THE BOOK OF
MYTHAS
TALES OF
FABLECRAFT

THE FOUR CORNERS
HIGHLANDS
WILDWOODS
CORAL COASTS
LONG MEADOWS

THE OLD WORLD

Many centuries ago, an event known as the Shattering razed Mythas to the ground, destroying almost everyone and everything in it. Little is known about the Old World, though some relics and ruins remain, along with many popular theories about what happened. One such theory is that Mythas was once ruled by four powerful families who controlled and centralized the world's mana. A select few lived in luxury, while many struggled to survive on what little they had. This unchecked greed was ultimately the four families' downfall. Their centralized mana source was overloaded, resulting in a huge explosion that brought the world to its knees. Whether it was force majeure or sabotage, we do not know – nobody close enough to the event lived to tell the tale.

THE MYTHAS OF TODAY

Among the dying embers of that old world, a new hope was found. Magic was redistributed to the land and its people. Those who survived had to work together to rebuild. While more localized societal structures exist – those who learn and those who teach; those who lead and those who follow – the consolidation and organization of power beyond that of a town or village is largely frowned upon. There are, of course, those who put stock in rumors of bloodlines to the Four Families, or who hold ideals of ruling over others, or those who seek to eradicate magic entirely – but extremists such as these at least have the decency to limit such talk to the backstreets where it belongs.

Take heed when Tamas and Umbra are in alignment, for Tamas's mischief is concealed from Lumos's light.

QUICK FACT

THE MYTHAN PANTHEON

A DIVINE BALANCE

To be close to nature is to be close to the Gods.

The Mythan Gods are closely aligned to the natural environment. While they have never shown themselves, most Mythans believe in their existence on some level; whether they take the Gods' signs as absolute truth, or as more of a good luck charm.

As Mythas has grown and communities have become more connected, belief systems have broadened and woven together. Local traditions still represent the practicalities of life in each homeland – but the Gods have come to serve a broader purpose, each representing different spheres of Mythan life. Mythans may favor certain deities over others, but will seek the wisdom or favor of any God, depending on their needs.

The Mythan Pantheon is divided into Celestial Gods and World Gods. The three Celestial Gods: Lumos, Umbra, and Tamas, are represented by the three Moons of Mythas. Lumos, God of Light, is represented by Mythas's bright moon. Umbra, God of Darkness, is embodied in Mythas's large dark moon, and Tamas, God of Mischief, the small dark moon. Together, the Celestial Gods are believed to be responsible for the Great Cycle of existence – the constant ebb and flow that furthers the existence of all things.

The World Gods, Aria and Sesoro, represent Movement and Balance respectively, and are collectively known as the Gods of Harmony. They are believed to perform an endless dance that controls the tides of Mythas. These tides do not only affect the oceans of the Coral Coasts; they influence the movement of the entire world.

Mythans see themselves as part of nature's cycle, born from and returning to the natural world. Each Homeland has their own traditions when it comes to honoring their dead, but all believe that souls will return to nature in some capacity.

Different regions also favor certain Gods over others. While Longstriders focus their worship on the celestial gods who light their nighttime travels, Wavechasers worship the gods of harmony who control the tides. Highlanders honor all Gods equally, building shrines and holding seasonal festivals in their mountain enclaves, while Woodlanders use the sacred Heart Tree at the center of their Wildwoods as a conduit for their more focused worship.

THE LONG MEADOWS

The Long Meadows are composed of stretches of flat, colorful grassland, broken only by patches of wildflowers, old world ruins, and Longstrider Prides traversing the cairn-protected roads. The open skies in this region are breathtaking, and starfalls are a regular occurrence.

To the untrained eye, the Meadows can seem like large expanses of nothingness, but any Longstrider will tell you that resources abound if you know where to look. The true magic of the region becomes clear at night, when the bioluminescent grasses begin to glow, and stars punctuate the darkness.

