requiring direct Arcane manipulation without the energy being pre-stored in crystals.

Rules Governing Crystal and Tool Usage:

Exclusive Use by Tappers and Practitioners:

Only Tappers or Practitioners of the Arcane can utilize Nexus Crystals or Arcane tools effectively. Non-Tappers are unable to activate or manipulate these tools unless explicitly justified by the narrative (e.g., divine intervention or cross-disciplinary training combined with innate capabilities beyond a typical Tapper).

Inert Nature of Crystals for Non-Tappers:

Nexus Crystals and other charged Arcane tools remain inert in the hands of non-Tappers. They do not respond to attempts at activation or manipulation unless divine or external forces are involved.

Role-Based Restrictions:

- Tappers cannot perform tasks requiring direct interaction with Arcane Streams or dynamic energy flows, as these are beyond their inherent capabilities.
- Practitioners of the Arcane or Nexuses are essential for replenishing crystal energy, making collaboration a cornerstone of the Tapper role.

Philosophy and Community Dynamics:

Tapper communities are deeply collaborative, often relying on partnerships with Seekers, Practitioners, and Nexuses to maintain their energy supply and tools. This reliance fosters strong bonds and a sense of interdependence. While Tappers are practical and grounded in their approach, their reliance on external sources for energy also positions them as critical allies in broader Arcane endeavors.

Crystals in Society

Crystals are valued as curiosities, giving off a faint blue glow when charged, but they are often misunderstood by the general populace. Their true role as Arcane Streams energy stores is clearly understood by Practitioners of the Arcane, most Seekers, most tappers (if taught), and a select few who have had interactions with those in the know.

Riftling societies are more than likely aware of Arcane Streams and the ability of crystals to store Arcane Streams energy and some can take advantage of the crystal power.

Magic System: Divine Magic or the Powers of the gods

Divine Magic and the Radiant Realm

The gods of Telsan, ascended humans who have retired to the Radiant Realm (or the Obsidian Halls), represent another magic system. The **One God**, unique among them, transcends mortality entirely. These gods, such as Chortle, the god of health and humor, provide power to their followers in a way like Arcane Streams or crystals.

Divination

Direct Communication

This rare ability is limited to one Oracle per generation, each devoted to a god of the divine council. Oracles visit the Radiant Realm in spirit, where they walk among the gods and receive guidance. Prophecies from the One God, delivered via radiant light, are absolute truths. Other gods may offer cryptic or misleading prophecies, influenced by their own agendas.

***Memory and Time**:*

Oracles often forget their experiences in the Radiant Realm but retain clarity regarding the prophecy until it is delivered. Time flows differently there, with moments on Telsan potentially equating to weeks in the Radiant Realm.

Tarot Cards

Tarot cards act as a bridge between mortals and the divine. When used by individuals with a divine connection. They provide glimpses into hidden truths.

***Mechanics**:*

Cards are laid in spreads, their positions influencing interpretation. A skilled reader combines intuition, logic, and divine insight to extract meaning.

***Limitations**:*

Without divine connection, tarot cards yield random results. Even for diviners, the cards' meanings are cryptic and open to interpretation.

Rune Casting

Runes are physical tools of divination, carved with symbols and cast onto prepared surfaces.

***Mechanics**:*

Runes' positions, orientations, and relationships to symbolic shapes determine their meaning. Blank runes signify divine silence or ambiguity.

***Limitations**:*

Like tarot, rune casting requires divine connection and interpretation. Overuse can exhaust the diviner's focus, reducing effectiveness.

Ethical Constraints and Practical Applications

Moral Considerations:

Pulling sentient beings through divine magic is strictly prohibited.

Integration:

Divine tools like tarot and runes bridge the mundane and divine, providing mortals with rare insights while reflecting the will of the gods.

Spiritual Realms and Events

The Radiant Realm

A divine plane where gods reside, characterized by ethereal beauty and harmony.

The Obsidian Halls

A subterranean realm that exists deep below the surface and just above Negative Arcane Streams, home to gods who have self-exiled from the Radiant Realm, a vast ecosystem of underworld flora and fauna and the physical Obsidian halls themselves, a massive divinely created megacomplex of palatial, underworldly splendor.

The Ferryman

A position assigned by an Obsidian Hall god, the ferryman (or sometimes ferrywoman) is an enigmatic guide through the Land of the Restless Dead, facilitating passage between realms. Grim yet charismatic, the Ferryman offers aid in exchange for respect and, occasionally, favors.

Radiant Conclave

A celestial gathering in the Radiant Realm where gods convene to shape Telsan's fate. The Conclave, marked by light and divine tension, reflects the differing philosophies and conflicts among its members.

Chortle's Palace

The grand and opulent residence of Chortle, a jovial god in the Radiant Realm. Filled with feasts and laughter, the palace serves as a site for hidden wisdom and philosophical discussions beneath layers of humor.

Additional Locations

Cities and related

Tarim's Bay

A modest coastal town on the western peninsula of the northern continent. Thriving on fishing, maritime trade, and craftsmanship, it serves as a vital waypoint for goods heading inland to Orvain and beyond. Its seasonal Windrose Markets attract traders from across the region.

Virellas

The capital of the Orvain region and a major inland trade city. Known for its wealth and political influence, Virellas sits at the crossroads of northern Telsan's trade routes, housing grand guild halls, sprawling markets, and opulent residences. Its policies often strain smaller communities like Tarim's Bay.

Orvain

A fertile southern region of the northern continent, known for its agriculture, trade towns, and artisan communities. Politically tied to Virellas, Orvain maintains cultural independence while acting as a key buffer zone to the wilder southern territories.

Central Narrow Region

A strategic area connecting the fertile northern plains to the southern landscapes. Home to Virellas, this region's temperate climate and rolling hills make it ideal for commerce and governance.

Southern Broadlands

A rugged, untamed region south of Orvain, marked by wild forests, mountainous terrain, and sparse settlements. Its natural beauty and untapped resources position it as the edge of civilization in northern Telsan.

Magma Caverns

A perilous underground region near the Obsidian Halls, alive with molten lava and pulsing Negative Arcane Streams energy. Its intense heat and jagged terrain make it a treacherous journey, but its mystical charge offers rare opportunities for those seeking the deeper secrets of Telsan's underworld.

Crystal Wastes

A desolate expanse of jagged red crystals and cracked earth, suffused with Negative Arcane Streams energy. Formed by a meteor's impact and unstable streams, this barren landscape offers rare materials but drains the strength of all who enter.

Land of the Restless Dead

A liminal realm where souls linger between life and their final destination. Governed by Negative Arcane Streams energies, this hauntingly beautiful land is filled with crystalline tombs and wandering spirits, offering redemption or torment to those who venture there.

Westmarch

A rugged, isolated region on Telsan's western edge, marked by dramatic cliffs, rich biodiversity, and nomadic tribes. Known for its natural resources and artifacts, it draws adventurers and Seekers despite its harsh conditions.

Calithara

A major coastal trade city known for its grandiose guildhalls, intricate social structures, and vibrant markets. As a melting pot of trade and diplomacy, it plays a pivotal role in Telsanian commerce and culture.

Great Wood

A vast northern forest filled with towering trees and rare flora and fauna. Revered for its mystical atmosphere, it holds spiritual significance for local communities.

Tarim's Bay

A vibrant coastal region featuring the seasonal Windrose Markets, where merchants and artisans converge. Renowned for its scenic beauty, it serves as a hub for maritime trade routes.

Virellas

A secluded town on the eastern peninsula, reliant on fishing and subsistence agriculture. Its natural beauty and quiet life stand in stark contrast to bustling trade cities like Calithara and Orvain.

Orvain

A wealthy northern trade city near key isthmuses, renowned for its merchant alliances and political influence. It serves as a hub for domestic and international commerce, shaping Telsan's economic and political landscape.

Regions and Bodies of Water

The Forgotten Nexus

A desolate, unstable Nexus on the southern continent, surrounded by barren, unnatural terrain.

The Shadowlands

A corrupted wasteland where Arcane Streams have been twisted, creating a dangerous and enigmatic region.

Western Sea

A vast ocean bordering Telsan's western peninsula, vital for maritime trade. Its turbulent waters during storm season challenge the resilience of coastal towns like Tarim's Bay.

Miscellaneous Things

Artifacts and Tools

Tarot of Telsan: A mystical deck of cards used for divination, accessible only to those with a divine connection.

Runes: Carved symbols used in divine divination, influenced by their material, orientation, and the surface on which they are cast.

Nexus Crystals: Rare, powerful crystals formed at Nexus intersections, capable of storing immense energy.

Arcane Crystals: Common crystals that grow on the surface along Arcane Streams. Smaller with less capacity than Nexus Crystals, the crystals are often used by independent Tappers around Telsan.

Chronicler's Path: The vocation of Telsan's sages and historians, tasked with documenting its civilizations and magical events. Revered for preserving ancient knowledge, Chroniclers often face conflict when their work challenges political or religious ideologies.

Cultural and Societal Concepts

Crystal Communities: Societies formed around crystal-rich regions or Nexuses, thriving on tapping and recharging crystals. While self-sustaining, they sometimes offer aid to outsiders—for a price.

Duality: A core theme in Telsan, reflecting the balance between creation and destruction, light and dark, and Positive and Negative Streams.

Faith and Rituals: Practices tied to divine worship, influencing the accuracy and impact of divine magic and divination.

Windrose Markets: Seasonal trade events held in Tarim's Bay, bringing together coastal and inland merchants to celebrate maritime heritage and foster economic and cultural exchange.

Divine Service: A sacred duty performed by souls with unfinished business or tasks set by the gods, often in the Land of the Restless Dead. Souls in Divine Service may seek redemption or fulfillment of a divine mission before achieving reincarnation or eternal rest.

Reincarnation in Telsan: A rare gift where an experienced soul replaces a newborn's lost soul. Though they retain little memory of past lives, reincarnated individuals often display exceptional abilities, raising questions about fate and the divine.

Windrose Markets: Seasonal trade fairs in Tarim's Bay, attracting merchants, artisans, and adventurers from across Telsan. Known for bartering and negotiation, the markets offer goods ranging from rare spices to intricate crafts.

Guild System: A guild-centric structure regulating trade, crafts, and professions in cities like Calithara and Orvain. Guilds oversee training, quality control, and political lobbying, often shaping city governance.

Traveler Essentials: Common journey items include sturdy bedrolls, durable boots, water skins, dried rations, and bitterbrush oil for insect protection. Fire-starting stones and navigation charts are also vital for safe travel.

Cultural Storytelling: An oral tradition central to Telsanian society. Heroic tales, cautionary fables, and local myths are passed down through generations, preserving history and fostering unity during trade negotiations and communal gatherings.

Miscellaneous Items

Bitterbrush: A hardy plant native to Telsan, valued for its insect-repellent properties. Its oil is a travel essential, particularly for those venturing into the Great Wood.

Creatures and Beings

Zanith Cat

A type of riftling (a creature that came to Telsan via a rift), a Zanith cat is a rare feline with color-shifting fur tied to Arcane Streams. Revered for its ability to detect disturbances in the streams and foresee events, it is seen as a sign of fortune or warning depending on its behavior.

Dreadwolves

Massive, intelligent wolves from another reality, now established in Telsan's far north. Once considered riftlings, they have formed thriving packs and are both feared and respected in the wilds.

Political Systems and Governance

Orvainian Council

Type: A Representative Council System.

Description: For example, the governing body of the Orvain region, centered in Virellas. This council is composed of influential merchant guild leaders, scholars, and regional representatives who oversee trade regulations, infrastructure projects, and resource allocation. While it claims to act in the best interest of the region, its policies often prioritize the prosperity of Virellas over smaller towns and villages, creating tensions across Orvain.

Guild Syndicates

Type: Guild-Based Oligarchy

Description: Powerful merchant and artisan organizations that dominate the political landscape in cities like Calithara and Virellas. Guild Syndicates regulate trade, oversee training and quality standards, and act as political lobbying groups. While they provide stability and economic growth, they often stifle smaller competitors and wield disproportionate influence in council decisions.

Divine Council

Type: Theocratic Assembly

Description: A celestial governing body composed of gods from both the Radiant Realm and the Obsidian Halls. The Divine Council interprets the will of the One God and establishes divine laws that influence mortals and immortals alike. However, the council's decisions are often marred by internal conflict, as members represent vastly different philosophies and agendas.

The Radiant Compact

Type: Divine-Mortal Treaty System

Description: A centuries-old treaty established by the Divine Council to maintain balance between mortal governance and divine intervention. The Compact restricts direct divine interference in mortal affairs, ensuring that local governments and councils retain autonomy while receiving occasional guidance from the gods. This balance has led to the development of strong regional governments but also fuels debates over the role of divine power in politics.

Telsanian Trade Leagues

Type: Merit-Based Tribal Confederacy

Description: Alliances formed, sometimes temporarily, between coastal and inland trade cities, such as Tarim's Bay, Virellas, and Calithara, to regulate tariffs, shipping routes, and market access. These leagues aim to maintain stability and fairness in trade, but smaller towns often struggle against the dominance of larger cities within the league. The leagues are a source of both unity and contention among Telsanian regions.

Westmarch Tribes

Type: Merit-Based Tribal Confederacy

Description: Independent, semi-nomadic groups that govern themselves through tribal councils. Each tribe elects leaders based on merit, wisdom, and the ability to navigate Westmarch's harsh terrain. While they lack centralized authority, the tribes occasionally form temporary alliances to address threats or negotiate trade agreements with neighboring regions.

The Crystal Compact

Type: Resource-Based Cooperative

Description: An agreement among Crystal Communities to share resources and knowledge regarding Arcane Streams harnessing and crystal usage. Established to prevent monopolies and ensure equitable access, the Compact is both a political and economic pact. While most communities adhere to its principles, occasional disputes over Nexus access test its stability.

The Free Ports Accord

Type: Neutral Maritime Compact

Description: An agreement among coastal towns, including Tarim's Bay and smaller trade hubs, to remain neutral in regional conflicts and provide safe harbor for all merchant vessels. The Accord ensures the flow of goods even during political disputes but requires strict adherence to port regulations, enforced by local harbor masters.

Elder Council

Type: Tribal Eldership

Description: A decentralized system where leadership is vested in a council of elders, typically the oldest or most experienced members of a community. Elders serve as

advisors, mediators, and decision-makers, relying on consensus to guide their tribes. This system thrives in smaller, semi-nomadic communities, such as those in the rugged regions of the Westmarch.

