

Adds	Bans
There's henchmen	The Masquerade
Vibrant Music Scene	Superpowerful Corps
Proto-Internet "telegraph" (It sucks and is rare)	The Internet
Diversity/Multiculturalism/Multiplanar	Henchmen defeating Bosses in combat
High Fantasy Magic	Time travel
AESTHETIC scene painting	Omniscient/Omnipotent Divine
Neighborhoods as sport teams	Planar War
Reverse Shadowrun: It started as a fantasy world	Big focus on political drama
A Figurehead Monarchy	
Public Works(ers) Entrenched, powerful, and respected	
Important bay port city	

Map: <https://awwapp.com/b/u3gjap3zq/>

Name	Description	Look
Annual Mud Festival	An exuberant festival celebrating social equality, it commemorates commoners throwing mud at former nobility as the ex-nobles left the palace when the monarchy was dissolved. Mud is thrown in public spaces across the city, and impromptu mud wrestling is widely encouraged. Neighborhoods typically provide mud and erect temporary wrestling pins. Treating the results of a festival wrestling match with anything less than lightheartedness is considered spiteful and bad form. People in powerful positions are expected to good-naturedly congregate in public squares to have mud thrown at them and/or be wrestled. The festival is the source of the phrase "Dropping the mud," meaning to put on airs or to declare yourself socially better than someone else.	
Apothecary Hill	Many varied clinics specializing in various interplanar needs (say, for centaurs). Then one huge general hospital. Royal family appears for fundraisers and pomp and circumstance (and own the hospital). Apartments near and on top of some of the smaller clinics. This is a neighborhood. Has a strong music scene rivaling Old Town. Combo of Jazz and Baroque. There are bars, restaurants, and inns for people coming here, so much need for music. In most cultures here, quiet rest deadens the soul, so the nightlife is bumpin for health reasons. Subterranean zone is where da clubz is.	
Barriocratic System	Each neighborhood has a strong independent identity, and people share the common culture and connection to Andorith. Together, they are part of some kind of loose, decentralized larger system, which is currently mysterious.	
Bastaphol's Demense	"Real wealth is inside." Could be a metaphor for understanding the mysteries of the world, or could be about the wealth inside the hoard. Go out dressed simply, bring back jingle. Dragon boss can shapechange to wander around undercover boss style, no one knows their human form. There's annual festivals where the dragon assumes its true form and comes out to party and everyone goes absolutely wild. Relatively recent in the cities history. People always have a particular shade of green when they go out into the city to show affiliation. There's a cult called Bastaphol's Blood that claims to be selling (at high price) Bastaphol's actual blood. Bastaphol curiously silent about it. A neighborhood. Used to be located where the Wyrde is, but was bought out in a deal to take its present spot. Some believe Bastaphol killed the dead god Jotenheim.	
Bastaphol's Enlightened	Rival society to Sugarlump Club, sponsored by Bastaphol.	
Comedy Clubs	Old Town: Old Funny Bone. Bastaphol's Domain: Jokenhiem. The Grid: Cheese Stands Alone. Apothecary Hill: The Appendix.	
Customs' Freezers	Hidden mine in Jotenheim the everlasting, a place for the HoCA to store contraband that must be kept cold. Some sentient beings are kept forever, either because they are too dangerous or corrupted by god juice.	
Department of Public Works	Old and storied, one of the oldest buildings here. This is where the pipes and such for running the city are managed. Water, some sort of steam pipes for heating. Extremely bland looking. This is the headquarters of the custodians of the city. The bureacracy is like a fully staffed DMV, they are helpful, but demanding in how exact you need to be. This is the way the monarchy originally gained their influence and power. They don't own it now, sometime ago they handed off their interests. If you know what you're doing with magic you can use the pipe network to get "phone metadata" and communicate using bumps in the pipes to send messages. The Dept is so important that the head is an elected position. There's a small number (10?) automatons who are consulted for particularly complex issues. They have robot memory.	
Dough Row	A street lined with bakeries selling Quarina's famous ancient sourdough bread (among other goodies). Follow your nose to this delicious street. Ancient powerful fungus.	
Eye of Bastaphol (Draconic Focus)	(Union Game) Castillola Lon Drake recieved this artifact when discovering her draconic powers. Small green orb. - Attuned to magicks of chance and may increase luck/wealth for you but decrease for others.	