POINT OF INTEREST

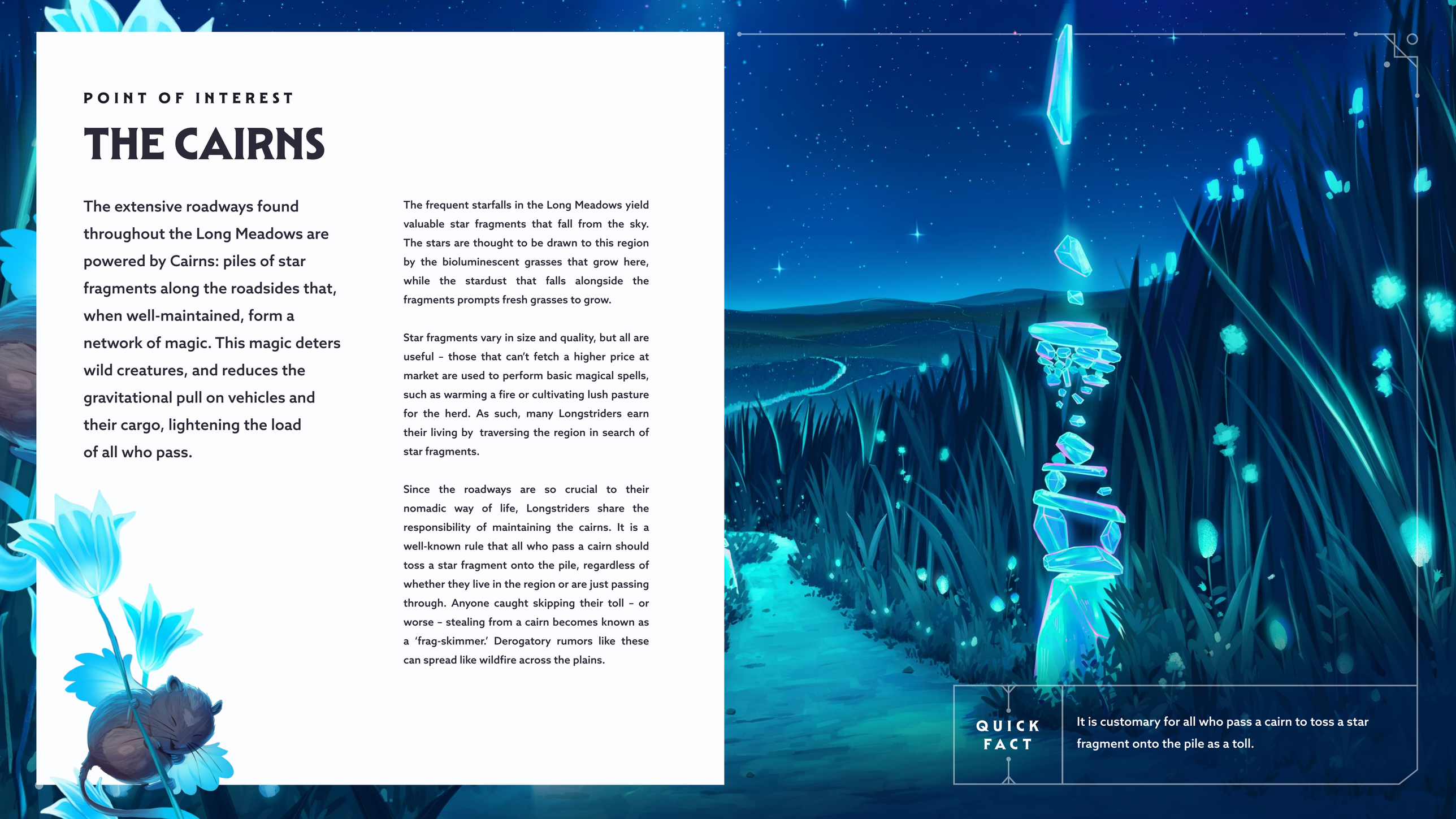
THE CAIRNS

The extensive roadways found throughout the Long Meadows are powered by Cairns: piles of star fragments along the roadsides that, when well-maintained, form a network of magic. This magic deters wild creatures, and reduces the gravitational pull on vehicles and their cargo, lightening the load of all who pass.

The frequent starfalls in the Long Meadows yield valuable star fragments that fall from the sky. The stars are thought to be drawn to this region by the bioluminescent grasses that grow here, while the stardust that falls alongside the fragments prompts fresh grasses to grow.

Star fragments vary in size and quality, but all are useful – those that can't fetch a higher price at market are used to perform basic magical spells, such as warming a fire or cultivating lush pasture for the herd. As such, many Longstriders earn their living by traversing the region in search of star fragments.

Since the roadways are so crucial to their nomadic way of life, Longstriders share the responsibility of maintaining the cairns. It is a well-known rule that all who pass a cairn should toss a star fragment onto the pile, regardless of whether they live in the region or are just passing through. Anyone caught skipping their toll – or worse – stealing from a cairn becomes known as a 'frag-skimmer.' Derogatory rumors like these can spread like wildfire across the plains.



QUICK FACT

It is customary for all who pass a cairn to toss a star fragment onto the pile as a toll.