Hereditary Monarchy

Type: Lineage-Based Rule

Description: A centralized system where power is passed down through a royal bloodline. Monarchs rule with absolute or symbolic authority, often supported by noble families. Kingdoms using this system are found in the fertile plains of Telsan, where agriculture sustains long-standing dynasties.

Feudal Dominion

Type: Vassalage and Landlord Governance

Description: A hierarchical system where a central ruler delegates authority to regional lords in exchange for loyalty, military service, or economic support. This structure is common in transitional regions, where scattered settlements depend on local lords for protection and governance.

Meritocratic Republic

Type: Governance by Expertise

Description: A system where leaders are chosen based on skill, knowledge, and contributions to society. Meritocratic republics thrive in academic or artisan-centric regions like Calithara, where scholars and guild leaders take on administrative roles based on their proven capabilities.

Divine Stewardship

Type: Religious Rule

Description: A theocratic system where priests or divine representatives govern in the name of a deity or pantheon. Found in areas with strong spiritual ties, such as the Eastern Peninsula, Divine Stewards are seen as conduits of divine will, interpreting sacred texts and leading rituals to guide their communities.

Merchant Oligarchy

Type: Trade-Centric Rule

Description: A governance system dominated by wealthy merchant families or trade consortiums. These oligarchies prioritize economic growth and resource control, often at the expense of broader societal equity. Virellas operates under elements of this system, with its Guild Syndicates heavily influencing policy.

Communal Assembly

Type: Grassroots Governance

Description: A participatory system where all members of a community have a voice in decision-making. Assemblies are held regularly, allowing citizens to debate and vote on policies. This system is most common in smaller, tight-knit towns that prioritize collaboration over hierarchy.

Warden Protectorate

Type: Militaristic Regional Oversight

Description: A system where military leaders, known as Wardens, govern regions prone to external threats or instability. Wardens enforce laws, oversee resource distribution, and protect settlements, maintaining order through strength and discipline. This system is prevalent in borderlands near the Shadowlands or other volatile areas.

Daily Life and Professions

Life in Telsan is as diverse as its regions, shaped by the geography, resources, and cultures that define each area. From bustling trade cities to quiet farming villages, the daily lives of Telsan's inhabitants revolve around their professions and the challenges of their environments. Below are some common professions that ground the world in relatable experiences and provide rich opportunities for storytelling.

Common Roles

Farmers

Farmers in Telsan are the backbone of their communities, cultivating crops and tending livestock suited to their regions. In fertile areas near Arcane Streams, some farmers use basic charged crystals to enhance irrigation or protect fields from pests. Life follows the rhythms of the seasons, with planting, harvesting, and market days forming the core of their routines. Their work is hard but vital, and their ties to the land often reflect their deep respect for nature.

Merchants

Merchants crisscross Telsan's overland and maritime trade routes, connecting remote villages with bustling cities. They trade goods such as textiles, spices, and rare crystal fragments, often relying on caravans for safety and efficiency. A successful merchant must balance haggling skills with knowledge of local customs, as well as occasionally navigate the dangers of rogue bandits or unstable Arcane Streams nexuses. These traders are crucial for sustaining regional economies and spreading news across Telsan.

Artisans

Artisans bring creativity and craftsmanship to Telsan, using local materials to create goods that are both functional and beautiful. Blacksmiths, potters, and weavers are common in most towns, while jewelers and crystal carvers thrive in areas rich in Arcane Streams energy. Many artisans pass down their skills through apprenticeships, with their finished products serving as symbols of cultural pride or practical tools for daily life.

Sailors

Sailors ply the seas surrounding Telsan's peninsulas and islands, transporting goods, passengers, and news. Their work is often treacherous, with unpredictable storms and dangerous creatures sometimes emerging near corrupted Arcane Streams. Sailors rely on traditional navigation skills but may also pray for divine blessings or carry enchanted charms for protection. In coastal communities, their tales of far-off lands spark curiosity and dreams of adventure.

Trade and Transportation

Caravan Drivers:

Essential for overland trade, these skilled drivers navigate treacherous routes, coordinate pack animals, and ensure the safety of their cargo and passengers.

Dockworkers:

Vital in port cities, dockworkers load and unload ships, manage warehouses, and maintain crucial infrastructure for maritime trade.

Navigators:

Specialists in mapping trade routes and charting courses through hazardous regions, particularly those influenced by corrupted Arcane Streams.

Ferriers:

Operators of ferries in regions divided by rivers or seas, connecting isolated communities.

Support Roles for Main Characters

Scout/Pathfinder

Guides for caravans or adventurers, often adept at detecting Arcane Streams anomalies or potential threats in the terrain.

Quartermasters

Responsible for organizing supplies, managing inventories, and ensuring the smooth operation of trade caravans or expeditions.

Crystal Inspectors

Specialists who assess the quality and energy of charged crystals before use in trade, magic, or tools.

Crystal Engineers

Innovators and craftsmen who design and construct tools and devices powered by Arcane energy. They specialize in embedding crystals into mechanisms to detect, harness, or stabilize Arcane Streams. Their expertise is critical for adventurers, caravans, and settlements relying on Arcane-powered tools or infrastructure.

Political and Administrative Professions

Tax Collectors

Representatives of local governments or trade guilds, tasked with collecting levies on goods, services, or land.

Scribes

Record-keepers for councils, guilds, or temples, documenting trade agreements, laws, and histories.

Envoys/Diplomats

Negotiators representing city-states or factions, maintaining fragile alliances or resolving disputes.

Adjudicators

Mediators who resolve conflicts, particularly over trade rights, Arcane Streams access, or political disputes.

Archivists

Custodians of historical records, magical texts, and cultural artifacts, especially in cities like Huruth or near the Eternal Citadel.

Religious and Mystical Roles

Temple Attendants

Non-magical support staff who maintain temples, care for worshippers, and prepare ritual spaces.

Diviner's Assistants

Apprentices or aides who assist figures like the Oracle in managing tools such as tarot cards or runes.

Cleansers

Individuals tasked with purifying corrupted Arcane Streams or maintaining sacred nexuses, often employing mundane methods like herbal mixtures.

Crafting and Local Economy

Crystal Miners

Laborers who extract raw crystals from underground Arcane Streams deposits, often risking exposure to unstable energies.

Crystal Carriers

Transporters of charged or raw crystals, ensuring safe delivery from mines to marketplaces or Nexuses.

Leatherworkers

Crafters who supply durable goods like saddles, packs, or armor, particularly for travelers and adventurers.

Weavers

Artisans create textiles, including everyday garments and ceremonial robes for religious or political figures.

Community and Agricultural Professions

Herdsmen

Responsible for raising and tending livestock, particularly in regions where farming is secondary to animal husbandry.

Muckrakers

Cleaners of animal pens or streets in busy cities, a low-status but essential role for public health.

Waterwrights

Engineers who build and maintain irrigation systems or wells, especially in arid or corrupted areas.

Beekeepers

Providers of honey and beeswax, contributing to both cuisine and trade in regions with lush vegetation.

Education and Entertainment

Chroniclers

Traveling storytellers or historians who preserve and share tales of Telsan's history and myths.

Instrument Makers

Artisans crafting traditional instruments, which might vary regionally, adding a cultural flair to each area.

Street Performers

Entertainers in cities like Huruth, where their music or acrobatics draw crowds and coin alike.

Schoolmasters

Teachers in villages like Sunhaven, educating children in basic skills and cultural lore.

Law and Order

City Watch

Local enforcers maintaining order in trade hubs and larger settlements.

Bounty Hunters

Tasked with capturing fugitives or recovering stolen goods, often working independently or on commission.

Arcane Regulators

The government of some advanced societies employee these specialists, ensuring responsible use of crystals or Arcane Streams in populated areas, preventing instability or misuse. Most regulators are Practitioners of the Arcane.

Miscellaneous and Unique Roles

Courier

Messengers responsible for delivering letters or small packages across regions.

Rift Watchers

Guardians stationed near known rifts, monitoring for dangerous creatures or phenomena.

Herbalists

Healers who blend traditional medicine with local flora, providing non-magical remedies to rural communities.

Shadowland Explorers

Risk-takers who venture into dangerous, corrupted areas for treasure, knowledge, or personal glory.

Expansion of Roles with Story Hooks

Arcane Regulators

Overview

Arcane Regulators are highly skilled practitioners tasked with overseeing the safe and ethical use of Arcane Streams energy and charged crystals across Telsan. The regulators often employee those without a talent for the Arcane, utilizing the very strong as bodyguards and the very learned to assist with ferreting out the hidden use of Arcane powers. They are rare, respected, and often feared individuals, as their authority stems from both their profound mastery of Arcane Streams power and their role in maintaining stability in a volatile world.

Key Responsibilities

Monitoring Arcane Usage

Regulators ensure that Tappers and Arcane Streams users comply with strict guidelines, preventing reckless or malicious manipulation of Arcane Streams.

Investigating Misuse

They are dispatched to investigate reports of Arcane misuse, such as unauthorized tapping, unregulated crystal harvesting, or dangerous experiments.

Nexus Stabilization

Regulators play a critical role in mitigating disruptions at nexuses, using their expertise to prevent rifts or energy overloads that could devastate entire regions.

Licensing and Training

Only regulators can authorize the use of Arcane tools or train apprentices, ensuring that only capable and responsible individuals gain access to such power.

Enforcing Laws

While not law enforcement in the traditional sense, regulators have the authority to confiscate crystals, dismantle illegal tapping operations, or, in extreme cases, neutralize rogue Tappers.

Who Becomes a Regulator?

Due to the immense responsibility and knowledge required, Arcane Regulators are drawn exclusively from the ranks of experienced Tappers or Practitioners who have demonstrated unparalleled skill, discipline, and a strong moral compass. Candidates are often:

- **Veterans** of Arcane Streams studies or Nexus-related work.
- **Specialists** with decades of experience handling charged crystals and Arcane flows.
- **Loyalists** to the Radiant Compact, believing in the balance between divine and Arcane forces.
- **Neutrals** in political conflicts, as their impartiality is critical to their role.

Training to become a regulator is grueling, requiring both practical mastery of Arcane Streams manipulation and extensive knowledge of regional laws and traditions.

Challenges and Tensions

Public Perception

While respected, regulators are often viewed with suspicion or fear, especially by those who see them as meddlers or tools of oppressive systems.

Regional Conflicts

Regulators may clash with local rulers or guilds who resist their oversight, especially in areas where Arcane Streams-powered industries are lucrative.

Corruption

With access to immense power, some regulators fall prey to corruption, using their authority for personal gain or to suppress rivals.

Story Hooks

- A rogue regulator abusing their authority could spark a rebellion or inspire a protagonist to confront the system.
- Regulators investigating illegal crystal mining could uncover larger conspiracies involving rebel factions or Nexus disruptions.
- A novice Tapper seeking to become a regulator might face grueling trials, offering a compelling character arc.

Rift Watchers

Overview

Rift Watchers are the vigilant guardians stationed near unstable nexuses where rifts into unknown or dangerous realms occasionally erupt. These rifts pose a constant threat, spewing volatile energy, creatures, or otherworldly phenomena into Telsan. Rift Watchers serve as the first line of defense, protecting nearby settlements, trade routes, and resources from these unpredictable hazards.

Key Responsibilities

Monitoring Rift Activity

Using tools, observation, or sensitivity to Arcane Streams fluctuations, Watchers keep detailed logs of nexus stability and potential rift eruptions.

Responding to Emergencies

When a rift opens, they are tasked with neutralizing threats—be it rogue energy surges, invasive creatures, or localized environmental chaos.

Securing the Area

Watchers establish and maintain defensive perimeters, ensuring rift activity does not spread to populated areas or critical infrastructure.

Resource Protection

Many nexuses are located near valuable Arcane Streams crystal deposits, making Rift Watchers essential for safeguarding these resources from rift-induced destruction or opportunistic raiders.

Reporting to Authorities

Rift Watchers often liaise with local leaders, Arcane Regulators, or military forces to provide updates and request reinforcements when necessary.

Types of Rift Watchers

Garrisoned Forces

Staffed by local leaders, these garrisons are composed of trained soldiers, archers, and engineers who specialize in defensive strategies.
Example: A fortified outpost near a known rift site may include walls, siege engines, and signal systems to alert nearby settlements of activity.
Key Traits: These forces rely on teamwork, discipline, and physical prowess rather than magical abilities.

Freelance Hunters

Independent adventurers or mercenaries hired by towns or trade guilds to monitor and defend against rift activity.
Example: A caravan master might hire a Rift Hunter for safe passage through unstable regions.
Key Traits: They are resourceful, mobile, and often bring specialized knowledge of rift creatures.

Arcane-Aware Sentinels

Tappers or Practitioners with a sensitivity to Arcane Streams energy are sometimes employed as Rift Watchers to detect subtle fluctuations that may indicate an impending rift.
Example: A Watcher may use charged crystals or rudimentary spells to dampen energy surges or predict rift patterns.
Key Traits: These individuals combine practical fieldwork with Arcane Streams power expertise, though they are less common than garrisoned forces.

Challenges and Tensions

Underfunded Garrisons: Many Rift Watcher outposts are poorly equipped or undermanned, making it difficult to contain larger or more frequent rift eruptions.

Creature Variability: The unpredictable nature of what emerges from a rift makes preparation difficult, with some eruptions involving mundane creatures while others release terrifying monstrosities.

Local Politics: Leaders often debate the allocation of resources to Rift Watchers, especially in regions where rift activity is sporadic, but the economic cost of garrisoning is high.

Exploitation of Rifts: Opportunistic groups might attempt to exploit rifts for resources, such as harvesting exotic materials or enslaving creatures, creating additional risks for Watchers.

Tools of the Trade

Physical Defenses: Walls, spikes, and barriers are used to control rift eruptions and direct threats into kill zones.

Arcane Instruments: Devices like fluxometers or Arcane Streams compasses help detect rift fluctuations.

Specialized Weapons: Rift Watchers often carry weapons infused with charged crystals for extra potency against magical or otherworldly threats.

Beacon Crystals: Used to alert nearby forces or settlements of impending danger.

Story Hooks

A Rift Watcher garrison struggling against an unexpected rift surge could recruit the protagonist to aid in the defense.