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Name	Description	Look
Freegarden and the Church-Thedral	The Church evolved over time (at one point had slaves). Over time the various cults that it approved became religions in their own right. The Orthodox church (The Lord) set up the Reserve on former church lands. A list of former cults: The Anchor, Eye of the Silk Coin, The Ominous Mysteries, the Soul Vessel Gem monks?. Reserve may not be associated with the Church anymore. Slavery was abolished when Alouitious ended the monarchy. A forward thinking church official granted land to former slaves (in a not bullshit way) in the area around here. A set of built farmlandy terraced areas. That became the neighborhood of Freegarden. Now Freegarden leases the land to the Church-Thedral. The Orthodox Church collapsed as rivalries and schisms reached a breaking point during and shortly after Alouitious' reign, sped onward by the revolutionary attitude, and large amounts of drugs many of the middle management was taking. The Halls of Weeping is the ancestral mausoleum of the royal family (until the end of manarchical rule), which is located here as well. Massive statues guard the entrance. After the neighborhood was given over to former slaves, the mausoleum became a place to remember those who died as slaves (or died in this neighborhood since then), with people carving their names under the name of a royal they associated their ancestor with.	
Freison's Family Motto:	"Everything effects every other thing." "Quote" from Carokole who influenced Televo to a very great extent.	
Freison's Scrap Yard	Interdimensional junk yard plot owned by generations of this dwarf family. They manufacture stuff out of the trash, refurbish to sell, find tresasures. Thor's Skry is particularly prevalent here for communication. Freison's Scrap is very powerful, and keep their own wizard on retainer to help them find the good stuff. The wizard tried to marry in but was rebuffed. Custom's house has a presence here to deal with oddities and animals that show up here. One family member secretly, for the right price, will smuggle contraband in for you. There are several layers to it, some mine the deep junk.	
Grotworm's Books	Book stall in Prime Market	
House of Customs Authority	The formal headquarters of the custom agency. Given way more leeway than someone would expect for a customs agency. They have an old, loud belltower on top. When the bell rings you know its from customs. A specific sound. Makes an effort to recruit agents from every neighborhood for presence, visibility, and buy in. Regimented way of dealing with customs infractions. Predictable. Always give a chance to resolve peacefully. When you join its like joining a mystical order. You become legally part of a different neighborhood, the customs neighborhood. Wear their clothes, rep their neighborhood. Lots of embassies clustered in this area.	
Jotenheim the Everlasting	To the North of the city. An everlasting glacier. Big. It is said by some that the last all knowing, all powerful god, when they died their body froze in the ice. Cosmic Cows feed on the god energy and salt lick the exposed bones. Ice Cowboys ranch these cows for their pre-trembled meat and wear enchanted desperado masks that protect them from the god-madness. Cold Iron six shooters	
Market Street	Big high fantasy market. If you are a property owner, you're in one neighborhood. If you're a seasonal or traveling stall you're in another market. A permanant stall where you can buy magical mounts. They are puppy sized when you look at them. When you buy them he gives a charm you use to make them full size. Small shop, lots of turnover in available mounts. Many instrument shops. Shared culture of two neighborhoods is very New York. Close quarters, social, know many people, brusque, and direct. Transients, Hey I'm walkin here. Permanants, stock exchange new yorkers. Transients have prime real estate closwer to embassy row. The smell over there is amazing. Amazing street food. Night market as well as a day market. Day market reflects this city most, night market reflects other planes more. Night market, techno, hip hop. Day market, mariachi, steel drums, various folks music (pan pipes, etc).	
Monodimensional Crime	Crime that is not multidimensional or a threat to public institutions of safety is handled on an ad hoc basis by each neighborhood or a small group of neighborhoods working together.	
Old Town	Rundown zone, good for squatting, cheap rent, etc. Very bohemian. Punk scene is a newer aspect, used to be a flophouse zone for iterant dockworkers or people staying temporarily due to dock proximity. Was considered "neighborhoodless." But! There's an underground aspect of the city. Ghouel neighborhood has been there forever, but looked down on. Sits on a leyline convergence which allows them to draw some energy without eating flesh, their prefered energy source. Stuff built here is old, but well made. They don't make 'em like they used to. An undead friendly neighborhood.	