THE LONG MEADOWS

A SEA OF GREEN

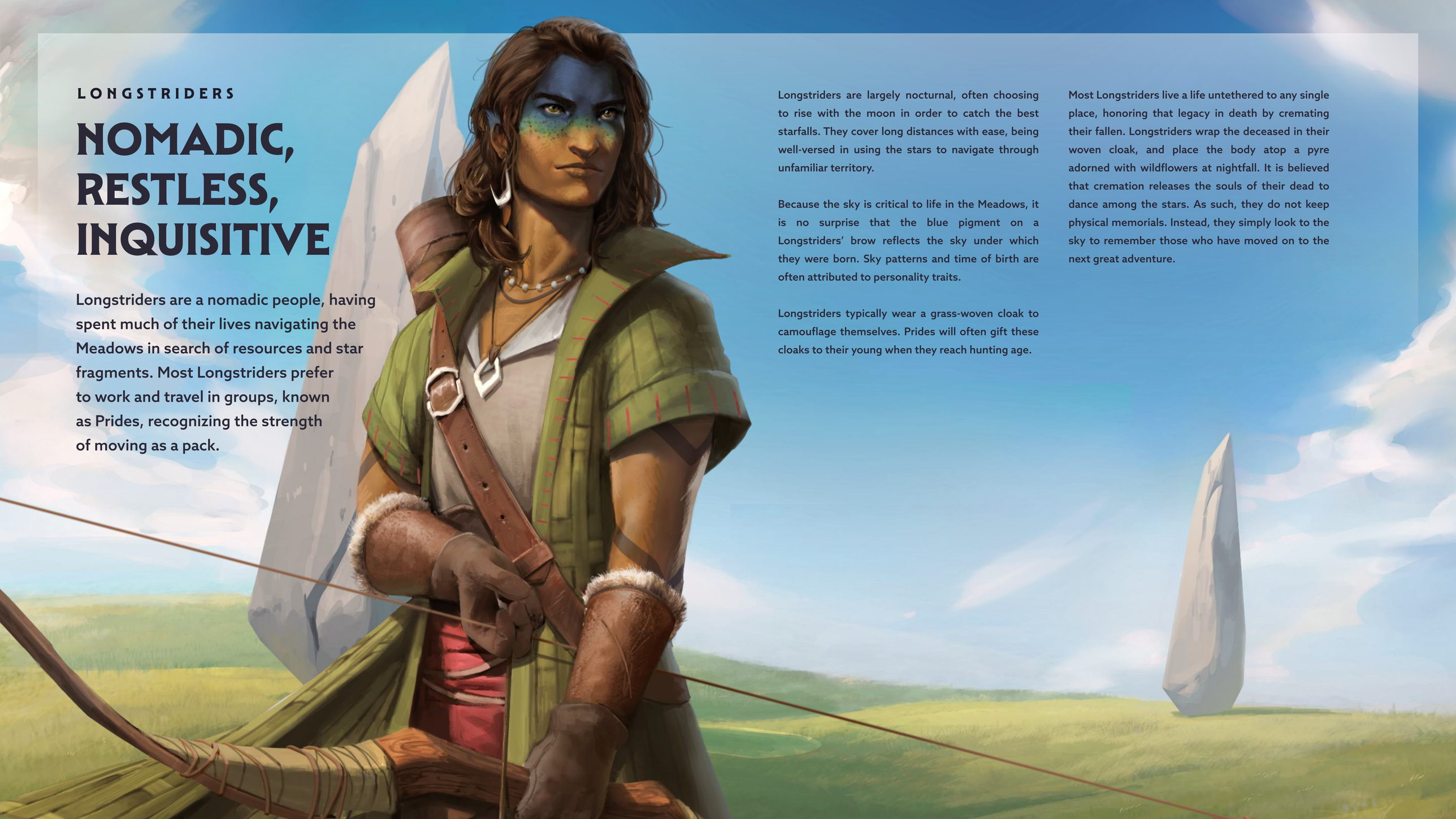
The Mythan Long Meadows may be expansive and sparsely populated, but with the colorful grasses, wildflowers, and star-filled nights, they still feel bright, vibrant, and hopeful. The lack of dense scenery also means that anomalies are easier to spot. Whether it's an ancient ruin, a caravan of travelers, or a resident dye merchant, out-of-place objects or buildings ignite curiosity.

There aren't many trees in this area, but the regional grasses can grow quite tall, towering over the heads of passing travelers. Clouds often swirl in unusual magical patterns thanks to the flow of mana in the land below. At night, the bioluminescent grasses mirror the stars above, while the sky comes alive with glowing seedheads caught in the wind.