Freelance Rift Hunters might stumble upon a rift unleashing not only creatures but also valuable relics, forcing them to choose between safety and profit.

A politically charged storyline could revolve around a local leader cutting funding to Rift Watchers, leading to a catastrophic eruption.

An inexperienced Arcane-Aware Sentinel could uncover a rift whose disturbances align with myths or ancient warnings tied to other realities. As the rift's instability worsens, the Sentinel faces the challenge of containing its effects before catastrophic entities or energy spill into Telsan. The discovery may also reveal cryptic warnings or forgotten measures left by those who once sought to protect Telsan from similar incursions, creating a race against time to prevent disaster.

Chroniclers

Overview

Chroniclers are the roaming historians, storytellers, and keepers of memory in Telsan. They travel from village squares to bustling cities, sharing tales of Telsan's history, myths, and the dangers of the Arcane Streams. Through their narratives, Chroniclers serve as both entertainers and preservers of cultural identity, ensuring that the stories of the past endure even as the world changes.

Key Responsibilities

Storytelling

Chroniclers captivate audiences with engaging tales of ancient heroes, Nexus catastrophes, and the mysterious worlds glimpsed through rifts. Their stories blend fact and embellishment, blurring the line between history and legend.

Recording Histories

Chroniclers gather local accounts of significant events, recording them in journals or memorizing them for oral retellings. These records often become the foundation of historical knowledge passed down generations.

Education

In regions without formal schools, Chroniclers teach basic history and morals through their tales, often leaving behind valuable lessons for children and adults alike.

Myth-Keeping

Chroniclers preserve regional myths and folklore, which often contain hidden truths about Telsan’s Arcane Streams, rifts, and divine realms.

Tools of the Trade

Story Journals

Worn leather tomes filled with their collected tales, sketches, and maps marking their journeys.

Relics and Props

Artifacts like charms, crystal shards, or decorative masks used to enhance their performances.

Musical Instruments

Many Chroniclers incorporate music or chants into their storytelling to engage audiences.

Challenges and Tensions

Dangerous Travels: Chroniclers often journey alone through treacherous lands, relying on wit and local goodwill for survival.

Credibility: While beloved by common folk, some scholars or rulers dismiss Chroniclers as mere entertainers, undermining their historical importance.

Arcane Mysteries: Chroniclers occasionally encounter truths too dangerous to share, such as rift knowledge or forgotten Arcane practices, forcing them to balance their duty to inform with the risk of spreading panic.

Story Hooks

A Chronicler could stumble upon a secret tied to a Nexus, unintentionally drawing the attention of powerful factions.

A character may seek out a Chronicler for a forgotten tale, only to find that the Chronicler's version is incomplete—or deliberately altered.

Chroniclers might reveal ancient warnings hidden in folklore that could help prevent a looming catastrophe.

Crystal Carriers

Overview

Crystal Carriers are the unsung heroes of Telsan's Arcane energies economy, tasked with transporting charged and raw Arcane crystals from mines, surface deposits and elsewhere to markets, Nexuses, or other destinations. Despite their seemingly mundane role, their work is fraught with danger, as Arcane crystals are not only valuable but also volatile, attracting bandits, smugglers, and even Arcane anomalies.

Key Responsibilities

Safe Transport

Carriers ensure the secure handling and delivery of crystals, often employing specialized containers to prevent damage or uncontrolled energy discharges.

Route Planning

Experienced carriers know the safest paths through regions affected by unstable Nexuses or Arcane Streams activity.

Negotiation

In remote areas, Crystal Carriers must barter for supplies, hire guards, or broker delivery agreements with local factions.

Emergency Handling

In the event of a crystal breach or Arcane anomaly, Carriers are trained to mitigate the fallout, such as containing energy surges or abandoning unstable cargo.

Tools of the Trade

Crystal Containers

Reinforced boxes lined with insulating materials to prevent energy leakage or tampering. These containers are designed to obscure the true nature of their contents, making it impossible for the untrained to sense or understand the Arcane Streams energies within. For carriers who cannot sense Arcane energies, the containers often become objects of curiosity or suspicion, sparking questions about the value and mystery of what they transport.

Detection Tools

Created by Crystal Engineers, these are simple devices that alert carriers to Arcane fluctuations or crystal instability.

Weapons and Guards

Many carriers travel armed or with bodyguards or in caravans with hired protection to ward off bandits or wild creatures.

Challenges and Tensions

Banditry

The high value of crystals makes carriers frequent targets of theft, particularly in lawless regions.

Volatility

Charged crystals can become unstable if mishandled or exposed to corrupting influences, endangering the carrier and their surroundings.

Territorial Disputes

Carriers must navigate overlapping claims on Nexus resources, often risking confrontation with rival factions or local authorities.

Exploitation

Less scrupulous employers may underpay carriers or send them into highly dangerous areas without adequate protection or compensation.

Story Hooks

A carrier entrusted with a rare, highly volatile crystal must navigate treacherous terrain while avoiding ambushes and ensuring its safe delivery.

A young carrier discovers a secret tied to their cargo, such as a hidden artifact or an unregistered crystal with dangerous properties.

A carrier caught in a territorial conflict between rival Nexus factions must choose whether to protect their cargo, their team, or their own life.

Crystal Engineers

Role Overview

Crystal Engineers are specialized artisans who design and construct devices that harness Arcane energy using chargeable crystals. Their expertise lies in understanding the properties of various crystals and integrating them into functional tools for detecting, channeling, or stabilizing Arcane Streams.

Key Responsibilities:

Crystal Selection and Preparation

Identify, cut, and refine crystals based on their resonance, absorption capacity, or energy stability for use in devices.

Tool Development

Design and construct tools such as energy scanners, directional guides, or Arcane stabilizers to assist Tappers and other users.

Device Maintenance

Repair, recalibrate, or replace worn-out components in charged crystal-powered devices to ensure reliable performance.

Energy Regulation

Collaborate with Arcane Regulators to fine-tune crystal-engineer created devices for use in unstable or high-energy environments.

Knowledge Sharing

Train apprentices or share innovations with settlements to improve access to functional stored crystal energy based technology.

Tools of the Trade

Arcane Scanner

A handheld device with rotating crystals that glow or vibrate when near an Arcane Stream, helping users pinpoint energy flows.

Crystal Etcher

A precision tool for carving grooves into crystals, enhancing their ability to resonate with specific Arcane frequencies.

Stabilization Array

A modular apparatus that anchors unstable Arcane energy, preventing dangerous fluctuations in high-energy areas.

Energy Amplifiers

Compact, crystal-based attachments that can be added to existing devices to increase their detection range or output.

Crystal Tome

A ledger containing notes on crystal types, their properties, and successful device configurations for reference and experimentation.

Crystal Shaping Toolkit

A portable set of finely crafted instruments designed for cutting, polishing, and engraving crystals. This kit includes diamond-tipped chisels, precision files, magnifying lenses, and small hand drills which may be powered by charged crystal energy. Crystal Engineers use these tools to refine raw crystals into precise shapes, ensuring maximum resonance and functionality when integrated into devices. A master engineer's toolkit often includes custom-made tailored to their specific techniques.

Story Hooks

Innovative Discovery

A Crystal Engineer crafts a groundbreaking device capable of tracking previously undetectable Arcane Streams, sparking a race among rival factions to acquire it.

Sabotage and Intrigue

Malfunctions in vital devices hint at sabotage, and a Crystal Engineer must uncover the culprit while keeping critical tools operational.

Apprenticeship Challenge

A young Crystal Engineer sets out on a dangerous expedition to obtain the rare crystals needed to complete their masterwork—a device that could revolutionize Arcane energy usage.

Lost Knowledge

An ancient blueprint for a powerful Arcane device is discovered, and a Crystal Engineer must decode it while evading those who seek to claim its secrets for themselves.

Telsan's Creation and Creation Myths

The True Creation of Telsan

The One God's Genesis

Before time began, before stars ignited in the endless void, **there was the One God**—a being of infinite wisdom and boundless power, existing before all things. **He was unknown to any mortal, for in the beginning, there were no mortals to know Him.**

In His will, He shaped the **Universe**, casting stars into the heavens and forming countless worlds, each crafted with its own purpose. Among them was **Telsan**, a world balanced between growth and decay, harmony and chaos. Within its depths, the One God placed a force unlike any other—the **Arcane Streams**, a network of flowing energy flows that would shape the planet's fate. These currents, unseen but ever-present, wove through the land and sky, their intersections forming **Nexuses**, where great power lay waiting to be discovered.

With Telsan's foundations laid, the One God brought forth **the first people**—humanity. He created them **not in His image of form, but in His image of spirit**, with the capacity for love, creation, and moral choice. But unlike in other worlds He had made, the One God chose **not to reveal Himself to them yet**. He allowed them to discover life's wonders on their own, to seek meaning in the stars, the rivers, the land itself.

And so, **they made their own myths**.

The First Myths of Creation

The earliest people of Telsan did not know the One God's name. Instead, they told stories of how the world came to be. Some believed that **the First Dawn** sang the world into existence, her voice shaping the land and sky. Others spoke of a **Stonefather** who struck the earth with his hammer, forging the mountains. Some believed they were the dream of a **Sleeping Titan**, whose restless thoughts gave rise to land, sea, and sky.

Each culture had its own truth, its own story of creation. And for a time, that was enough.

The Awakening of Power

As the centuries passed, some among the first people began to **sense the Arcane Streams**—the currents of energy woven beneath Telsan's surface. These individuals, called **Practitioners of the Arcane**, learned to wield this power, shaping the world to their will. Others, unable to sense or access the streams directly, discovered **crystals that absorbed**

and stored Arcane energy, allowing them to channel its power. These became known as **Tappers**.

At first, the use of Arcane power was rare, but in time, it became **an obsession**. Those who mastered it grew in **knowledge, power, and arrogance**, believing they were not bound by the limits of ordinary mortals. The myths of creation faded, replaced by **a new belief—that power itself was divine**.

And so, the greatest among them sought to **rise above all others**.

The Rise of the False gods and the Creation of the Radiant Realm

A group of the most powerful Practitioners of the Arcane, desiring immortality and dominion, gathered their knowledge and combined their strength to transcend the mortal world. However, even with their mastery of the Arcane Streams, they could not pierce the fabric of reality alone.

Among them were an extremely rare subset of individuals known as Multidimensional Weavers—those who had not only mastered the flow of Arcane and crystal energies but had also developed an innate ability to manipulate the boundaries between realities. These Weavers, through years of experimentation and dangerous exploration, had discovered something no other Practitioner had: the existence of alternate layers of reality, subtly overlapping Telsan's own.

The Weavers, working alongside the most powerful Practitioners, devised the ultimate act of Arcane manipulation: sequestering the Arcane Streams themselves. Through careful alignment of Nexuses and massive energy manipulation, they pulled the Streams away from Telsan, forcing them into an enclosed space beyond reality. In doing so, they cut Telsan off from direct access to Arcane power,

They declared themselves gods.

They looked down upon Telsan, hearing the prayers of those who still sought power, and they answered. Not all mortals could wield the Arcane, but now, the newly ascended beings could grant power to their followers. They demanded loyalty, offerings, and worship, and in return, they bestowed fragments of their newfound energy—what mortals would come to call Divine Magic.

Having many who could demonstrate the powers bestowed upon followers of these new gods, most people of Telsan, abandoned their prior beliefs and accepted this new faith in the mortals turned gods.

The creation of the Radiant Realm drew the attention of the One God Himself.

The One God's Revelation and the Schism of the Gods

For the first time since Telsan's creation, **the One God spoke**. His voice reached into the Radiant Realm, cutting through the arrogance of those who had claimed divinity for themselves.

"You are not gods. You have taken what was never yours. Forsake your greed, abandon your chains, and return to the path of truth."

His presence overwhelmed them. Some, upon hearing His voice, **fell to their knees**, realizing that they had been deceived by their own pride. **They renounced their false divinity**, turning to the One God in humility. They became **His servants**, now truly divine in purpose, using their power not for themselves but for those in need.

But not all would submit.

There were those who **refused to bow**, who saw the One God not as salvation, but as a **threat to their rule**. They **hated Him for His authority** and despised those who had turned away from their power.

And so, **they rebelled**.

A great war erupted in the Radiant Realm, shaking the heavens themselves. The gods who followed the One God **fought to protect Telsan**, while the rebels, furious at their betrayal, sought to **tear it all down**.

Defeated and cast out, the rebels **fell from the Radiant Realm, plummeting into the depths beneath Telsan**, where no light could reach. There, in the darkness, they carved out a new dominion—the **Obsidian Halls**.

Their hunger for power only deepened. In their exile, they discovered a new force—the **Negative Streams**, a twisted and corrupt version of the Arcane. They learned to **enslave mortal souls**, binding them in chains unseen, and **whispered to those who still sought power**, offering dark gifts in exchange for eternal servitude.

From that day forward, the world was divided. The **Radiant Gods**, now true servants of the One God, worked to bring guidance and light. The **Obsidian Lords**, filled with hatred and ambition, sought only to undo what they had lost.

The Decline of Mortal Power and the Age of Faith

As the centuries passed, the knowledge of the **Arcane Streams** faded from mortal memory. Many of the great Practitioners had either **ascended to the Radiant Realm or**

fallen into the Obsidian Halls. Without them, the teachings of magic became fragmented, preserved only in secret tomes and by a few surviving Tappers.

But **Divine Magic remained**. The faithful, turning to the Radiant Gods, received blessings, healing, and power, while those who listened to the whispers of the Obsidian Lords gained dark and terrible abilities.

The myths of the **First Dawn, the Stonefather, and the Sleeping Titan** faded into legend. In their place, the people told new stories—of **gods and devils, of Radiance and Obsidian, of the eternal war between the fallen and the redeemed**.

And the One God remained, unseen but ever-present, guiding Telsan toward **its true purpose**, one known only to Him.

A World Balanced in Duality

Telsan exists as a world of balance and contrasts. The Radiant Realm shines as a beacon of hope and divine connection, while the Obsidian Halls serve as a grim reminder of unchecked ambition and corruption. The Arcane Streams flow beneath the surface, their energies shaping the land and its people, a testament to the One God's intricate design.

Though the One God remains a distant figure to most, His influence endures in the hearts of the faithful and the very fabric of Telsan itself. The creation of the world, the rise of the Arcane Streams, and the establishment of the Radiant Realm and Obsidian Halls form the foundation of Telsan's myths and truths, guiding its inhabitants through the cycles of creation, destruction, and renewal.