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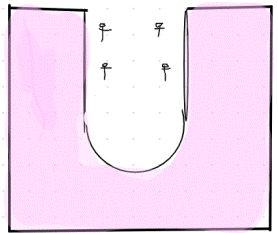
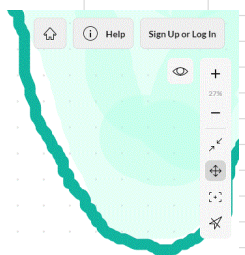
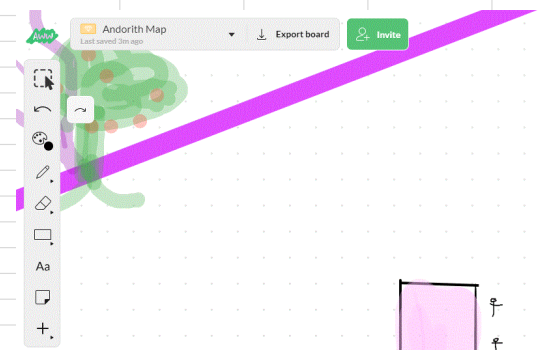
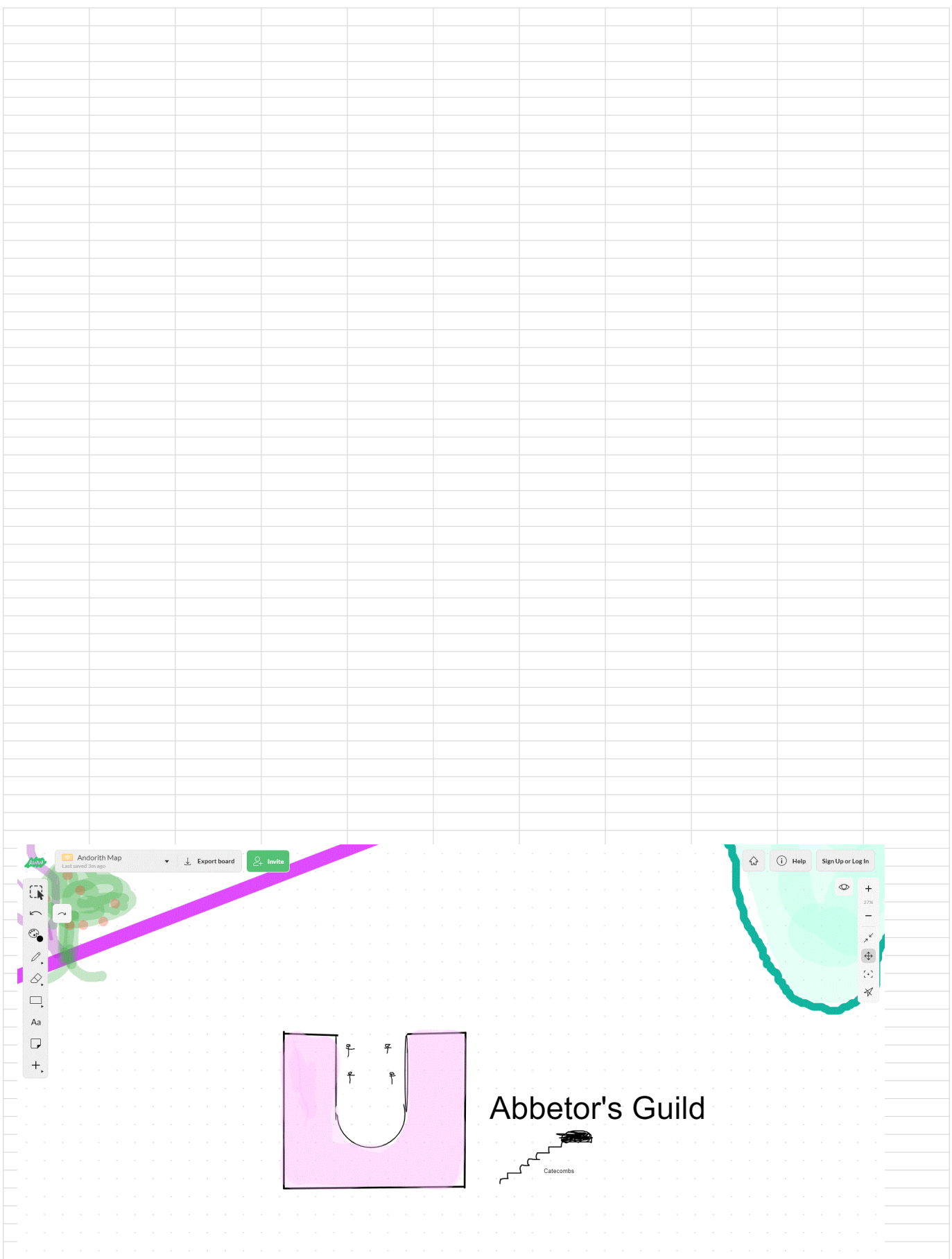
Name	Description	Look
Omega, A Soul Vessel for a Long Dead Monk	A monk at a remote monastery of The Church. Marliss took their vows at this church. Omega is very old (age not established) and largely represents the mystical and meditative aspect of the imperialistic religion. I small, baby-sized, green jem swaddled in a pram.	
Ominous Holy Sacred Notary & Butchery	A shop that sells and certifies religiously-approved goods, "trembled". A quiet corner (magical sound dampening) Somber shish kabobs served by Reserve Butchers. All goods guaranteed trembled.	
Pansubstantium Mine	Pansubstantium is an alchemical reagent developed by Carokole. Utilizes ley power. It is the nervous tissue of the dead god buried beneath the glacier Jotenhiem the Everlasting. People are not allowed to work in the mines for more then 2 hours a day, and no more than 1 year at a time, otherwise the latent power of the god will slowly overwhelm their psyche. Carokole helped install these protections at the mine's founding. It nevertheless initiated a goldrush, this mountain range is pockmarked with prospectors and mines trying to find some rich vein of nervous tissue. The rush has ended due to regulatory enforcement from the Customs House. As a further safety measure no neighborhoods are allowed within a certain distance of the glacier/mine. There's a cult that believes Jotenheim is the same as The Lord, and these folks will rush into the quarantine zone to build alters before being shooed out by the city.	
Quarina Institute of Art	Paintings by all the great masters, shown in the best way: by doing drugs. Central Plaza, grand old building Still a source of revelation: Art doesn't get more personal.	
Quarina, island capital of the church	An island neighborhood/small city that used to house the capital of the church. It used to lie across the ocean further away, until something happened and brought it here. It is a city state and its own nation. There is a bridge that connects Quarina to Andorith, named after Narinder Murali, Aditi's father, who is a famous painter from the city. Has fishing and farming, relatively self-sustaining. Lots of implications that it is not actually under Andorith's rule. This island nation is built on top of an ancient sea creature that has been dormant for a long time. There are ways to direct it, but it hasn't been done in a long time. The island nation of Quarina have legendary produce because they have storehouses of seeds and legendary fertilizer from across the seeds. Smuggling is a big problem as people try to pirate dirt, sourdough starter, and seeds. The island sailed here for the purpose of reuniting Andorith's scattered religions, and has been slowly working on that for centuries now as they settled in.	
Soul Stuff		
The Abbetor's Guild	When you want people who will risk their lives doing violent or dangerous acts, you contract here. It functions kinda like a temp agency. Offers incredible life insurance. If you have to go on trial as a result of doing something illegal on the job, you can force your employer to stand trial jointly with you. Inside the walls of this guild is considered a neutral ground. This is a strong pull to neutrality. Strong allure of class mobility is part of allure. Burial in the well maintained catacombs is priced into contract. Sarcastic ghost assists.	
The Afterlife	The Afterlife functions in some regards like a different plane. There are guardians of the afterlife that to the untrained eye look like skeletal giants. There is nothing in The Afterlife that was not once alive and now dead (including these guardians). Planeswalking to the Afterlife is indistinguishable from dying. Coming back to life is possible under certain circumstances (and what marks a successful planeswalk). They say planeswalking was invented as a way to connect with the Afterlife. It's hard to send someone to the afterlife in a way that they can be brought back, it's easy to sacrifice something and know it will be delivered to the Afterlife.	
The City of Andorith	This is the city in question.	
The God of Purple	Makes your stuff purple. Gowns only.	
The Great Northern Bay of the Yawning Depths	To the West of the city. One of the few places ships can land without the aid of technology. Main travel to this city is via boat, land travel to this city is significantly more difficult. Mammalian sea life plentiful in these water. The Yawning Depths is full of monsters and seafaring adventure. There's a large and established neighborhood of houseboaters. Some proud of having never gone on land.	