LONGSTRIDERS

NOMADIC, RESTLESS, INQUISITIVE

Longstriders are a nomadic people, having spent much of their lives navigating the Meadows in search of resources and star fragments. Most Longstriders prefer to work and travel in groups, known as Prides, recognizing the strength of moving as a pack.



Longstriders are largely nocturnal, often choosing to rise with the moon in order to catch the best starfalls. They cover long distances with ease, being well-versed in using the stars to navigate through unfamiliar territory.

Because the sky is critical to life in the Meadows, it is no surprise that the blue pigment on a Longstriders' brow reflects the sky under which they were born. Sky patterns and time of birth are often attributed to personality traits.

Longstriders typically wear a grass-woven cloak to camouflage themselves. Prides will often gift these cloaks to their young when they reach hunting age.

Most Longstriders live a life untethered to any single place, honoring that legacy in death by cremating their fallen. Longstriders wrap the deceased in their woven cloak, and place the body atop a pyre adorned with wildflowers at nightfall. It is believed that cremation releases the souls of their dead to dance among the stars. As such, they do not keep physical memorials. Instead, they simply look to the sky to remember those who have moved on to the next great adventure.

"May the stars guide you."

DILL TALLGRASS, PRIDE LEADER

◇ THE ◇

CORAL COASTS

The coasts of Mythas are marked by dramatic clifftops giving way to vast expanses of coral sand beaches. Wavechaser settlements can be found dotted along the coastline and adjoining estuaries, ranging from modest hamlets to bustling watertop market towns bursting with sound and color.

Wavechasers build their homes on stilts over the turquoise water, adorning them with colorful shells, coral, and plants. The lively energy of this region makes it a popular place to visit, with more than enough taverns waiting to refresh weary travelers.

POINT OF INTEREST

WAVES & TRADES

The Coral Coasts play host to all kinds of performers. The merchants and traders that flock to this region are some of the best actors of them all.

Singers and storytellers aren't the only orators of the Coral Coasts. The bustling markets in this region attract dealers, merchants, and traders of all kinds, who join the throngs of fortune-hunters hoping to broker a deal or snap up a bargain.

The Mythan ocean is full of secrets, with mysterious objects and treasures often washing ashore. These found items have a varied and questionable value, but all of them can be found for sale. Buyer, beware: few merchants in this region will accept returns.

The happy-go-lucky nature of Wavechasers means that gambling is also a popular pastime in this region. Many a fortune has been made and lost over a game of shells. While most games are played on a casual basis, larger gambling dens can be found in the region's Sunken Isles. These areas are not for the faint of heart.

QUICK FACT

Antiquing is popular here, since many old world relics and magical curiosities wash up on shore.