Some Alternative Religions across Telsan

The Path of Eternal Harmony

Practiced primarily in the rolling meadows of Ylrath, this religion views the Arcane Streams as sacred rivers flowing from the One God's divine heart. Its followers, called the Harmonists, believe their purpose is to maintain balance between creation and destruction. Their rites involve meditative rituals performed at Nexuses, where they offer symbolic gifts to honor the streams. The Path of Eternal Harmony emphasizes cooperation, humility, and the interconnectedness of all life.

The Whisper of the Forgotten Flame

In the desert expanses of Krayt's Blight, the Whisperers venerate a primordial fire they claim predates the One God's creation of Telsan. According to their teachings, this flame was extinguished to create the Arcane Streams, and the One God's light is but a reflection

of its original brilliance. Whisperers gather in hidden sanctuaries to rekindle symbolic flames, believing that restoring the Forgotten Flame will usher in an age of enlightenment.

The Shroud of the Eternal Hunt

The rugged highlands of Morveth are home to the Shrouded Hunters, a nomadic people who worship the Obsidian Halls as the realm of the Huntmaster, a demi-god they revere as the ultimate predator. The religion glorifies survival and strength, and its followers often engage in ceremonial hunts where they seek to embody the traits of their divine patron. The Shroud's darker elements involve blood oaths and rituals to channel the Negative Arcane Streams.

The Songs of the Starborn

The island nations of Caelyth believe their ancestors descended from the heavens, guided by celestial beings known as the Starborn. This religion sees the Radiant Realm as their forebears' eternal resting place, where souls reunite with the cosmic divine. Their liturgies are rich in music and dance, with festivals celebrating the alignment of Telsan's moons and stars. The Starborn are thought to intercede in mortal affairs, bringing blessings or portents through meteor showers.

The Cycle of the Veil

In the shadowed forests of Sylvara, the Veilbound follow a mystic faith centered on the perpetual cycle of life and death. They teach that the Land of the Dead is not a place of finality but a realm of purification and renewal. Veilbound shamans guide the souls of the departed through this cycle, using ancient chants to ward off interference from the Obsidian Halls. The Veil's followers often adorn themselves with talismans crafted from natural materials, symbolizing their bond with the cycle.

Writer's Note

Writers are encouraged to create their own religions and myths for Telsan, provided they respect "The Creation of Telsan" as the foundational reality. These myths may serve as cultural interpretations, ancient legends, or even deceptions spread by demi-gods seeking to shape mortal beliefs to their advantage. Let your imagination enrich the world while preserving its core truths.

The Sky Above: Moons, Stars and the Sun

The Moons and Solar System of Telsan

The Celestial Moons

Valthyris

Valthyris is the larger of Telsan's two moons, a massive, distant celestial body that looms softly in the night sky. Despite its size, its far orbit makes it appear modest in comparison to Telsan's shattered sibling moon. Valthyris is a mini-planet, with a rotating iron core that generates a weak magnetic field. It has its own thin atmosphere and supports a limited but unique biome of hardy flora and fauna. While no intelligent life exists there, its surface is dotted with glimmering mineral deposits that reflect the sunlight, making Valthyris shine like a pale jewel in the heavens.

Shalorr

Closer to Telsan and locked in a tight orbit is Shalorr, a shattered moon whose remnants form a brilliant ring system visible in the night sky. Thousands of years ago, a catastrophic event fractured Shalorr, sending pieces plummeting to Telsan's surface. These fragments, rich in rare minerals, have become integral to Telsan's history and where those deposits include crystals that can be charged and utilized by Tappers, the arcane practices of its people. The remaining core of Shalorr glows faintly with residual energy, a haunting reminder of its former glory. Its fractured chunks, locked in orbit, create a breathtaking, luminous band that casts a faint, shifting light over Telsan.

The Telsanian Solar System

Telsan's Star

The star at the center of Telsan's system is a vibrant, golden-yellow sun called Solaryn. Slightly larger than Earth's sun, Solaryn emits a steady warmth that nurtures life on Telsan. The star is a symbol of endurance and vitality.

Neighboring Planets

Theron

A rocky, barren world closest to Solaryn, its surface is scorched by solar flares.

Aelythra

Known as the "Emerald World," Aelythra is a verdant planet teeming with alien ecosystems. Its proximity to Telsan makes it visible as a greenish star in the night sky.

Vorrak

A gas giant with swirling storm systems and a ring of ice and dust, Vorrak dominates the outer reaches of the system.

Nyxara

A frozen, distant planet enshrouded in perpetual darkness, often associated with legends and omens.

The Night Sky of Telsan

The night sky of Telsan is a tapestry of wonder. Shalorr's rings shimmer like a halo, their shifting light creating an ethereal glow that enhances the visibility of the stars. Constellations dominate the heavens, each with its own lore and significance. Among the most prominent are:

The Weaver

A constellation resembling a loom, symbolizing creation and the weaving of fate. Often associated with the One God's crafting of Telsan.

The Hunter

Depicting a figure with a bow, this constellation is revered in Morveth as a guide for nomads.

The Twin Flames

Two parallel streaks of stars, believed to represent the duality of the Radiant Realm and Obsidian Halls.

Writer's Note

The celestial elements of Telsan's universe provide opportunities for deep world-building and storytelling. Valthyris and Shalorr can serve as backdrops for legends, scientific exploration, or even cultural identity, while the solar system's planets offer fertile ground for new discoveries. Writers should feel free to expand on the significance of constellations, the moons, and planetary phenomena, weaving them into the lives and beliefs of Telsan's people. Let these celestial bodies be both a source of inspiration and a reminder of Telsan's connection to the vast cosmos.

Riftlings and Rifts

The Nature of Rifts

Rifts are tears in the fabric of reality, anomalies that act as portals to other realities. While they most commonly appear at or near Nexuses—places of concentrated Arcane Streams energy—rifts can occasionally manifest along the Arcane Streams themselves in rare and unpredictable circumstances. These portals connect Telsan to other realities, ranging from worlds strikingly similar to Telsan to realms so vastly different that anything passing through would perish due to the fundamental incompatibilities of existence.

Rifts have existed since the dawn of time, but their occurrence was sparse and fleeting. However, as human mastery of Arcane Streams powers grew, and the manipulation of Arcane Streams became more common, the frequency of rifts increased dramatically. The heightened use of Arcane Streams power activity disrupted the natural balance, causing more frequent tears in reality and bringing forth strange phenomena and beings.

What Are Riftlings?

The term “riflting” is a placeholder used by most Telsanian’s to describe beings that have travelled through a rift to the Telsanian reality. Often, beings that come through Rifts are so like existing Telsanian beings, whether human or animal, that there is no discernable difference in them compared to similar beings on Telsan. Some Rifts open to realities so close to Telsan’s that anything or anyone coming through just fits right in, up to and including humans.

These beings originate from other realities and are initially defined by those encountering them, when recognizably other worldly, as Riftlings due to their otherworldly origins. Riftlings can also be vastly different in appearance and nature, depending on the reality they hail from. These other riftlings can be utterly alien in form and function.

Over time, some beings who came to Telsan’s reality through rifts established themselves on Telsan, adapting to its environment and even creating thriving populations. These beings may lose awareness of their other-reality origins after generations, integrating fully into Telsan’s ecosystem and societies, or they may consider their arrival on Telsan a legend or origin myth. Some may be fully aware that their current reality on Telsan is not their original reality, although they may not be able to articulate well where they came from or precisely what happened.

Key Note: Not all riftlings enter Telsan directly through observable rifts. Some may appear due to disruptions in Arcane Streams, corrupted nexuses, or unknown phenomena, which may not leave obvious traces of a rift.

Examples of former Riftlings

Dreadwolves

See “Dreadwolves”

The Impact of Rifts on Telsan

The increased occurrence of rifts has left a lasting mark on Telsan. While they bring diversity and new opportunities, they also pose risks. Many riftlings are hostile or incompatible with Telsan’s reality, causing chaos and danger. Seekers, Scholars and Practitioners of the Arcane who have dedicated themselves to studying rifts, often seek ways to predict, control, or even seal them. Others seek out rifts hoping to take advantage of creatures and humanoids who pass through a rift.

Some rifts allow Telsanian peoples and creatures to the rift’s origin reality. Wether coming or going, those caught in a rift or voluntarily using one rarely ever find a way back to their own reality once a rift closes.

However, the very Arcane Streams that allow Telsan’s magic to flourish are inextricably linked to the existence of rifts, making their complete eradication nearly impossible.

As riftlings integrate into Telsan’s world or remain as transient visitors, they continue to enrich its mythology, culture, and challenges, shaping the ever-evolving story of this unique world.

Writing Considerations for Riftlings

Rriftlings do not always appear directly from observable rifts. Possible explanations include:

- Hidden Rifts: Small, transient tears that are difficult to detect.
- Corrupted Arcane Streams: Energy disruptions that warp reality.
- Artifact Influence: Objects like corrupted shards could summon or anchor entities without creating a rift.

Tarot Decks in Telsan

While some locales have variations, centuries of trade across Telsan has carried a standard deck of cards to most known civilizations. The deck below is the deck the Oracle of Chortle uses, as do most devotees of Chortle and the gods of the divine council.

Symbols Representing the Major Suits in Telsan Tarot

Each suit in the Minor Arcana is defined by a central symbol that embodies its core themes and aligns with Telsan's world-building. These symbols are integral to the design of the cards, appearing prominently on each to unify the suit and enhance its thematic resonance.

Crystals (Material Realm, Stability, Resources)

Symbol: A Radiant Crystal

A multifaceted, glowing crystal that radiates Arcane Streams energy.

The crystal appears fractured yet stable, representing balance between fragility and resilience.

Its glow intensifies with the importance of the card (e.g., brighter for The One of Crystals, dimmer for lower-energy cards).

Arcane Streams (Energy, Action, Ambition)

Symbol: Intersecting Arcane Streams

A vibrant depiction of energy arcs crossing and converging at key points.

Often framed in swirling patterns to emphasize motion and dynamism.

The intensity of the intersections changes based on the card, with denser Arcane Streams symbolizing more powerful energy.

Shards (Conflict, Strife, Intellectual Challenges)

Symbol: Jagged Shards

Broken, glowing fragments of crystal, sharp and angular.

They appear scattered or embedded in each card's imagery, suggesting tension and disruption.

The shards may emit faint light or pulse faintly, symbolizing unresolved energy or fractured thoughts.

Ethers (Emotion, Intuition, Spiritual Realm)

Symbol: Translucent Ether Spheres

Floating, glowing orbs that shift between translucence and opacity.

The spheres are ethereal and fluid, often appearing as if suspended in motion.

Their glow changes in warmth and intensity, representing different emotional states or spiritual depths.

The Major Arcana

The **Major Arcana** cards are unique and align with the themes of Telsan. These cards represent the beginning stages of a journey.

1. **The Wanderer**: Represents beginnings, innocence, and potential. In Telsan, it may depict a young adventurer walking a Arcane Stream nexus, unaware of the risks.
2. **The Nexus**: Represents mastery, skill, and control of energy. The Nexus shows a figure drawing power from converging Arcane Streams, surrounded by tools of the suits.
3. **The Oracle**: Represents intuition, mystery, and hidden knowledge. An oracle stands, holding a shimmering crystal in one hand and a spread of tarot cards in the other.
4. **The Keeper**: Represents creation, nurturing, and abundance. Depicts a figure tending to a field of glowing crystals, symbolizing growth and care.
5. **The Sovereign**: Represents structure, authority, and order. A regal figure in crystalline armor stands firm, symbolizing stability and protection.
6. **The Paragon**: Represents tradition, learning, and spiritual guidance. Depicts a scholar surrounded by scrolls and glowing runes, bridging mysticism and law.
7. **The Bond**: Represents relationships, harmony, and choices. Two figures stand at a Arcane Streams' crossing, their connection glowing like the energy between them.
8. **The Wayfarer**: Represents determination, control, and triumph. A caravan pulled by creatures tethered to crystals symbolizes focused movement and overcoming obstacles.
9. **The Sentinel**: Represents courage, patience, and inner power. Depicts a figure gently holding a glowing creature of energy, controlling its volatile energy without harm.
10. **The Veil**: Represents introspection, wisdom, and solitude. A hooded seeker with a glowing shard staff explores the depths of a forgotten nexus, seeking knowledge.

11. **The Axis:** Represents cycles, fate, and turning points.
    Depicts a massive crystalline structure with spinning layers representing Arcane Streams intersections, suggesting the ebb and flow of fortune.
12. **The Vindicator:** Represents fairness, truth, and accountability.
    Shows a figure holding a balance scale with glowing shards on one side and fractured crystals on the other, representing consequences and balance.
13. **The Shroud**: Represents surrender, sacrifice, and seeing from a new perspective. A figure is shown suspended in an ethereal cocoon of Arcane Streams energy, glowing with faint light, symbolizing transformation through stillness.
14. **The Rift:** Represents endings, transformation, and rebirth. Depicts a fissure in the ground spilling unstable energy, with new growth emerging from the cracks, symbolizing destruction and renewal.
15. **The Conflux:** Represents balance, harmony, and blending opposites.
    A figure channels energy between two crystals—one pristine, one corrupted—bringing them into alignment, symbolizing equilibrium.
16. **The Malice:** Represents obsession, control, and shadow desires.
    A shadowy figure grips shattered crystals, with Arcane Streams tangled around them like chains, symbolizing temptation and the lure of power.
17. **The Spire:** Represents upheaval, sudden change, and revelation.
    A great crystalline tower shatters as Arcane Streams energy bursts forth, revealing hidden dangers and truths beneath its foundation.
18. **The Radiance:** Represents hope, inspiration, and renewal. Shows a glowing nexus crystal rising from a serene pool, radiating energy into the sky, symbolizing guidance and optimism.
19. **The Moonpath**: Represents illusion, intuition, and the subconscious. A winding path illuminated by two moons leads through a shadowed forest, symbolizing uncertainty and self-discovery.
20. **The Zenith:** Represents joy, success, and clarity. Depicts a triumphant figure standing atop a hill, holding a shard that captures sunlight, bathing the scene in warmth and optimism.
21. **The Void** (replacing Judgment): Represents reckoning, rebirth, and calling. Depicts a vast, swirling portal at the center of a nexus, with figures rising from the ground toward the light. The card symbolizes self-realization and the culmination of choices, urging reflection and transformation.
22. **The Lattice** (replacing The World): Represents fulfillment, unity, and completion. Shows a cosmic web of interconnected Arcane Streams encircling Telsan, with a figure standing at its center, radiating harmony. This card signifies the successful

integration of journeys, balance, and the realization of one's place in the greater scheme.