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Name	Description	Look
<p>The Green Maw</p>	<p>Dense forest that seems to change more than usual over time. Mapping efforts have met with change.</p> <p>The Great Pollen Wars continue to this day. The wars are caused by trees (turned into ents) carrying out grudges from when they were mere plants. The tomb meteor caused an arcane storm, which inspired the forest halflings to create rituals to entify the trees.</p> <p>Forest halfling ethnic groups were historically defined by their alliances in the war. Outriders, Oaks, AntiOaks, etc. Halflings evolved large eyes to see in the murky forest. Their hands and feet are equally dexterous.</p>	
<p>The Grid</p>	<p>Unique in that the neighborhood has torn up or repurposed to make it line up directly north and south. The Patriots of neighborhoods. This is where mathrock came into the world. A way to show status for this neighborhood is to show your access to off world goods. Get as much of your clothes from off world sources. One day a week they really flaunt it. The most famous cheese factory of this plane (Le Gorget Cheese Embassy) is in that neighborhood. Very powerful tech compliance council. Strictly regulate how planar, transdimensional, and magical technologies are used. Similar to a homeowners association. To control from an image and prestige standpoint. Don't use tech/aesthetic from outside your neighborhood. Still owe utilities union a big debt for getting permission to rearrange the city.</p>	
<p>The Hedge School of Wisdom and Witchery</p>	<p>Right on the ley line, just a little ways in. Old ways have hidden utility. A place to learn the hedge magics of the Reserve. They allow outsiders, with some limitations, but its moderately rare. Within the Reserve they run summer camps and such so everyone has a passing familiarity with the magic.</p>	
<p>The Last Tree of Andorith</p>	<p>Perhaps the largest natural plant matter in Andorith by several fold. Formed on the ley line in the Wyrirde when Amaith the Last Tree of Andorith left this plane of existence. Produces fruit that is consumed for energy by residents of the Wyrirde. Fruit from this tree is the way residents port Wyrirde power with them. The symbol of the Wyrirde, appears on all the regalia and swag for this neighborhood. People in this neighborhood celebrate the founding of the neighborhood and planting of the tree in the same festival. The tree is visible in other dimensions. Minor cult of the Last Tree of Andorith that exists to manage the fruit produced by the tree. They are religious about caring for the fruit and distributing it fairly, which people in the Wyrirde tolerate because they do a pretty good job of it.</p>	
<p>The Pandimensional Amalgamated Union of Wizards</p>	<p>The union hall for the PAUW. There were many similar unions of wizards on other planes. As everyone made contact and tried to communicate, culminating when they accidentally slammed all wizard union halls together to create this building. Open at very strange hours. Its mad overcrowded, as one building housing many dimensions Union Halls. Really crammed in. Meant to be the place you practice big magics, but its too small, so many illegally do outside it. There's a rose garden right next to the tower that technically belongs to the royal family.</p> <p>At the top of the tower is a LOUD announcement gong for the hours you can hear far away from it. The Night Market operates by the tick of this gong.</p>	
<p>The Persistent Gyre</p>	<p>About 300 years ago a hurrican was threatening the bay, so a cabal of wizards tried to collapse the hurrican into a harmless storm. Instead the hurrican was condensed into a few hundred meter, powerful gyre, that persists to this day. About a kilometer out.</p>	
<p>The Port (The Transdimensional Port of the Great Northern Bay of the Great Yawning Depths)</p>	<p>A sea port, space port, and transndimensional port, with all the bueacracy one would expect from a transportation hub such as that. Customs, immigration, dockworkers, etc. Full of all different tech levels. One of the most multilayered parts of the city. Several parts that go underground and undersea. Obsolete immigration processing center. Customs is very active, and can go into the city to ensure no invasive species.</p>	
<p>The Reserve</p>	<p>A walled in area. Folks originally from this area. Don't like the extraplanar stuff. Similar to Amish. Old fashioned values. Extreme no thank you on extraplanar and tech. Can bring in tech, but big waiting trial period. Still part of the community though, go to market, etc. Humanoid fantasy races. You can tell people from the reserve based on their ren fair look. Certain magics, local magics, are ok. Hedgewitchery. Also a comfort with fire, from their trembling fire purification and festivals.</p>	