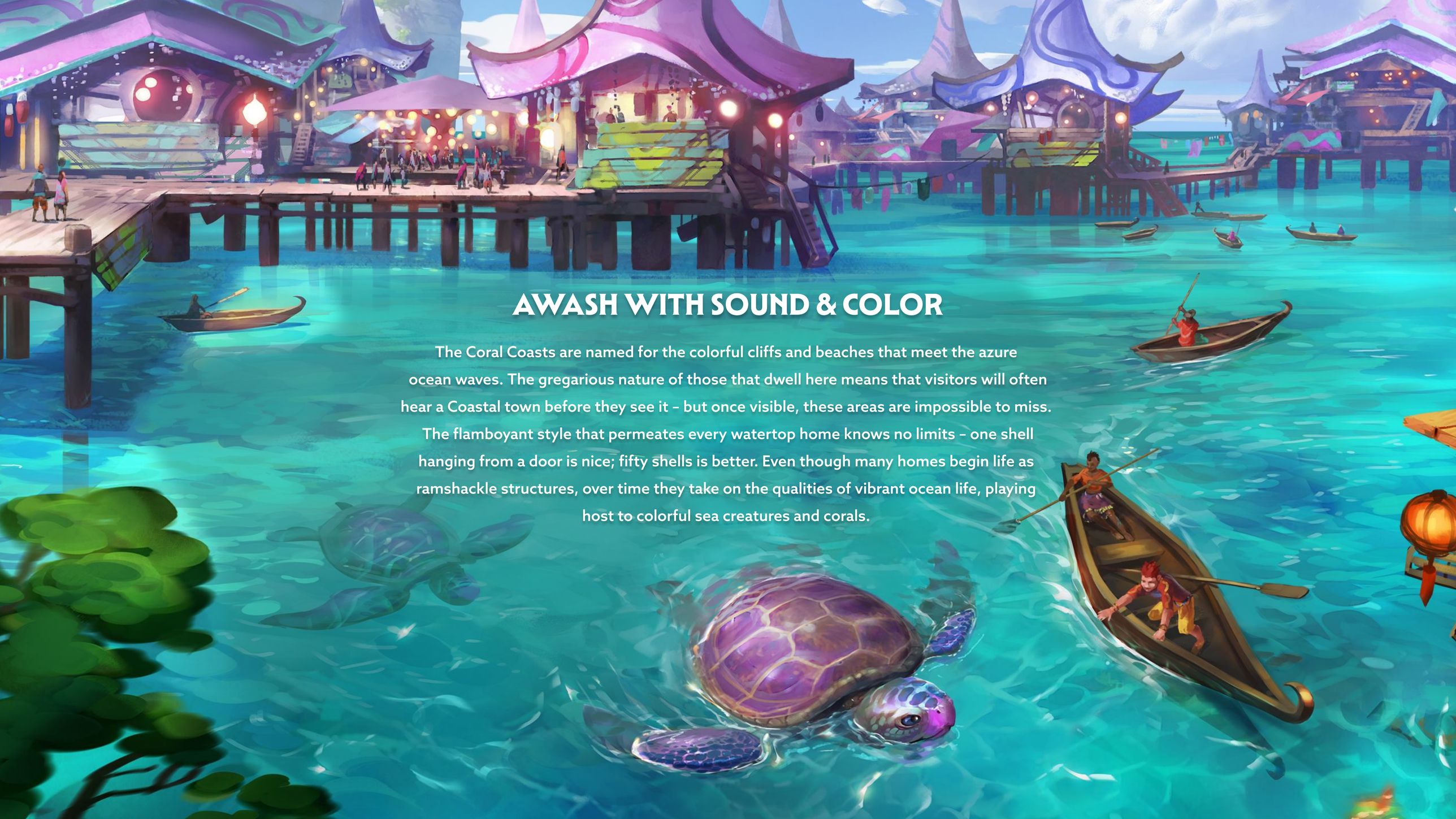
WAVECHASERS

SOCIABLE, DRAMATIC, EXTROVERTED

Wavechasers are a lively, creative, and gregarious bunch. They're the first to welcome outsiders with a bowl of warm chowder, eagerly regaling any willing ear with tales of the ocean; real or imagined.

Coastal folk are each born with a unique design on their skin reminiscent of the tropical fish and coral found in the region. Their colorful mohawk hair complements these patterns.

Wavechasers choose to live and die by the water, and so when the time comes, there is no more honored choice than a burial at sea. Bodies are wrapped in a bright sailcloth, then given to the tides to be swept out into the ocean. Once a year, small floating candles are sent out over the waves in memory of those who have passed on.



AWASH WITH SOUND & COLOR

The Coral Coasts are named for the colorful cliffs and beaches that meet the azure ocean waves. The gregarious nature of those that dwell here means that visitors will often hear a Coastal town before they see it – but once visible, these areas are impossible to miss. The flamboyant style that permeates every watertop home knows no limits – one shell hanging from a door is nice; fifty shells is better. Even though many homes begin life as ramshackle structures, over time they take on the qualities of vibrant ocean life, playing host to colorful sea creatures and corals.

"The ocean is calling and I must go."
TILLIE SHAWSHANK, FIRST MATE, TIPSY PEARL

◇ THE ◇

WILDWOODS

The magical, ever-changing Wildwoods are thought to be one of the most mysterious regions in Mythas. The trees grow in concentric circles which subtly rotate around a single, central Heart Tree – the most sacred and magical tree of any Wildwood region.

The forests of Mythas vibrate with magic, at a frequency that only Woodlanders can feel and understand. Navigation through this transient landscape can be near-impossible if you don't have a forest resident to guide you; a wrong turn in the Wildwoods can be very dangerous indeed.

POINT OF INTEREST

THE HEART TREE

The Woodland regions revolve – quite literally – around a single heart tree. Heart trees absorbed an enormous concentration of magic when the Shattering took place, and became the magical epicenter of the forest.

These huge, sacred trees sit at the center of a clearing in the middle of the forest, with sturdy branches that move in slow, perpetual motion. The heart tree radiates magic, infusing all the other trees – and creatures who dwell among their branches – with vitality. Woodlanders are deeply attuned to their home forest, thus they will heal more quickly if they are in close proximity to their home Heart Tree. Since the heart tree is enormously sacred to Woodlanders, and so crucial to life within the forest, it is protected at all costs.

The heart tree is a sight to behold for its size alone, but also because of the garland that adorns its branches. This garland comprises the cuffs given to every Woodlander at birth, which are returned to the tree when a Woodlander dies.