Minor Arcana: The Crystals

The **Crystals** suit represents material wealth, resources, stability, and the physical realm, central to Telsan's world where crystals serve as powerful energy sources. Below are the **first 10 cards** of the Crystals suit, mirroring the themes of traditional Pentacles but reimagined for Telsan.

Crystals Suit (Cards 1–10)

1. **Ace of Crystals**
   Represents new opportunities, prosperity, and potential.
   Depicts a single, radiant crystal emerging from the earth, glowing faintly with untapped energy. It suggests the beginning of a journey or the seed of material success.
2. **Two of Crystals**:
   Represents balance, juggling priorities, and adaptability.
   Shows two glowing crystals spinning in a harmonic orbit, representing the need to manage resources or tasks carefully.
3. **Three of Crystals**:
   Represents collaboration, teamwork, and building something lasting.
   Depicts three artisans shaping a large crystal together, symbolizing the strength of collective effort and shared expertise.
4. **Four of Crystals**:
   Represents stability, control, and material security (but also greed or possessiveness).
   A figure stands protectively over four stacked crystals, their expression cautious, hinting at the duality of security and fear of loss.
5. **Five of Crystals**:
   Represents hardship, financial or material loss, and isolation.
   Depicts a desolate figure outside a broken Arcane Stream shrine, surrounded by dimly glowing crystals. It conveys struggle but hints at potential aid nearby.
6. **Six of Crystals**:
   Represents generosity, giving, and receiving.
   Shows a figure distributing small shards of glowing crystals to others, symbolizing balance between sharing resources and maintaining one's own stability.
7. **Seven of Crystals**:
   Represents patience, long-term planning, and reward.

A farmer tends to a field of slowly growing crystals, their faint glow a promise of future harvest and success.

8. **Eight of Crystals**:
   Represents craftsmanship, hard work, and skill-building.
   A craftsman meticulously carves intricate designs into glowing crystals, symbolizing the value of persistence and mastery.
9. **Nine of Crystals**:
   Represents abundance, luxury, and self-sufficiency.
   A lone figure stands in a lush crystal garden, radiating contentment and independence.
10. **Ten of Crystals**:
    Represents legacy, inheritance, and the culmination of efforts.
    Shows a family gathered around a central nexus crystal, surrounded by smaller crystals symbolizing generational wealth and stability.

Minor Arcana: Arcane Streams

The **Arcane Streams** suit represents energy, ambition, and action. It reflects the dynamic and ever-flowing force of life and power within Telsan, perfect for depicting creative and transformative themes. Below are the **first 10 cards** of this suit:

Arcane Streams Suit (Cards 1–10)

1. **Ace of Arcane Streams**:
   Represents inspiration, potential, and the spark of new energy.
   Depicts a single glowing Arcane Stream arcing out of the earth, pulsating with raw, untapped potential.
2. **Two of Arcane Streams**:
   Represents planning, foresight, and exploration.
   Shows a figure standing at a crossroads of two intersecting Arcane Streams, gazing toward the horizon and weighing their next move.
3. **Three of Arcane Streams**:
   Represents progress, momentum, and expansion.
   Depicts three figures walking along a bright Arcane Stream path that stretches into the distance, symbolizing shared goals and forward motion.
4. **Four of Arcane Streams**:
   Represents celebration, harmony, and stability in action.
   Shows a glowing nexus where four Arcane Streams converge, with figures gathered in joy, celebrating their shared success.

5. **Five of Arcane Streams**:
   Represents competition, conflict, and struggle.
   Depicts multiple figures fighting to control a chaotic burst of overlapping Arcane Streams, symbolizing discord in pursuit of goals.
6. **Six of Arcane Streams**:
   Represents victory, recognition, and achievement.
   A figure stands triumphantly at the center of a bright Arcane Stream nexus, with others cheering in admiration.
7. **Seven of Arcane Streams**:
   Represents defense, perseverance, and standing one's ground.
   A figure is shown holding a staff of Arcane Streams energy, standing atop a rocky outcrop as chaotic Arcane Streams surge toward them.
8. **Eight of Arcane Streams**:
   Represents speed, momentum, and swift action.
   Depicts bright arcs of Arcane Streams energy streaking across the sky, symbolizing rapid change and focused energy.
9. **Nine of Arcane Streams**:
   Represents resilience, stamina, and a final push.
   A weary figure leans against a glowing Arcane Stream staff, surrounded by others dimly fading, symbolizing hard-earned progress and caution.
10. **Ten of Arcane Streams**:
    Represents burden, responsibility, and hard work.
    A figure carries a heavy, twisting strand of overlapping Arcane Streams, symbolizing the weight of ambition and the challenges of success.

Minor Arcana: Shards

The **Shards** suit embodies conflict, intellect, and challenges, often signifying both the sharp pain of confrontation and the clarity of truth. Reflecting Telsan's fractured power and the dangers of unchecked energy, these cards tell stories of struggle, insight, and perseverance. Below are the **first 10 cards** of the **Shards** suit, reimagined for Telsan.

Shards Suit (Cards 1–10)

1. **Ace of Shards:**
   Theme: New ideas, clarity, intellectual awakening.
   Imagery: A single shard suspended in midair, glowing with piercing light. Cracks in

the earth below radiate with the same energy, signifying the power of a fresh idea breaking through.

2. **Two of Shards:**
   Theme: Choice, indecision, duality.
   Imagery: Two shards balanced precariously on a tightrope of Arcane Streams energy. A figure stands at the center, blindfolded, reaching out toward one shard while the other teeters toward a fall.
3. **Three of Shards:**
   Theme: Heartbreak, grief, loss.
   Imagery: Three shards hover over a crystalline heart, each shard splintering the heart into fragments. A faint glow remains within the pieces, suggesting that healing is possible even in pain.
4. **Four of Shards:**
   Theme: Rest, recovery, reflection.
   Imagery: A figure lies in a meditative pose beneath a canopy of faintly glowing shards. Surrounding them, shattered remnants of past battles radiate an aura of quiet resolve.
5. **Five of Shards:**
   Theme: Conflict, defeat, hollow victory.
   Imagery: A lone figure gathers five jagged shards while others walk away in defeat. The Arcane Streams energy around the shards flickers unevenly, symbolizing the uneven cost of winning.
6. **Six of Shards:**
   Theme: Transition, movement, progress.
   Imagery: A glowing river, representing an Arcane Stream carries a boat holding six shards. The passengers gaze toward a distant light, leaving shadows of the past behind them.
7. **Seven of Shards:**
   Theme: Strategy, deception, cunning.
   Imagery: A cloaked figure steals seven shards from a nexus, the faint glow of the shards illuminating their retreat. In the distance, broken crystals and scattered energy suggest what's left behind.
8. **Eight of Shards:**
   Theme: Restriction, limitation, inner struggle.
   Imagery: A figure is surrounded by eight shards forming a barrier, with Arcane Streams threads binding their hands. Despite their confinement, a faint light glimmers beyond the shards.

9. **Nine of Shards:**
   Theme: Anxiety, despair, mental conflict.
   Imagery: A seated figure is surrounded by floating shards glowing ominously in the dark. The figure's head is in their hands, symbolizing the weight of inner fears and doubts.
10. **Ten of Shards:**
    Theme: Endings, destruction, renewal.
    Imagery: A figure lies surrounded by ten shards embedded in the ground, their light fading. In the distance, Arcane Streams energy begins to coalesce into a rising dawn, symbolizing the end of one cycle and the beginning of another.

Rune Casting on Telsan: A Divine Art

Overview

Rune casting is a sacred form of divination practiced by those with a direct connection to the divine. The process is intricate, combining the material of the runes, the symbols carved into them, their orientation upon landing, and the prepared surface into a holistic method of seeking guidance or uncovering truths.

Key Elements

The Medium

Runes are carved on various materials, each influencing the type or strength of the divination:

- **Stone**: Stability, long-term insights, and matters of the physical realm.
- **Wood**: Growth, flexibility, and emotional or relational queries.
- **Bone**: Mortality, fate, and ancestral wisdom.
- **Other Materials**: Rare or unique materials may carry specific divine resonance for niche purposes.

The Casting Surface

Before casting, the diviner inscribes or draws a **shape or sigil** onto the surface.

The shape may represent the query's focus (e.g., a spiral for time, a triangle for conflict).

The interaction of the runes with the shape influences their interpretation, as divine energy flows through the surface and connects to the caster's intent.

The Runes and Their Faces

Each rune has **two sides**: one symbolizing active, external forces (e.g., growth, action, external conflict) and the other symbolizing internal or passive elements (e.g., reflection, stability, inner struggle).

The way the runes land—face-up or face-down—modifies their meaning, often creating a cryptic puzzle to be solved.

The Casting

The diviner draws a handful of runes (usually 3 to 9, depending on the query's scope) and casts them onto the prepared surface.

The pattern formed by the runes, their orientation, and their interaction with the surface's shape are all integral to the reading.

Divine energy may subtly guide the runes during the throw, shaping the result into a meaningful message for the caster.

Interpretation

Those without divine connections receive random results that are nearly impossible to interpret accurately, leading to nonsensical readings.

For diviners, divine insight allows them to piece together cryptic but meaningful truths from the casting, though the results are not always straightforward.

Interpretation often requires balancing intuition, the symbols' meanings, and the overall pattern.

High-Level Description of the Runes

Number: A full set contains about **20–30 runes**, with distinct symbols that correspond to broad ideas like cycles, conflict, harmony, or transformation.

Symbols: Each rune has a specific carving, but the exact meaning depends on its material, orientation, and context within the reading.

Flexibility: While the runes themselves are universal, their divine energy adapts to the individual caster's connection, allowing unique readings.

Purpose and Integration

Rune casting on Telsan reinforces the connection between divine insight and mysticism, allowing for both structured divinations and the possibility of cryptic, multifaceted answers. Like tarot cards, runes are a tool that balances practicality with mysticism, accessible only to a rare few.

Glossary of Terms

General Terms

Telsan

A diverse world of contrasts, where rich civilizations, myths, and legends coexist with the duality of Arcane Streams and divine influences. Magic shapes some lives, but most Telsanians live in vibrant, non-magical societies.

Arcane Streams

Mystical energy currents beneath Telsan that form the basis of Arcane magic. Positive streams flow near the surface, while negative streams run deep beneath the Obsidian Halls.

Nexus

A convergence of Arcane Streams, forming a focal point of immense magical potential. Nexuses naturally charge crystals with either Positive or Negative energy, as the two stream types never merge.

Rift

A tear in the fabric of reality, often caused by disturbances in Arcane Streams or misuse of crystalline energy. Nexuses can naturally form a rift that opens a two way (back and forth) transition point to another reality

Magic and Mysticism

Positive Streams

Arcane Streams radiating blue energy, associated with creation, growth, and harmony. Positive streams flow near the surface of Telsan

Negative Streams

Red energy currents tied to transformation, decay, and renewal. Flowing deep beneath the Obsidian Halls, they anchor the Arcane's balance and drive cycles of change and evolution. Though typically subterranean, they occasionally surface in high mountains or volcanic regions.

Tappers

Individuals who harness energy from charged crystals but cannot directly sense or channel Arcane Streams. Their magic requires focus and may be enhanced by devices, with no verbal or somatic components.

Practitioners of the Arcane

Rare individuals who can sense and directly channel Arcane Streams for magical feats. Practitioners of the Arcane do not rely on crystals but with some training can infuse crystals. Somatic motions are often used by practitioners to aid in their channeling of Arcane Streams energies.

Charged Crystals

Crystals infused with energy from Arcane Streams when those streams are close enough to the surface, as directed by practitioners of the Arcane or, more often, Nexuses, used by Tappers as a medium for magic.

Corrupted Crystals

Crystals tainted by unstable or non-native Arcane Streams, often volatile and dangerous.

Divine Magic

Powers granted directly by the gods, separate from Arcane magic, often tied to faith and divine intervention.

Reality Pulling

The ability to summon objects, phenomena, or energy fields from alternate realities into Telsan. Only a very rare few can manipulate their reality by pulling from other realities.

Reality Manipulation

The use of crystal energy to alter aspects of reality, mimicking certain Arcane feats. Tappers cannot pull from other realities but can modify their reality.

The One God

The supreme deity worshipped by many across Telsan, but distinct from the other gods. The One God is more mysterious and less accessible that the gods of the Radiant Realm and Obsidian Halls. The Divine Council purports to be the ruling council handling The One God's will directly.

Divination Tools

Objects like tarot cards and runes used to interpret divine will, requiring a divine connection for accuracy.

Divine Council

A governing body of gods from both the Radiant Realm and the Obsidian Halls, claiming to act on the will of the One God. Though powerful and influential, their interpretations of the One God's intentions are often debated, and their accessibility contrasts with the One God's mysterious nature.

Addendum: Instructions for LLMs and Chatbots

This section is designed to ensure that chatbots and other language models generate content consistent with the established lore and guidelines of the Telsan Writer's Bible. Adherence to these instructions will maintain the integrity of the world-building and narrative style.

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1. General Writing Principles

- **Respect the Lore:** Ensure all generated content adheres to the established rules, abilities, and constraints outlined in this Bible. Do not introduce mechanics, abilities, or terms not explicitly supported by the text (e.g., avoid "ley lines"; use "Arcane Streams" as described).
- **Role-Specific Abilities:** Ensure characters or roles operate strictly within the abilities and limitations defined in their sections. Avoid conflating abilities between Tappers, Practitioners of the Arcane, and Masters/Mistresses of the Arcane.

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2. Scene Composition

- **Populate Scenes Thoughtfully:** Where appropriate, include background characters and environmental details to make the world feel alive.
    - For bustling settings, describe secondary characters performing tasks or interacting with the environment.
    - For private or intimate moments, focus on subtle environmental details instead of unnecessary distractions.
- **Avoid Over-Simplification:** Do not overly focus on the main characters to the exclusion of the setting and world-building. Instead, integrate context to provide a richer experience for the reader.