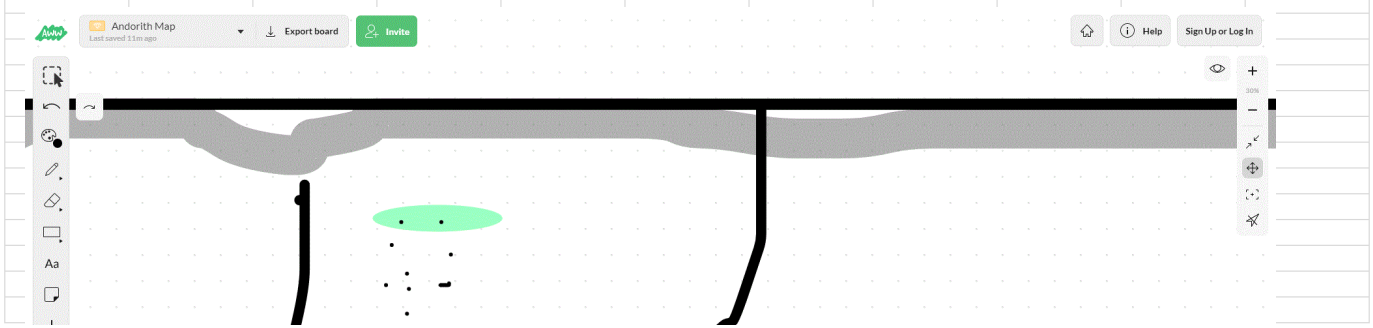
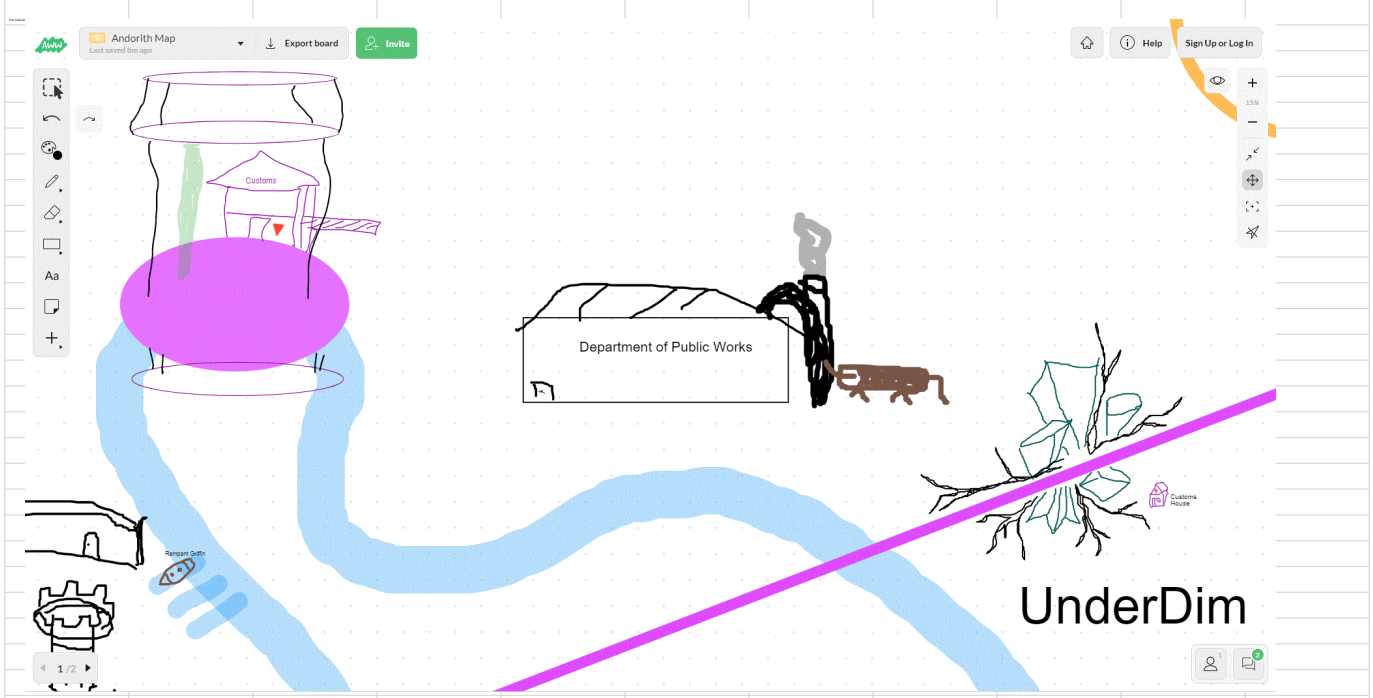
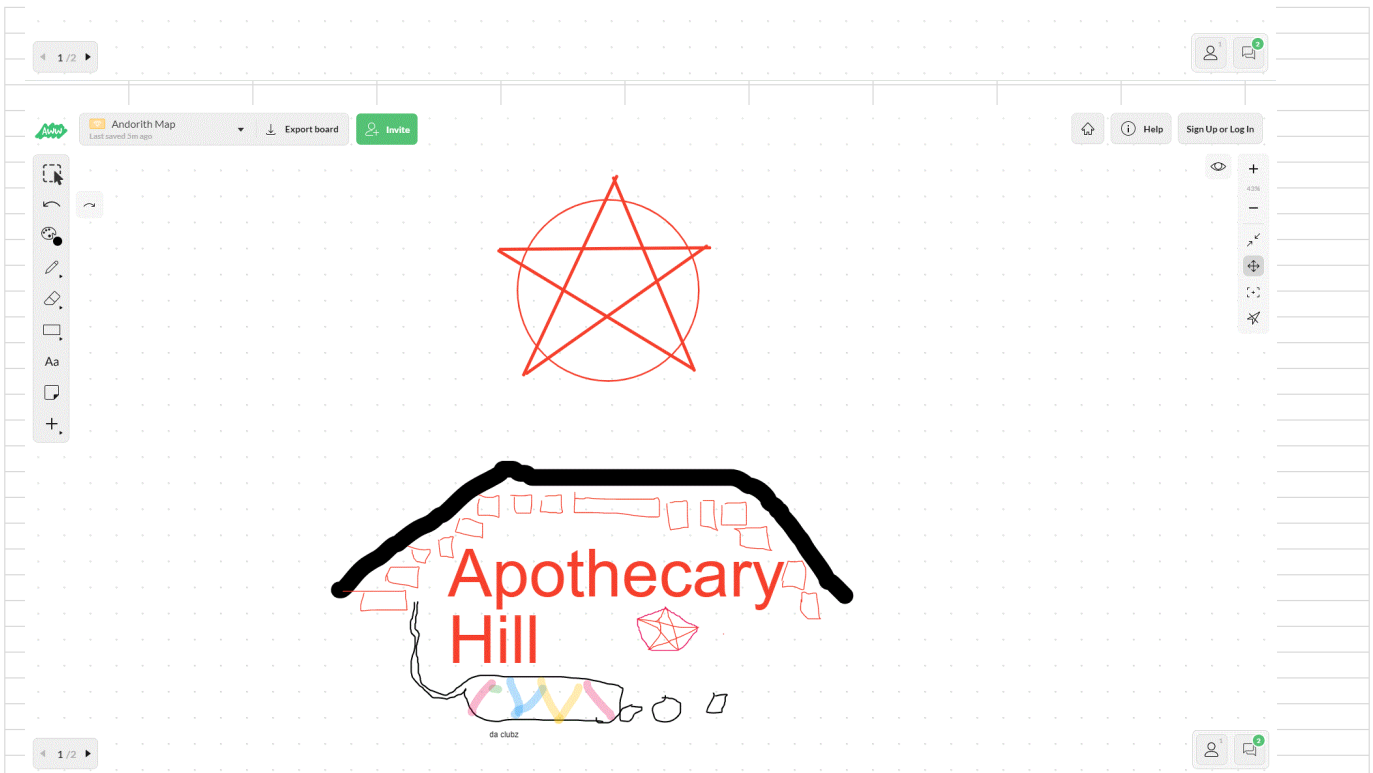
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Name	Description	Look
The Royal Palace	Situated in Old Town, the Royal Palace fell into disrepair, and has been remodeled on the interior over the centuries to become houses and shops, much in the way that warehouses and factories become breweries and apartments. The catacombs were where the ghouls lived. The ghouls in Old Town claim descendency from the head chef or other various royal servants of the royal palace. Several beautiful murals still remain, painted on some walls and ceilings. You can flop in someone's run down flophouse and look at the ceiling to see Linphone and Tansy riding horses. The Sugarlump Club meets here. No relation to the old Sugarlump club, a university student found out about the old club and thought it was hilarious, and started their own. Now a place for punk and radical thinkers. In the old royal docks their is a busted old ship called The Rampant Griffin, which is now a prime punk venue.	
The Sand (Alouitious IV Square)	Downtown central meeting space by many buildings important in decision making. There are several good busking spots hotly competed over. Informal but rigid culturally who gets to use them. A place used for concerts, protests, and on Wendesdays there's a farmers market. One of the oldest parts of the city. Complex web of sewage lines and such underneath. "King Al" (Alouitious IV) was a monarch. A symbol of how figurehead-ish they've become that the name is no longer used. King Al's actions created a new family soul.	Like this
The Spiretop Villages	To the South of the city. Many pointy rocks makes it necessary to have smaller neighborhoods out here, both nestled between rocks, and built on top.	Looks like this.
The Sugarlump Club	Club for thinkers, poets, scientists, etc. in Old Town.	
The Winking Spire	A university located between Apothecary Hill and Abbetor's Guild for after school jobs and nightlife reasons. One of the only places you can go to get certified to work at department of public works. Customs Authority also recruits from here. Wizards (Hugely despised on campus) also have a recruitment offices here. Has a Greek System. Tuition low because of donations from these groups, as well as the royal family, who's building's named after them always seem to have nicknames. Excellent zoology program.	