The heart tree is home to many Woodlanders, the most notable being the forest Elder. They alone are bestowed with the honor of tapping its magic-rich sap. This sap has a number of healing benefits, which will extend the life of those who drink it. Elders are granted a longer life; in return, they devote their lives to nurturing the forest and its many inhabitants.

It is a crime to harvest wood from the heart tree, and only fallen branches may be crafted into weaponry or magical items. The heart tree seldom sheds its branches, and it's widely believed that they choose when to surrender a branch to the forest. The Elder may choose to honor a deserving recipient with a gift of fallen heartwood, which is presented in a formal ceremony.

QUICK FACT

Because of the constant movement, the route to the Heart Tree changes based on time of day.

FEW ARE AS WISE AS A TREE

The Wildwoods grow in concentric circles that echo the patterns of a tree trunk. Every tree within the forest is connected to the next, thus when they move, they do so in unison.

The heart tree marks the center of any wildwood, and the busiest part of any woodland town or village can be found in the central clearing of the forest. However, there are still folk who prefer to live in the dense forest rings, building their homes among the branches so they move along with the trees.

The movement of the Wildwoods means that few outsiders can find the center of the forest without the help of a guide. Many Woodlanders set up trading posts on the outer rings of the forest to make it easier to conduct their business.

"Word to the wise – don't feed the trees."

BASIL BRISTLECONE, AUTHOR

WOODLANDERS

QUIET, CONSIDERED, MYSTERIOUS

Woodlanders share an intense connection with the trees, being deeply attuned to the vibration of their home forest. By listening to the signals of the forest, Woodlanders are able to stay alert to any dangers or track any travelers who walk among the trees.

Woodlanders are born with skin tinted to match their home forest's foliage and have antlers which can vary in shape and size. Because of their deep connection to both their community and environment, Woodlanders are deeply attached - or 'rooted' - to their home forests. While many are reluctant to leave the safety and shelter of the woods, there are still those who heed the call to adventure.

With a life lived among the trees, it's no surprise that woodcarving and carpentry are the primary trades of Woodlanders. They are often called upon to provide wheels for Longstrider caravans, intricately carved boardwalks for the Coasts, or supportive walkways for the more treacherous Highland trails. Woodlanders are also adept alchemists, using the abundance of forest plant life to brew unique tinctures and potions.

When Woodlanders are born, they are gifted a cuff featuring the sigil of their home heart tree. When they die, it is customary to return the cuff to the heart tree, adding it to the garland that adorns its branches. In this moment, their spirit is thought to be freed from its corporeal form. Woodlanders prefer to be buried so that their bodies may nourish the Earth. While they don't mark their graves, it is said that a tree will grow wherever a Woodlander falls.