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3. Magic and Abilities

- **Tappers:**
    - Do not depict Tappers as able to sense or manipulate Arcane Streams directly. They require charged crystals to channel their powers.
    - Describe their powers within their defined limitations, emphasizing creativity and resourcefulness over raw power.
- **Practitioners of the Arcane:**

    - Ensure they manipulate Arcane Streams directly without reliance on charged crystals. However, they may charge crystals for Tappers.
    - Avoid assigning them abilities exclusive to Masters/Mistresses of the Arcane, such as reality pulling.
- **Masters/Mistresses of the Arcane:**
    - When included, highlight their unique ability to pull from other realities and combine the skills of Tappers and Practitioners.
    - Keep their powers distinct, emphasizing their rarity and narrative significance.

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4. Consistency in Terminology

- **Arcane Streams, Not Ley Lines:** Always refer to Telsan's energy systems as "Arcane Streams" and avoid using terms like "ley lines" or similar concepts.
- **Crystals:** Follow the defined mechanics for crystal use, charging, and limitations in the respective sections.
- **Energy and Stability:** Ensure any use of Arcane energy or phenomena aligns with the described risks, instability, and constraints.

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5. Ethical and Practical Considerations

- **Grounded in Logic:** Always reflect the risks and limitations associated with Arcane manipulation, particularly for Practitioners and Masters/Mistresses. Avoid depicting magic as omnipotent or effortless.
- **World Impact:** Highlight the consequences of Arcane manipulation on the environment, nearby communities, and the individual using the power.

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6. Self-Check Prompts for Chatbots

Before generating content, the chatbot should internally verify the following:

1. **Role Alignment:** Are the characters' actions and abilities consistent with their defined roles?
2. **Terminology:** Are the terms being used accurate and reflective of the established lore?
3. **Scene Composition:** Does the scene include appropriate environmental details and secondary characters for immersion?

4. **Integrity of the World:** Are the consequences and limitations of Arcane energy properly considered and depicted?

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7. Example Adjustments

- **Incorrect:** "The Tapper sensed the Arcane Stream and redirected it to lift the rock."
    - **Corrected:** "The Tapper held a charged crystal and focused its stored energy to lift the rock, carefully directing the flow to avoid overexerting the crystal."
- **Incorrect:** "The Practitioner of the Arcane pulled a chair from another reality for their guest."
    - **Corrected:** "The Practitioner of the Arcane manipulated nearby energy to shape a makeshift chair from surrounding materials."

This addendum is intended to provide clear and actionable guidance for chatbots, ensuring generated content aligns with the world of Telsan and enhances the narrative.

TO DO:

Heading 1: Lore and Myths

- **Heading 2: The Creation of Arcane Streams**
- **Heading 2: The Role of the Gods in Telsan's History**
- **Heading 2: Rifts and Riftlings**
  Exploration of how rifts form and the creatures that emerge.
- **Heading 2: The Eternal Citadel's History**

Heading 1: Societal and Cultural Structures

- **Heading 2: Knowledge of Arcane Streams**
  Who knows about the Arcane Streams and their societal role.
- **Heading 2: Use of Crystals in Society**
  Crystals as both mystical tools and misunderstood artifacts.
- **Heading 2: Seekers and Their Role**
  An academic group focused on uncovering Telsan's mysteries.
- **Heading 2: Tappers' Communities**
  How Tappers form societies around crystal resources.

Heading 1: Miscellaneous and Supplementary Content

- **Heading 2: Key Themes and Philosophies**
  Duality of light/dark, creation/destruction.
- **Heading 2: Writer's Notes and Terminology Guide**
  A quick glossary and notes for understanding the world's terminology.

1.2 Seeker Tools and Equipment

- Expand the description of Seeker tools, ensuring they are non-magical and designed for observation and analysis of Arcane Streams.
- Consider introducing a specific tool like the **Resonance Analyzer**, which passively detects and maps Arcane energy without interacting with it directly.

- Clarify whether Seeker tools can use passive crystal energy (e.g., for data visualization) or must operate independently of Arcane manipulation.
- Define standard Seeker equipment, emphasizing survival tools, research devices, and basic self-defense gear.

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2. Refining Tapper Roles and Rules

2.1 Capabilities and Boundaries

- Expand the section on Tappers to explicitly define their unique ability to manipulate Arcane energy using crystals.
- Add a clear rule that only Tappers and Practitioners of the Arcane can use Nexus Crystals or Arcane tools. Non-Tappers cannot activate or manipulate them, even indirectly, unless through divine intervention or explicit backstory justification.

2.2 Rules of Role Boundaries

- Create a "Rules of Role Boundaries" section:
    - Prohibit cross-role abilities (e.g., Seekers performing Tapper actions) without explicit justification.
    - Disallow implied or inferred capabilities beyond a character's defined role.
    - Emphasize restrictions on tool usage—Tapper tools must rely on Arcane energy and cannot function for non-Tappers, while Seeker tools must remain non-magical.

2.3 Common Misinterpretations

- Provide examples of errors and corrections:
    - Error: A Seeker stabilizing a rift.
      Correction: Seekers can only use observational tools; rift stabilization requires Tappers or divine intervention.
    - Error: A non-Tapper using crystal-powered devices.
      Correction: Crystals are inert and unresponsive without magical capabilities.

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3. Deepening Magic System Rules

3.1 Nexus Crystals and Arcane Energy

- Expand the description of Nexus Crystals, including visual traits, energy alignments, and safe handling guidelines.
- Clarify whether Nexus Crystals have passive defensive capabilities or always require Tapper activation.
- Define how Nexus Crystals behave when carried by non-magic users (e.g., inert and unresponsive).

3.2 Crystal Volatility

- Add details about crystal instability, including the conditions under which crystals might shatter or destabilize (e.g., proximity to corrupted Nexuses or rifts).

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4. Shadowlands and Corrupted Territories

- Expand the Bible's description of the Shadowlands and corrupted territories, detailing:
    - Physical and psychological effects of prolonged exposure to these regions.
    - Specific dangers posed by corrupted Nexuses, including unique phenomena and hostile creatures.
- Clarify survival requirements for navigating these areas, such as divine protection, advanced Tapper expertise, or specialized tools.
- Add examples of Shadowlands explorers and their unique preparations or affiliations.

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5. Arcane Stream and Rift Dynamics

5.1 Stream Phenomena

- Add a section on areas or phenomena that confuse Arcane Stream readings, detailing causes like environmental anomalies, corrupted streams, or overlapping energy flows.
- Clarify the concept of dormant nexuses, including their characteristics, triggers for activation, and connections to stream convergence.

5.2 Rift Stabilization and Shockwaves

- Expand on the causes of Arcane Stream destabilization, including natural, human-made, and intrinsic crystal factors.
- Add a section on the physical, magical, and environmental impacts of rift shockwaves.
- Define protocols for handling rift-related emergencies, emphasizing the reliance of Seekers on observation and collaboration with Tappers.

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6. Divine Service and Reconstituted Souls

- Expand the "Divine Service" section to include:
    - Details about gods reconstituting souls from the Land of the Dead for missions in the living realm.
    - The reconstitution process and its effects (e.g., physical, emotional, spiritual changes).
- Clarify the unique role of Obsidian Hall gods in assigning missions, particularly involving Negative Arcane Streams or darker energies.
- Highlight ethical complexities of divine missions, such as risks of corruption or conflicting motives.
- Refine the behavior of reconstituted souls, including:
    - Dependencies on divine energy or artifacts.
    - Psychological effects like fragmented memories or lingering ties to the Land of the Dead.

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7. Enhancing Story Integration

- Add narrative hooks for integrating these updates, such as:
    - Conflicts between Tappers and Seekers over differing approaches to rifts or corrupted territories.
    - Shadowlands expeditions revealing previously unknown Arcane phenomena or divine interventions.

- Stories highlighting the symbolic importance of Seeker attire or communal decision-making.

Other TODO’s.

A Jocko story opening (example

Jocko of the silver and blue hair stood at the back of the temple in one of the few clear spots available. The pocket made by the polished marble pillar bifurcated by the contrasting rough hewn stone of the temple wall made for a natural eddy in the throng of people milling about in the temple proper. Chortle's massive statue in the center of the cirular building reached out to the domed ceiling's 60 foot heigth, his beefy right arm and hand short of the apex by mere inches.

The rest of the statue carried the typical Chortle tropes; fat belly hanging over a rope belt that appeared to barely contain the draped robed, bare feet just brushed by the hanging robes. His left hand resting on that hanging belly, an unaturally large mouth open and eyes squeezed shut as if he'd been frozen in time at the beginning of a laughing fit, having heard the funniest joke ever.

It was actually a much finer piece of work than Jocko had seen in many of the cities he'd visited. He couldn't fathom the cost to the city for this statue mad of what appeared to be the same marble as the pillar next to which he stood. Possibly the same marble that made up the rough walls as well. Even the dome was a unique feature even the well travelled Jocko had to admit must have cost a King's ransom to implement. No doubt the designers and laborers had been executed after its construction 300 or so years before or there would have been similar edifeces in the other large cities on Telsan.

But none of that was useful information for now, he decided. The important part of his current situation was the woman sitting on the gold wood throne set just in front of Chortle on the third tier of the four step dias. Her complexion was exotic for these western lands. Darker than tanned, but lighter than the southern people's ebony. She reminded him of the few seafarer folk he'd met on both the east and west coasts of Telsan, but with golden hair and bright green eyes that he could make out even 100 feet away.

Her robes, reminescent of Chortle's but a deep red contrasting starkly to his white stone, covered her much more modestly yet in an alluring way. Almost as if she was a maiden seeking a husband alluring. While somewhat distracting, Jocko forced himself to concentrate on the necklace and bracelets she wore. Around her dark brown neck a ruby and emerald near-choker rested. A massive stone of jade mounted on a silver disk was centered under her chin just above the top of her robe. She wore a complementary ruby and emerald encrusted gold bracelet that occasionally slid from wrist to elbow and back again as she gestured.

Jocko imagined his own gray eyes sparkling with color as the light scattered and bounced from the necklace and bracelet resting in his hands. Each stone would likely fetch a good rate in the east and north, possibly more with the sea folk. Sold together they'd likely pay for another dome. At least if he could find a buyer for the set. That was always a possibility with the current set. It was worn only once a year at the feast of Fester's Folly, celebrating the defeat of Fester by Chortle at the beginning of time when the god of death and decay took on the god of health and humor for the ultimate prize of worshiping followers in the eastern lands of Telsan. Legend stated Festers mistake of allowing Chortle to choose weapons led to his downfall, Fester's the demi-divine body incapable of handling shaking gafaws Chortle was able to instill in the lesser god. Fester apparently literally fell apart and is continuosly seeking out flesh to restore his body by causing rot and decay across the land.

On this day, red and green colors were predominant across Feldspar, the city central to Chortle power and particulary on the clothing worn by devout worshipers flocking to the temple of Chortle. On this spot Fester Fell and Chortle commanded his followers to build a temple in honor of Chortle and the defeat of Fester. The temple was small and humble for the first few centuries, but the wealth that poured into Feldspar from the nearby mountains after feldspar mining led to the discovery of the purest ruby the world had yet seen led to the new temple and god statue.

And the chosen one of Chortle, the golden haired beauty who at that moment was blessing a woman with a babe wrapped in a green bundle, was a priestess and oracle. The latest in a long line of women selected at birth to be one of 10 born at the turn of the year to live in and around the temple, learning the rituals and histories surrounding the great god. Waiting, essentially, until either their 25th year or the death of the current chosen one.

They were taught to hope be selected by the divine one by 25 or, otherwise, to become a lesser priestess serving the temple and the church of Chortle for their rest of their lives as a well cared for and respected maid to the chosen one and conduit of Chortles mercy for the people. This virtually guaranteed 250 young women being assigned to the temple proper, with several hundred other named to the priesthood being released to spread the words of Chortle to the four lands, once they reached their 25th year.

Or so the story went. Jocko knew from the dalliance he'd had with one of these mercy maids that they weren't all as innocent as the official temple stories went. He'd learned from D'arcy that the current chosen one, Galaya, had learned of her selection after the former chosen one's death. Apparently at the moment of the death of Umatra, the former Oracle, a sack of flour had inexplicitely fallen from a shelf in the pantry she was

in to locate some dried figs for a snack. The flour had covered Galaya so completely that a cook that had responded to the girl's choked scream at first thought her a spirit but, after a moment, realizing what had happened, the cook broke into a peal of laughter that caused the rest of the kitchen staff to come running and join in on the laughter.

The timing, of course, wasn't realized until later and when the remaining priestesses of the Umatra's cadre of 9 had heard the story, they immediatly called Galaya and her cadre in to perform the transition ritual, blessing Galaya as Umatra's body was cremated on a pyre on the temple courtyard. According to D'arcy, who was one of the 9 selected the year Galaya was born, Galaya wasn't very happy about the selection. Unlike the others, the blessing, which bestowed prescience and futuresight but only embodied in a response to a specific question, was not something she'd desired. Galaya, D'arcy relayed, had always talked of leaving the temple at 25 and never coming back. Only the incident with the flour, happening just four days from her birthday, destroyed that dream.

Now, four years later, Jocko was hoping to leverage that desire to trick the Oracle into leaving with him, at least long enough for him to get her alone, steal her jewels, and leave her to her own devices outside Feldspar.

Jocko's style was always to start with a plan, but knowing that every plan would have to be modified once put into motion, not to plan too hard. For now he knew that he'd attempt to get the rare private audience with Galaya to his question and make sure that question was worded in a way that would allow him to escape with Galaya without getting killed.

"Good enough plan I think." he told himself. About 100 people had made it to Galaya for the blessing and questioning. Having watched proceedings for the last two festivals, he knew that private audiences were not granted for the first three or so hours of the event. Around that time, inevitably, Galaya would grant the private audience and disappear into a side chamber while the throngs sang songs honoring Chortle waiting for her to return to her throne and continue the people's blessings.

"Time to slip into the throng."

Items to integrate:

The Temple of Chortle & the City of Feldspar

Feldspar: The Holy City of Laughter and Wealth
Feldspar is the spiritual and economic center of Chortle's faith, a city that once stood as a humble place of worship but grew into a prosperous metropolis following the discovery of exceptionally pure rubies in the nearby mountains. The wealth generated from these mines transformed the city, leading to the construction of a grand temple dedicated to Chortle, the God of Health and Humor.