The Wyrirde	Where people who have been altered by magical accidents live. Maybe, someone who got changed into a giant rat. Can draw energy from the ley line. Can get hype from it, or lethargic when depleted. Think early model electric car, kinda. To varying degrees. Residents of this neighborhood might tolerate a mundane, but tend to not like mundanes in the neighborhood for very long. Its not safe for one. but also ew mundanes. But children or spouses who are human are not viewed as "mundane." Can port magic energy for "lunch." has a distinct smell, kinda bad. An aquired taste. Like a can of sardines, say. Pioneers in disability accomodation, and in filing proper paperwork with public works to make adjustments. The crown princess lives there, is not a mundane. Doesn't casually leave, but will for official stuff.	
Thor's Skry	The proto-internet	
Trolley System	Looking like a cable car, can jump on and jump off. Makes everything more walkable. Originally run on magic, recently being shifted to more modern tech. Wizards irked about it, but too disorganized to defend their turf. As a result, some unusual synergies between this mundane and wizard tech. Some trolleys will dissappear and reappear in a different part of the city as a regular part of the line. There are sections where the car lifts up off the wheels to go skyward for a while, slots back down onto the wheels. Sometimes misses wheels, and either magic fixes it, or its a terrible crash. Been around since the 1870s.	This
UnderDim	Underdimension. A place where reality seems to have been cracked or broken. An odd pocket dimension. A place where its easy to hide, difficult to find your way around. Unusually, no neighborhood identity. House of customs has a heavily militarized base right outside to help control area. Noises sometimes come out of it, and can be heard from a mile away. Otherworldly singing, sounds of animals fighting, water dripping. The underdim is also pretty recent and just appeared one day. It replaced a previous neighborhood that sometimes you can see echoes of in a haunting, odd way. There's a department of scientists that researches and tries to prevent cracks from spreading, funded by the royal family. Old neighborhood was named Chamberside.	
Wizard status	You have to take a Wizard Bar Exam, otherwise you're an unlicensed caster. When you're signing your full name you need to put the sigil of your ratifying board as well as well as the shortened: Wz. If you happen to get more than one approval you have 2 sigils.	