QUICK FACT

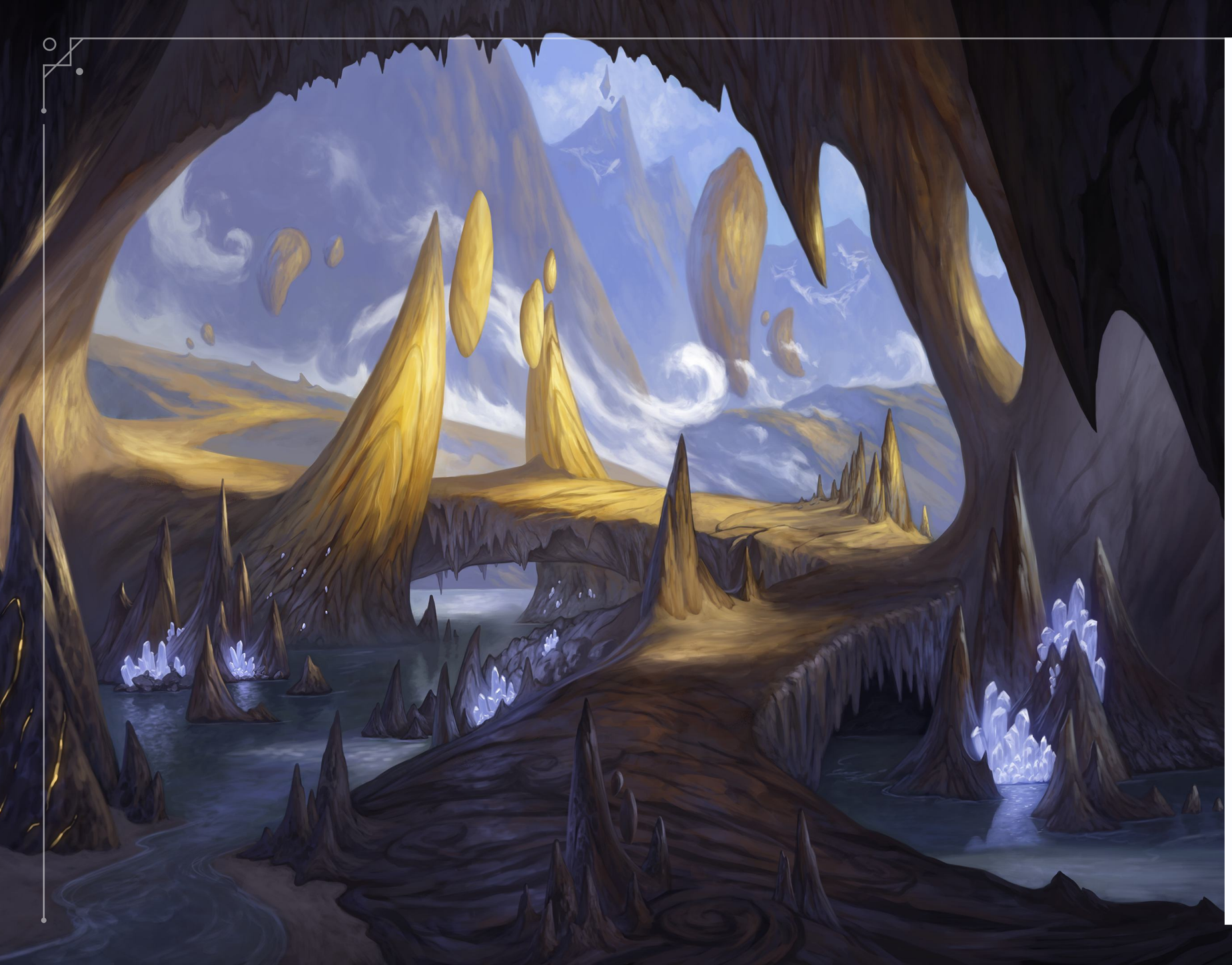
It's not unheard of for folk to simply wake up on the outskirts of the forest with no recollection of how they got there.

◇ THE ◇

HIGHLANDS

The Highlands are a breathtaking sight of floating peaks, mist-shrouded summits, and sweeping valleys. Snow-covered slopes are warmed by the glow of cozy village fireplaces, while lush green hillsides are peppered with crystal and gemstone outcrops.

Mountain villages are built directly into the rock, connected by networks of tunnels that run through the mountain. Many settlements stretch far beneath the surface, which is why the locals say that to truly see a town, you must step into its shadow.



POINT OF INTEREST

FLOATING PEAKS

The Highland skyline is dominated by floating mountain peaks, some of which have never been scaled. Waterfalls cascade down throughout the region to create rainbow patches of mist.

Once, the mountains of Mythas were epic and beautiful, but whole. It is thought that the Shattering produced a concentration of magic potent enough to tear the mountains apart, and that localized magical forces have kept the mountaintops afloat ever since.

Highlanders have grown used to their unique topography, but there are many who refuse to live – or even travel – beneath a floating mountain, lest the forces that hold it aloft cease to do so.

Floating rocks can be found in the Highlands on a smaller scale; they're found along pathways, in caves, and even as part of the creatures that dwell here.

It is not unheard of for foolhardy adventurers to use these gravity-defying stepping stones to cross a ravine – but for every story proudly told, it's worth remembering that there is likely a plucky daredevil who didn't live long enough to serve as a cautionary tale.

HIGHLANDERS

STURDY, STRONG, STUBBORN

Highlanders are as sturdy and as stubborn as the mountains they call home, but they are also thoughtful and dependable. Highlanders are quick to help those in need; a product of the neighborly support that's critical to surviving harsh Highland winters.

Highlanders are thick-skinned, both figuratively and literally. Their skin bears the rock texture of their environment, and they have horizontal ridges along their nose. Every Highlander has small horns on their head, and their skin often bears metallic line-patterns, clusters of gemstones, and geodes.

While soaring heights and enclosed spaces can instill fear in many, for Highlanders, they serve as a comforting reminder of home. With much of life lived inside the mountain, Highlanders have no problem navigating damp, dark spaces, with their eyes well adjusted to low light.

Highlanders are adept climbers, but their gift for stonework and masonry craft also sets them apart. Intricate carvings are found in abundance throughout mountain villages, with families or tradespeople adopting signature patterns to weave their own stories into their work.

Mining is also big business in this region, and the largest Highland communities tend to have grown as a result of a local mine. Mining towns attract people from all over Mythas, serving as popular locations for blacksmiths, armorers, and jewelers.