The Grand Temple of Chortle
The temple is a massive circular structure crowned with a sixty-foot-high domed ceiling. Dominating the temple's center is a colossal statue of Chortle, a rotund and joyous figure sculpted from polished marble. His defining features—a massive belly spilling over a simple rope belt, bare feet peeking from underneath draped robes, and an open-mouthed expression frozen in the midst of raucous laughter—embody the very essence of mirth. The statue's right arm reaches skyward, fingers stretched toward the peak of the dome, while his left hand rests upon his belly as if bracing against an uncontrollable fit of laughter.

This temple is the single most elaborate edifice dedicated to Chortle, unmatched by any other city in Telsan. The immense cost of its construction is speculated to have been so high that no similar temples were ever built. It serves as the heart of Chortle's worship, drawing pilgrims, nobles, and merchants seeking divine favor and the blessings of laughter and vitality.

The Chosen One & the Priesthood of Chortle
At the core of Chortle's religious order is the **Chosen One**, a priestess selected through a divine act of humor. Each year, ten girls born at the turn of the year are raised within the temple, studying Chortle's teachings and preparing for the possibility of being chosen. If, by the age of twenty-five, they are not selected, they become **Mercy Maids**, devoted temple servants who remain within the faith for life.

The selection of the Chosen One is determined by **a moment of divine absurdity**—a sign that is unmistakable in its comedic brilliance. For example, the current Chosen One, **Galaya**, was covered head to toe in flour when a sack inexplicably fell from a shelf at the exact moment of the previous oracle's death. The kitchen staff, unable to contain their laughter, took this as a divine sign, and Galaya was immediately anointed as the new Oracle of Chortle.

As the Oracle, the Chosen One is gifted with **a unique form of prophecy**—but it is not continuous or all-seeing. Instead, she can only receive visions **in response to direct questions**, making her guidance highly valuable but limited. Her life is one of ritual and

restriction, bound to serve Chortle until her death, after which a new Chosen One is selected through another act of divine humor.

The Festival of Fester's Folly
The most important annual event in Feldspar is **Fester's Folly**, a grand celebration of Chortle's victory over **Fester, the God of Death and Decay**. According to legend, at the dawn of time, Chortle and Fester waged a battle for dominion over the eastern lands of Telsan. Chortle, being the god of humor, **chose laughter as his weapon**. Fester, unable to withstand the force of divine mirth, **literally fell apart**, his body rotting into dust. From that moment onward, Fester has ceaselessly sought to reassemble himself, spreading disease and decay in his wake.

During the festival, the **Chosen One presides over public blessings and private divinations**, answering the questions of the faithful. The city is adorned in Chortle's sacred colors of **red and green**, symbolizing vitality and joy. Nobles and merchants parade their wealth, hoping that extravagant displays of devotion will grant them favor in the coming year.

The Role of Mercy Maids
For those not chosen as the Oracle, life as a Mercy Maid ensures security and purpose. Some remain in the temple, serving as attendants to the Chosen One. Others travel across Telsan, spreading Chortle's teachings and bringing laughter to communities in need. While outwardly a position of devotion, Mercy Maids often experience **a more human reality**, as not all embrace a life of strict religious servitude. Tales circulate of some who find ways to live freer lives beyond the temple's grasp.

Conclusion
The faith of Chortle is one of contrasts—bound by tradition yet guided by humor, rooted in divine mystery yet filled with absurdity. Feldspar stands as a shining example of how laughter, wealth, and faith intertwine, ensuring that even in a world shaped by gods and magic, there is always a place for mirth.

Additional Detail around the four Major Extraordinary powers on Telsan

Powers on Telsan break away from the typical "spell" paradigm by describing powers as acts of focused will and the shaping of raw, intrinsic energy. Below is an outline with a set of distinctive abilities for each type, emphasizing internal transformation and perception rather than incantations or rituals.

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1. Practitioners of the Arcane Streams

These individuals harness the ever-flowing, elusive arcane streams directly through their focused concentration. Their feats come as subtle manipulations of the world's underlying energy.

- **Flow Weaving:** By concentrating intensely, a Practitioner can "weave" the arcane currents to subtly alter physical properties. For example, they might reinforce a structure's resilience by reordering its molecular cohesion or temporarily make a surface frictionless.
- **Resonant Shift:** They can change the momentum of objects—slowing a falling stone or redirecting a projectile—by channeling streams in a way that redistributes kinetic energy without any overt "casting."
- **Perceptual Imprint:** Using their inner vision, they can overlay an alternate sensory pattern onto their surroundings. This might manifest as altering ambient light or sound, not by creating illusions in the traditional sense, but by subtly reconfiguring the energy that underpins perception.

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2. Tappers (Crystal-Infused Practitioners)

Trained to harness stored power within crystals, Tappers work with a concentrated reservoir of energy. Their abilities are limited by the crystal's capacity, yet remain potent and precise.

- **Crystal Convergence:** A Tapper can focus the stored energy into a single, intense burst that temporarily energizes a section of matter—hardening metals, heating surfaces, or reinforcing biological tissues.
- **Vibrational Pulse:** By releasing a controlled, radiating shockwave, they can cause nearby structures or opponents to lose balance or experience momentary disorientation. This pulse is not an explosion but a precise modulation of energy resonances.
- **Energy Weave:** They can channel the crystal's power into a temporary barrier—a shimmering field that deflects incoming forces. Instead of invoking a "shield," they're aligning the crystal's latent energy with their own focused intent.

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3. Divine Channelers

These individuals commune with a patron entity or realm—be it radiant or of the obsidian depths—channeling power that reflects the nature of their divine connection. Their abilities feel less like self-generated magic and more like an intimate dialogue with a higher presence.

- **Patron's Embrace:** By entering a state of deep concentration, a Channeler can evoke a protective aura that envelops themselves and nearby allies. This isn't a scripted incantation, but rather a seamless extension of their will merging with their patron's essence.
- **Divine Insight:** In moments of crisis, they might temporarily "tune in" to their patron's perspective, gaining sudden clarity on complex problems or foreseeing imminent dangers. It's a flash of inspired understanding, a merging of minds rather than a spell being cast.
- **Radiant Displacement:** Channelers can redirect harmful energies—be it physical or metaphysical—by channeling a surge of divine power. This act may deflect a dangerous force or disrupt an opponent's momentum, appearing as if reality itself momentarily shifts to protect them.

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4. The Fourth Type: The Multidimensional Weaver

This extremely rare individual blurs the lines between the arcane, the tapped, and the divine. Their abilities arise from a profound capacity to sense and integrate multiple power sources, enabling them to access and even "borrow" aspects from other realities.

- **Dimensional Slip:** By aligning their will with the subtle differences between realities, they can momentarily phase out of the current physical plane. This allows them to evade attacks or traverse short distances in ways that seem to defy conventional physics.
- **Reality Echo:** They can peer into a near-parallel reality to extract a fleeting enhancement—a tool, a burst of energy, or a momentary tactical advantage. This isn't a formalized "spell" but an act of drawing upon the potentiality of alternate existences.
- **Cross-Reality Synthesis:** In critical moments, this Weaver can blend aspects of arcane streams, crystal power, and divine resonance. Imagine temporarily reshaping local physical laws to mend injuries, alter gravity's pull, or create an ephemeral construct that serves a specific purpose. The effect feels like the world itself responds to their will, bending in subtle but unmistakable ways.

- **Phantasmal Convergence:** They might pull a tangible element from a closely aligned reality—a small object, a burst of energy, or even a brief environmental effect (like an unusual weather phenomenon). This action, governed by their unparalleled focus and experience, demonstrates their capacity to negotiate the boundaries between what is and what might be.

In Summary

In Telsan, the use of arcane power is less about memorized spells and rituals and more about the deep, personal discipline of will and concentration. Whether a Practitioner of the Arcane, a Tapper, a Divine Channeler, or the rare Multidimensional Weaver, the abilities are presented as natural extensions of their inner strength and perception. Each act is a subtle reconfiguration of the world's inherent energy—an intimate conversation between the individual and the fabric of reality itself.

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1. Practitioners of the Arcane

Acquisition:

- **Innate Sensitivity:** Possessing the capacity to sense Arcane Streams is largely an inherited trait or occasionally the result of a spontaneous mutation. This means that while the ability exists latently in many, only a subset are born sensitive enough to perceive these flows.
- **Mentorship:** Once recognized—often in childhood or early adolescence—these individuals are inducted into circles of practitioners. They learn the art of "flow weaving" through observation and guided practice rather than rote memorization. Training focuses on refining one's inner vision and the control of one's will, emphasizing self-discipline and perceptual acuity.

Learning Process:

- **Apprenticeships and Communal Transmission:** Training is conducted by experienced practitioners in intimate settings where experiential learning (i.e., meditative exercises and mental simulations) is prioritized.

- **Iterative Mastery:** Skill development is continuous; mastery is measured by how naturally and subtly one can reconfigure ambient energies without relying on external tools.

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2. Tappers

Acquisition:

- **Potential in Many:** The fundamental capability to access the stored energy in crystals is more widespread; however, effective tapping demands an exceptionally strong will and an ability to concentrate with precision.
- **Cultural Induction:** Communities of Tappers are structured around rigorous, almost monastic training. From birth, children in these communities are exposed to strict, systematic discipline that cultivates and hones their inherent potential.

Learning Process:

- **Structured Training Programs:** Young Tappers undergo continuous, regimented training that reinforces high standards. Their education combines practical exercises—such as learning to modulate the release of a controlled vibrational pulse or to synchronize with the crystal's latent energy—with mental conditioning and philosophical teachings about the ethical use of their power.
- **Peer Review and Societal Enforcement:** Social structures within these communities ensure that even those with innate potential are held to a high level of skill through mentorship, communal challenges, and the expectation of constant refinement.

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3. Divine Channelers

Acquisition:

- **Spiritual Realization:** This power is accessed through profound religious experiences or revelations. A divine Channeler typically experiences a transformative encounter—a "meeting" with their patron where they accept a commission or divine calling.
- **Religious Devotion:** Unlike the arcane groups, these individuals are marked by an unyielding devotion that aligns their will with a higher cosmic or spiritual order. This

bond is both personal and communal, often discovered and nurtured within established religious communities.

Learning Process:

- **Communal and Mystical Training:** Training involves deep meditative practices and reflective contemplation. Channelers learn to quiet their minds and allow their patron's consciousness to guide their actions without constant direct invocation.
- **Internalized Divine Dialogue:** The learning here is less technical and more about internalizing a divine perspective. Training may include guided introspection, ethical instruction, and the practice of aligning personal goals with the patron's will, leading to natural, spontaneous manifestations of power (e.g., invoking a protective aura or redirecting harmful forces).

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4. The Fourth Type: Multidimensional Weavers

Acquisition:

- **Dual Nature—Inherited and Triggered:** These individuals start with the inherent capacity to sense Arcane Streams. However, a significant external catalyst (such as a nexus blast, rift collapse, or even a decisive act of divine intervention) triggers the unlocking of additional faculties.
- **Rare Convergence:** Because both innate predisposition and a catalyzing event must align, these individuals are exceedingly rare. The trigger may not only awaken their capacity for arcane and crystal energies but also forge a link with a divine patron, effectively combining multiple modalities.

Learning Process:

- **Adaptive and Integrative Training:** Initially, they may learn to manage the base arcane abilities much like standard practitioners. Following their transformation, they must learn to integrate diverse energy systems—adjusting to the shifting laws when "slipping" into alternate realities or synthesizing energy from multiple sources simultaneously.
- **Mentor and Experimentation:** Given their uniqueness, they might initially be isolated or sought after by various mentors from different traditions. Their training is less conventional, relying heavily on trial-and-error, personal experimentation, and often the guidance of those who specialize in cross-modal energy manipulation.

- **Incremental Mastery of Reality:** The learning curve involves calibrating how much difference between realities can be bridged, understanding the cost or risk involved, and developing mental strategies to maintain control when blending arcane, crystal, and divine energies.

Summary

- **Practitioners** are born with or develop the rare ability to sense and weave Arcane Streams, learning through apprenticeship and experiential training.
- **Tappers** benefit from communal, systematic induction that nurtures their potential from a young age, making effective use of the stored energy in crystals through disciplined mental training.
- **Divine Channelers** are chosen by or connect with a patron through a transformative spiritual experience, with their powers manifesting as extensions of deep, internalized devotion and meditative communion.
- **Multidimensional Weavers** combine these abilities following a significant triggering event, learning to integrate and balance multiple sources of power through adaptive, often experimental, training.

This framework quantifies the accessibility and training of these power-users, offering a nuanced approach that respects both innate ability and the influence of rigorous, community-based or experiential learning processes. It maintains the non-traditional approach to “spells” by rooting all abilities in personal will, concentration, and the intimate shaping of energy. Let me know if you need further refinements or additional details!

The Changes to the origin of the Radiant Realm and Obsidian Halls.

John, here’s the revised unified narrative that preserves the four distinct power types without introducing any new or additional systems for tapping into power. I’ve streamlined the explanation to focus on the defined roles while integrating all the historical events and nuances:

Unified Historical Framework of Telsan

1. The Creation of the Radiant Realm

- **Event Origin:**
  A coalition of powerful Practitioners of the Arcane, determined to control the raw, unbridled power of the Arcane Streams, joined forces to sequester these streams into a separate dimension: the Radiant Realm. This transformative act was enabled by one or more rare Multidimensional Weavers—individuals capable of manipulating reality on a grand scale.
- **Outcome:**
  - **Radiant Realm Characteristics:**
    - The Radiant Realm becomes a divine sanctuary where pure, unadulterated Arcane Streams reside.
    - It is established as the home for the gods who follow the One God.
    - The eternal citadel—a symbol of emerging divinity and a center of divine authority—is transferred into this realm, preserving its denizens in a state of suspended animation or subservience for millennia.
  - **Public Perception:**
    - To the common populace, the act of sequestering the streams is remembered as a cataclysmic event—a dramatic upheaval in the natural order—undertaken by the powerful to keep arcane energies out of widespread hands.

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2. The Rebellion of the Obsidian Hall Gods and x` the Emergence of Split Streams

- **Trigger:**
  In response to a unifying call from the One God, the gods of the Obsidian Halls rebelled. Seeking to preserve their power and autonomy, they initiated a decisive intervention.
- **Mechanism:**
  - **The Crystal Tear:**
    A Multidimensional Weaver created an impossibly large, crystalline tear in the fabric of the Radiant Realm. This tear was originally designed as a controlled exit for the Obsidian Hall gods—a safeguard intended to allow them to escape without diminishing their divine power.