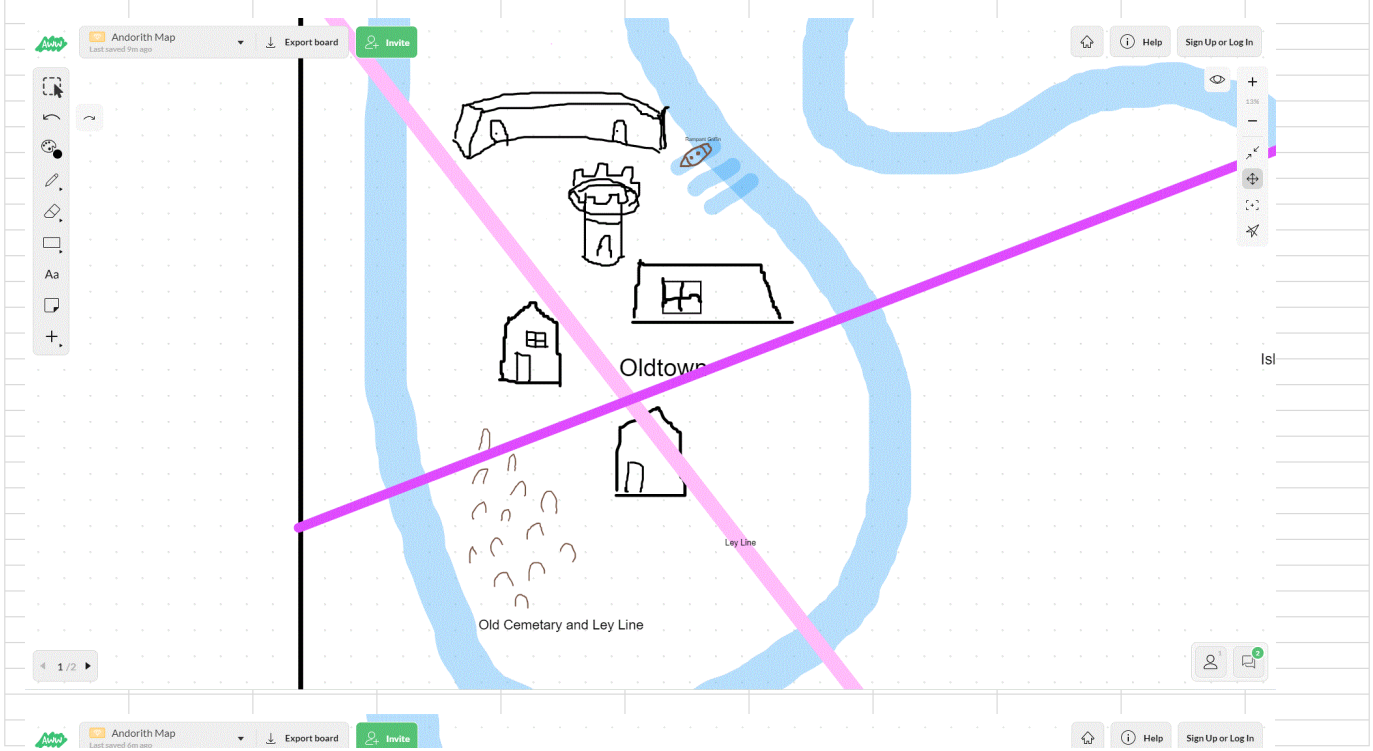
Abbetor's Guild

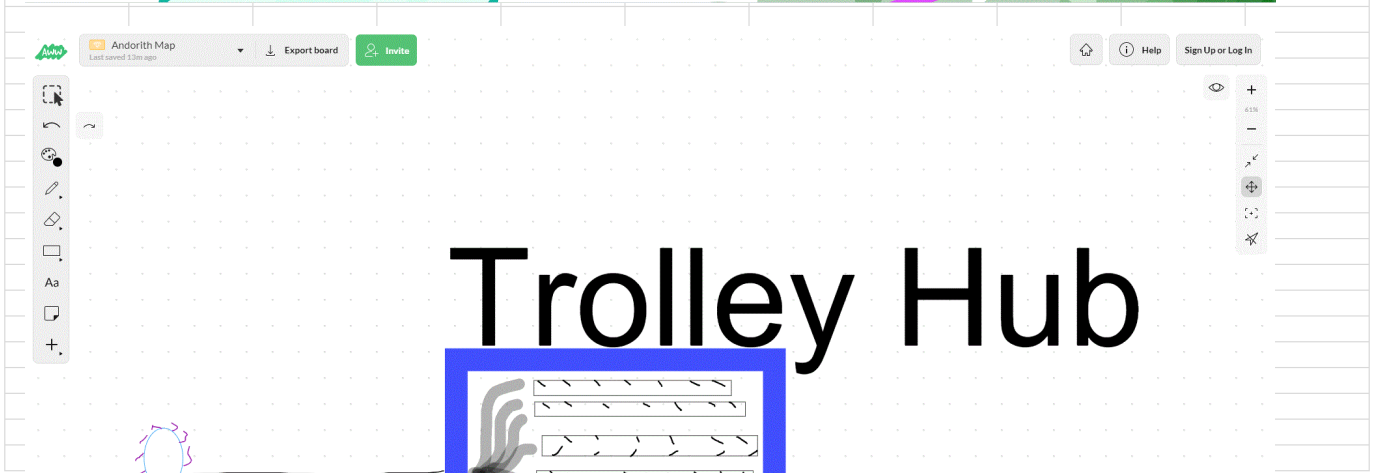
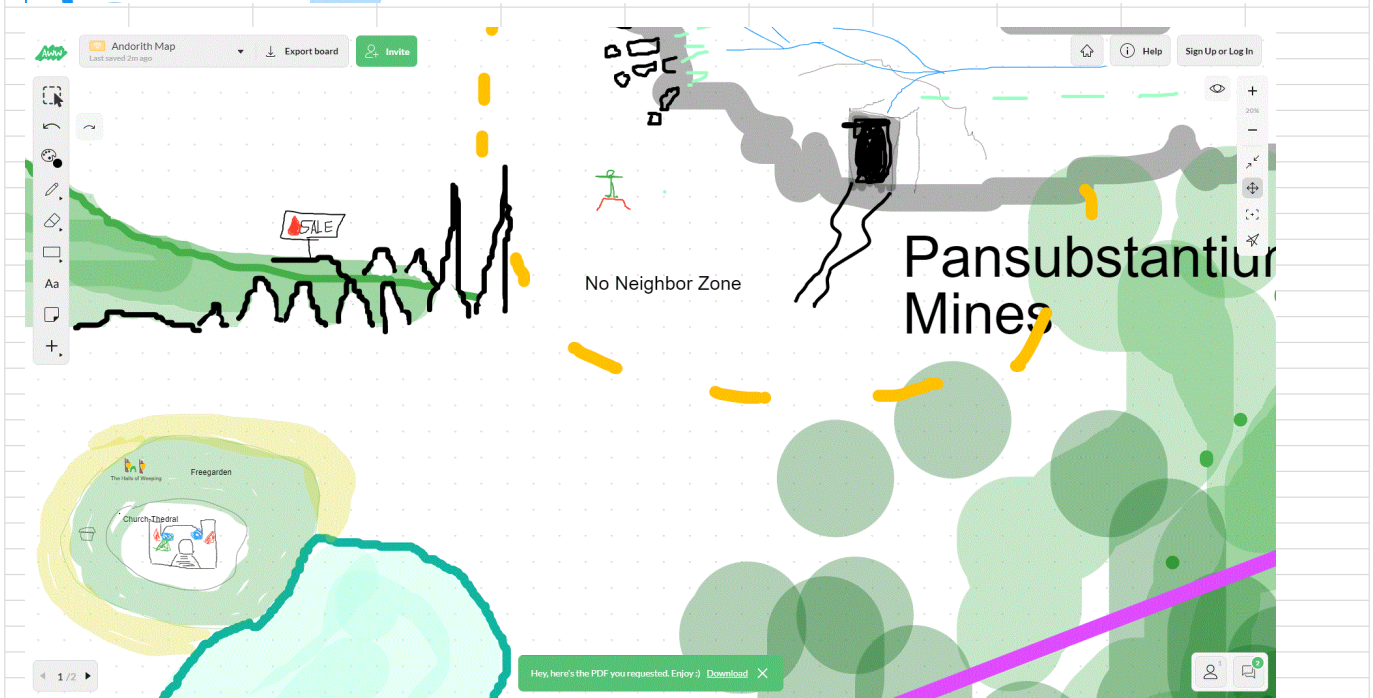
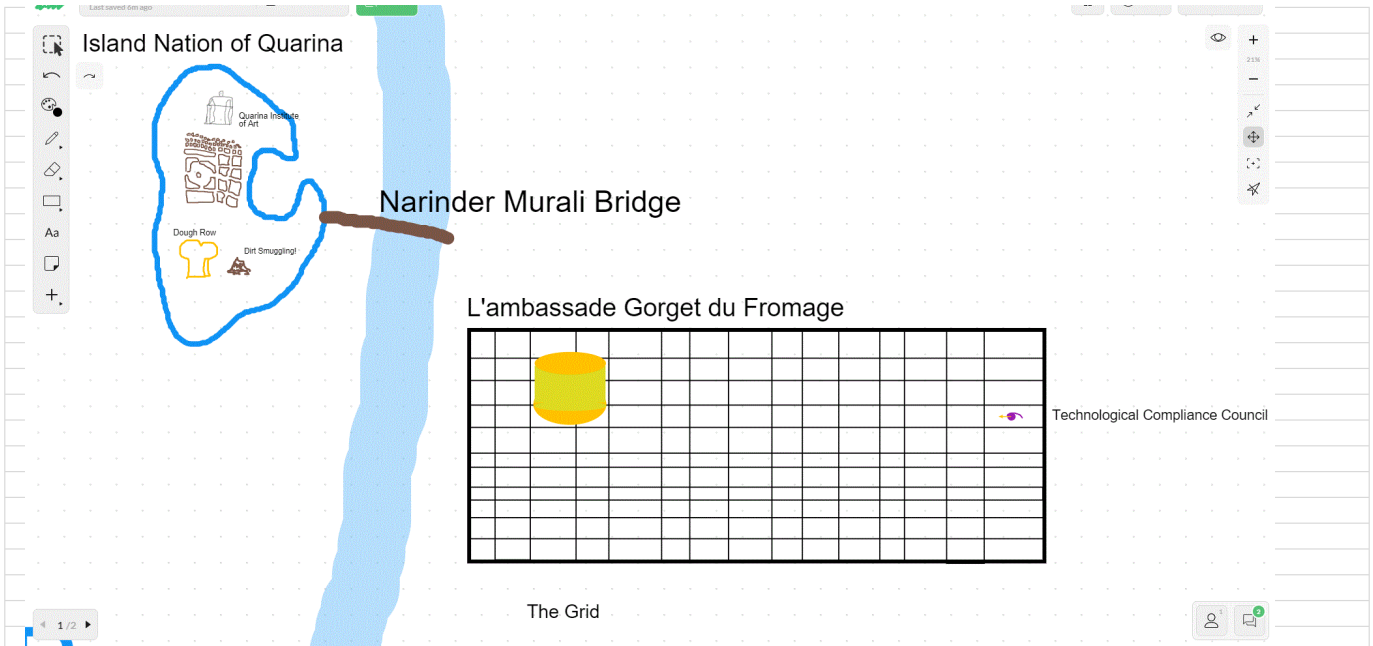