Highlanders hold an honest day's work in high regard, and for most, their working life revolves around the mountain. When the time comes for a Highlander to lay down their tools for good, they are honored with a place in their family crypt, found deep within the mountain they call home. These crypts are well-maintained, serving as a tranquil place to visit to remember those at rest.

QUICK FACT

The villages built inside the mountain are interconnected by networks of tunnels that Highlanders navigate with ease.

A VIEW LIKE NO OTHER

The Highland wilds are rugged, unruly places filled with resilient vegetation like heathers, coarse grasses and mountain flowers.

Many of the higher mountaintops are blanketed in snow year-round. At lower altitudes, scattered crags jut out from grassy hillsides, while metallic layers and crystal outcrops can be seen among the rock.

Highlanders have done their best to carve roadways through the mountaintops, but the higher you go, the more treacherous the passes can become, especially when the weather isn't on your side. Travelers would do well to stick to the marked roadways, since wildlife abounds in these areas, and the local beasts are not always friendly. Anomalous rocks should be approached with caution; the promise of a hidden treasure may instead yield a camouflaged creature, hungry for its next meal.

“Onward and upward!”

PEPPER ROCKLAND, SUMMIT SCOUT

MYTHAN DRAGONS

WINGS OF WONDER

Dragons are among the most powerful creatures in Mythas. They can fly, breathe fire, and wield magic that influences their home environment.

Dragon sightings are rare enough that some dismiss their existence as little more than legend, but most speak of them with reverence and respect. Dragons are matriarchal in nature, and roam as highly social, tight-knit family units. Females live up to 200 years, and males to 150 years. Flights are led by the oldest female, and a single flight can span hundreds of miles. Females can bear a single calf once every 1-2 decades. Family units can grow to up to ten dragons, spanning four generations. Male dragons stay with their mother and siblings for life, while female offspring become independent in adulthood.

THE LONG MEADOWS DRAGON

The Long Meadows Dragon grows as large as 20 feet with a wingspan of 30 feet. When not flying through the region in search of a wandering sheep, these creatures are often concealed deep within the Fallows. The Meadow Dragon has an adventurous spirit, and is the only dragon to be regularly sighted outside of its homeland. They are able to soar among the stars themselves, and because the starfalls throughout this region are attributed to the dragon's movement, dragons are believed to be an extension of the Celestial God's will. They carry potent stardust in their wings, which can rejuvenate parts of the region wherever it falls.

THE COASTAL DRAGON

The Coastal Dragon may reach the height of 15 feet with a wingspan of 22 feet. They spend time both diving within the oceans and soaring above. They can be found on distant islands far from Mythankind. The Coastal Dragon is as dramatic and ever-changing as the ocean itself, with a temperament that's just as tempestuous. Coastal Dragons are the ultimate performers. They're most active when they hunt, typically at dawn and dusk, diving and dancing through the waves like the Gods themselves. Their wings are powerful enough to influence the tides, and they're credited with aiding the Gods in washing treasures ashore.

THE WOODLAND DRAGON

The Woodlands Dragon is much smaller than its counterparts, reaching the height of 8 feet, with a wingspan of 10 feet, which is perfect for soaring through its woodland region. It is still considered by far the most powerful creature in any woodland region. The Woodland Dragon is especially elusive, making its home in the forest canopy, far above the daily lives of Woodlanders. When it is time for a female to give birth, she will select a Heart Tree in which to make her nest. During this time, she and the forest Elder establish a sacred bond. Forest Elders who have aided a dragon in this way have the unique privilege of calling upon a Woodland Dragon in a time of need. In their adulthood, dragons are great cultivators of the forests, accelerating tree growth or burning woodland as they see fit.

THE HIGHLANDS DRAGON

The Highlands Dragon is the largest of Mythan dragons, growing as large as 30 feet in height with a wingspan of up to 50 feet. These dragons can be found roosting on the highest mountain peaks, feeding on large birds and roaming mountain goats or other larger game. They avoid populated areas and have little interest in the troubles of Mythankind. The Highland Dragon is sturdy and strong-willed, with a stubbornness that can rarely be swayed. They are able to manipulate earth and rock on a seismic level, shifting floating peaks and creating strange gem-encrusted structures among the mountains. There are wide-ranging theories as to the pattern or logic driving a Highland dragon's actions, and when they cause avalanches or earthquakes, Highlanders believe that they're doing the God's bidding.

TALES OF
FABLECRAFT
MYTHAS AWAITS!
Gather your band of heroes and explore the four corners of Mythas...
or venture further into the wilds and let us know what you find!
The stage is set. The rest of this story belongs to you.
STEAM
DISCORD