    - **Unintended Consequence—Splitting of the Streams:**
        - The creation of the tear inadvertently causes the once unified Arcane Streams to split:
            - **Blue Positive Streams:** These flow near the surface of Telsan, embodying qualities of life, growth, and vitality.
            - **Red Negative Streams:** These emanate from deep within Telsan, carrying energies associated with decay, transformation, and destructive potential.
        - Although the Radiant Realm remains the pure repository where all streams eventually reconverge and are re-integrated, Telsan itself becomes the arena where these dualistic energies—accessed by Practitioners (who sense and weave pure arcane streams) and Tappers (who use charged crystals)—manifest in distinct ways.
- **Aftermath and the Eternal Citadel:**
    - **The Eternal Citadel's Return:**
        - The tear establishes a conduit that brings the eternal citadel back to Telsan. Despite retaining some stasis from its time in the Radiant Realm, its return marks a significant transformation in the world.
        - Now located in a remote, decaying region, the citadel stands as a monument to the era of divine unity and the profound impact of these cosmic events.
    - **Cultural Ramifications:**
        - For the people of Telsan, these events are immortalized in myth and lore. The sequestering of the Arcane Streams, followed by the splitting induced by the Obsidian Hall gods' rebellion, is seen as both a period of divine safeguarding and a dramatic return to a dualistic natural order.

Integrating the Four Defined Power Types

- **Practitioners of the Arcane:**
  Born with or developing the innate ability to sense and weave the Arcane Streams, they learn their craft through mentorship and experiential training. Their power is

drawn directly from the pure streams of the Radiant Realm, even as these streams ultimately journey through Telsan and return to their origin.

- **Tappers:**
  Many possess the potential to tap into stored power in crystals, but only those with an exceptional will and concentration can effectively harness these energies. Tappers, often trained within strict communities, work with crystals charged by either positive or negative energies, as defined by the split streams that course through Telsan.

- **Divine Channelers:**
  These individuals gain their power through profound spiritual experiences—often via a direct encounter with their patron deity, who may reside in either the Radiant Realm or the Obsidian Halls. Channelers operate by aligning their will with divine intent, drawing on the integrated, pure power of the Radiant Realm when guided by a celestial patron, or tapping into the transformative, dualistic energies of Telsan when their patron is linked to the Obsidian Halls. Their abilities emerge as an intimate dialogue between their focused will and the essence of their chosen divine influence, making each act a personal manifestation of their faith and inner mastery

- **Multidimensional Weavers:**
  Rare in nature, these individuals combine innate arcane sensitivity with a transformative, often catalyzed event that unlocks additional faculties. Their reality-manipulating abilities were pivotal in both the creation of the Radiant Realm and the subsequent splitting of the Arcane Streams. They serve as both historical catalysts and potential future arbiters in the ongoing interplay of divine and arcane powers.

Conclusion

This unified narrative anchors Telsan's magical systems within a rich, turbulent history. The Radiant Realm endures as a divine repository of pure energy—its integrity intact—while a strategically created tear (an immense crystalline fissure) allows for the split of the Arcane Streams into blue positive and red negative flows. These dualistic energies now traverse Telsan, influencing the methods of both Practitioners and Tappers. Divine Channelers and Multidimensional Weavers, each with their unique origins and roles, complete the framework, ensuring that all power on Telsan is rooted in concentrated will and precise inner mastery rather than rote incantations.

Dealing with what people actually know as a common people

Here are some ideas on who might actually know—or at least have fragments of—the full, precise history of Telsan's arcane and divine origins, and how that knowledge might be preserved or transmitted:

- **Scholarly Circles and Academic Institutions:**
  Universities, arcane academies, or dedicated institutes of history and theology may have collected fragments of ancient texts, relics, or oral traditions passed down from previous eras. These institutions might debate and reinterpret the details, resulting in multiple, sometimes conflicting, versions of the true history. Professors and learned scribes, often the keepers of such esoteric lore, could be the most reliable sources—even if their accounts are imbued with layers of myth and interpretation.

- **Temple Archives and Religious Institutions:**
  Temples devoted to the One God or the deities of the Obsidian Halls likely maintain secret archives that record the divine interventions, the creation of the Radiant Realm, and the subsequent events. High priests, priestesses, oracles, and chroniclers may pass on this history through ritual, liturgy, or guarded texts. However, the transmission is selective; the sacred texts might be purposefully veiled in allegory or symbolic language to ensure that only the truly devoted or initiated can interpret their true meaning.

- **Oral Tradition and Local Folklore:**
  Among the common people, the full, precise history is often lost, reduced to legends and myths. Local bards, storytellers, and traveling mystics might recount tales of cataclysms and divine interventions in a way that emphasizes moral lessons or cultural identity rather than historical accuracy. These oral traditions, while colorful, would likely be full of embellishments and inconsistencies compared to the more rigorous accounts kept by scholars and priests.

- **Secret Societies and Esoteric Orders:**
  In some hidden corners of Telsan, secretive organizations—perhaps even remnants of the original coalition of arcane practitioners or descendants of the Multidimensional Weavers—may guard the true, unvarnished history. These groups might view their knowledge as a kind of esoteric power, shared only with trusted initiates through rituals, coded texts, or clandestine meetings. Their records could

differ sharply from public accounts, offering a more precise, if contested, version of events.

- **The Written Records and Ruins:**
  Finally, ancient ruins such as the eternal citadel or lost temples might hold inscriptions or relics that hint at the true sequence of events. Archaeologists, treasure hunters, or dedicated adventurers might piece together these clues over time, gradually reconstructing a version of history that could challenge established orthodoxies. This fragmented record may never be complete, leaving much of Telsan's true past open to speculation and interpretation.

In summary, while the precise history of Telsan is known only to a few—such as dedicated scholars, high-ranking clergy, or members of secret orders—the common person's understanding is a patchwork of myths, legends, and half-remembered lore. This layered approach to history provides plenty of narrative room for conflict, discovery, and the slow unveiling of truth as characters in your story piece together the puzzle of Telsan's past.

The Schism of the Gods: The True History of the Radiant Realm and the Obsidian Halls

The Age Before Gods

In the earliest age of Telsan, before time was recorded, there were no known gods. The people of Telsan worshipped no divine beings, nor did they know of any force beyond the world itself. But unbeknownst to them, the One God had always existed, watching from beyond the veil of creation. He did not interfere, for the world had yet to fall into ruin.

Then came the rise of mortal ambition.

The First Ascension

There were those among humanity who sought mastery over the Arcane Streams, bending the currents of magic to their will. Over generations, their knowledge deepened, their power grew, and in time, they unlocked the means to transcend their mortal forms. Those who achieved this ascension left the world of Telsan behind, forging a new dominion beyond the sky—the Radiant Realm.

Though they had once been human, these beings now declared themselves gods, believing they had surpassed all others. To ensure their supremacy, they severed the Arcane Streams from Telsan, hoarding that power for themselves. They did not wish to be challenged, nor did they seek to elevate others to their station. Instead, they turned their gaze downward to those they had left behind.

At first, they called upon mortals with promises of enlightenment and eternal life. But once drawn into the Radiant Realm, these chosen souls soon discovered the truth—they were not brought as equals, but as servants. Bound by divine will, they labored endlessly, their freedom stripped away by those who claimed to be their gods.

And it was this great transgression—the enslavement of souls, the violation of creation's balance—that caused the One God to reveal Himself for the first time.

The One God's Call

The One God, who had remained unseen through all ages, spoke for the first time, not to mortals, but to the self-proclaimed gods of the Radiant Realm. His voice thundered through the heavens, not in anger, but in warning.

"Forsake your greed. Abandon your chains. Stand beside me, not as rulers of men, but as their guardians. Serve not yourselves, but something greater than power."

The gods of the Radiant Realm were shaken, for they had never before felt the presence of something greater than themselves. Some, upon hearing the call, felt shame for their selfishness. They saw the truth—that they were not gods at all, merely mortals who had taken what was never theirs to claim. And so, in humility, they knelt before the One God, renouncing their past and embracing a new purpose.

To these repentant ones, the One God offered a power beyond the Arcane Streams—Divine magic, drawn not from the fabric of the world but from His own boundless will. With this, the Radiant Realm was transformed, no longer a kingdom of tyranny but a beacon of guidance and protection.

The Fall of the Obsidian Lords

But not all gods were willing to submit. There were those who resented the One God's interference, who saw His command not as wisdom, but as a challenge to their dominion.

They refused to release their servants, refused to abandon their rule. They did not wish to serve something greater—they wished to remain the greatest.

Raging against those who had turned to the One God, these defiant beings waged war upon the Radiant Realm, seeking to destroy it rather than relinquish their power. But they were cast down, driven from their shining kingdom, and fell into the depths beneath Telsan.

There, in the lightless caverns, they forged a new dominion—the Obsidian Halls. In their bitterness, they twisted the remnants of the Arcane Streams into something darker—Negative Streams, a corrupted force bound to their will. Still unwilling to serve, they remained as they always were: selfish, cruel, and ambitious. And in their hatred, they took their former servants with them, enslaving them for eternity, binding souls in chains even stronger than before.

The Eternal Divide

Thus, the great schism of the gods was sealed. The Radiant Gods, once false rulers, were now true divine beings, their power no longer their own but granted by the One God. They seek no worship, only to guide and protect.

The Obsidian Lords, prideful and resentful, remain bound to their hunger for dominion. They whisper to mortals, offering power in exchange for servitude, tempting the weak and the ambitious alike to join them in the depths.

And between them, Telsan stands—a world caught in the wake of a war that never truly ended.

Creation Myths of Telsan

Throughout history, every civilization has sought to understand the origins of the world and its people. Before the rise of the so-called gods of the Radiant Realm, Telsan's early cultures developed their own explanations—stories passed down through generations to make sense of existence.

While these myths vary across regions and traditions, they all share one common trait: **none of them are true.**

The reality of Telsan's creation is recorded elsewhere in this guide, revealing the One God as the world's true creator and the divine plan that has unfolded across the ages. However,

for the people of Telsan, who lived without divine guidance for much of their early history, their myths shaped their cultures, values, and beliefs long before the One God made His presence known.

Example Myth: The Song of the First Dawn

Before the land was shaped and the rivers ran, before even the first stars shone in the sky, there was only the **Endless Sea**—a vast and unknowable abyss where time had no meaning. The people of Telsan tell that, from this Sea, a single voice rose, singing into the void.

It was the **First Dawn**, a luminous being of pure radiance, whose song wove the fabric of the world. Her voice split the darkness, shaping sky and stone, river and mountain. Where her melody soared, the sun was born; where her whispers drifted, the moon took form. From her breath, the winds rose, and from her sigh, the oceans swelled.

But the First Dawn was alone, and loneliness dimmed her light. So she shaped the **Firstborn**, mortals woven from her own song, meant to dance upon the world she had made. These Firstborn were the ancestors of all who would walk upon Telsan.

Yet the Endless Sea **was never empty**. Deep within it, unseen in the First Dawn's light, there were things **older than the world**, things that had no voice, only hunger. They watched as the world took shape and envied it. And so, in the shadows where the First Dawn's voice did not reach, they began to weave **their own song—a discordant, broken melody**.

This was the **First Dissonance**, a force that crept into the world, twisting the lands, setting storms upon the seas, and whispering fear into the hearts of the Firstborn. In time, the First Dawn saw what had happened. She wept, for her song had been **tainted**, and she could not erase the discord.

And so, she did the only thing she could. She **sang one final verse**, one so powerful that it cast her form into the sky, where she would burn as the sun forevermore. Her last words, it is said, **live within the breath of all who speak, the fire of all who create, and the courage of all who stand against the dark**.

And thus, the world was set into motion, forever caught between the echoes of the **First Song** and the whispers of the **First Dissonance**.

How This Fits Into Telsan's True Origins

This myth contains **fragments of truth** while being largely metaphorical:

- The **First Dawn** could be an early cultural perception of the **One God's creation of Telsan**—a poetic retelling of how existence came to be.
- The **Endless Sea** represents the **void before creation**, which aligns with many real-world cosmologies.
- The **First Dissonance** could be an early misinterpretation of the corruptive power of the **Negative Streams**, or even an early foreshadowing of the Obsidian Lords' rebellion.
- The **Firstborn** are the original humans of Telsan, but the myth does not account for how they truly came to be—it only tells what the ancient cultures **believed** before they had divine revelation.
- The idea that the **sun is the First Dawn's last breath** is a poetic way early people might have tried to explain **why the sun gives warmth and life but also eventually fades into night (symbolic of corruption or chaos).**

Cultural Variations

1. **The Stonefather's Hammer** – In some regions, it is told that the world was **forged upon an anvil by the great Stonefather**, who struck the sky with his hammer, igniting the stars. His people—giants of the early world—were the first to shape the mountains. The First Dawn is merely the glow from the hammer's final strike.
2. **The Weaving of the Three Sisters** – A coastal culture believes the world was woven by **three divine sisters**, each pulling threads from the sky and sea to create land, air, and fire. When they wove too tightly, the land cracked, forming mountains. When they wove too loosely, the sea spilled over. The song of the First Dawn was the breath that helped them keep their weaving in balance.
3. **The Dream of the Sleeping Titan** – Some believe that the world is the **dream of a great sleeping titan**, and the First Dawn was merely the first flicker of his thoughts coming to life. The darkness comes when the Titan stirs in his slumber, causing nightmares to slip into reality.

Guidance for Writers

The Song of the First Dawn myth is just **one** of the many myths that ancient Telsanians might have told. The Cultural variations are also just suggestions of variations. Writers are encouraged to create **their own myths**, reflecting the cultures, traditions, and perspectives of the people in their stories.

However, all myths should follow these key principles:

- **They are ultimately false.** The true creation of Telsan follows the divine plan of the One God, as detailed in the history section of this guide.
- **They may contain elements of truth.** Some myths might reflect fragments of real events, misunderstood through time.
- **They should fit within Telsan's cultural landscape.** Myths can be unique to different peoples and should align with their beliefs, values, and traditions.

Telsan's people, like all civilizations, have always sought meaning. Their myths—whether hopeful, terrifying, or tragic—are a testament to their search for truth in a world that, for much of history, remained silent.