Freison's Scrap







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Andorith Map
Last saved 4m ago

Export board Invite

Home Help Sign Up or Log In

Winking Spire

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Andorith Map
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Wizards' Tower

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The nature of planes	There are infinite planes. Each plane has an area bounded by a firmament. Planes can be destroyed and created or merged and separated, nor can any force affect this.	Chaotic extraplanar weather exists outside the planes.				
Is this cosmology for Andorith or everything?	Everything					
Souls	4 real souls, plus at least 1 cultural soul.	Knowledge soul: all your knowledge from being alive. This soul is the one that holds all the other soul bits together. This is the one that is destroyed when you die. The knowledge soul is susceptible to damage from the physical body.	Life soul: your emotions, personal traits etc. This is what goes to the afterlife. Even inanimate objects have this. When you die this is what goes to the afterlife.	Familial soul: Family traits, ancestor trauma, ancestor karma. When you die this goes to the Braid of family souls from your family. The individual familial soul is actually a facet of the group shared familial soul. You get traits based on family proximity. Further relations are less appearing in individuals. The familial soul is the metaphysical seed for all life in the plane. It binds people to this plane. A new line can start as a result of a particularly notable person (cosmic weight)	Ley soul: connection to magic realm, strength relates to magical ability, lack is an absence of magical impact or influence. When you die this goes back to the vast ocean of ley energy. Stronger ley souls occur when planes crash and grind against each other and the extraplanar weather.	Cultural ONLY: Animal Soul. * Instincts, physical needs. * Of contentious responsibility for bad things.
Lost Souls	If someone dies outside their plane they most likely become a lost soul. Their life and family soul remain connected.	Lost souls can reliably be collected by family, but it takes some time energy and money. So there's always a few lost souls floating around causing trouble.				
Afterlife	The Echo is a topsy turvy reflection of the plane where life souls wander about playing out a strange little version of what they did in life. Necromancers can dip into it for life souls they need.	Not afterlife: * Vast ocean of ley energy, which exists outside the firmament and is related to extraplanar weather. * The Braid is the film of the bubble defining the edge of the firmament. * Strands of the braid invisibly connect between you and family members.	How do inanimate things die? When it ceases to be recognized as what it was. So it's about external judgement, at least for inanimate objects.	When creating a new object you can put the dead soul of an inanimate object into it instead of letting it form its own new soul (i.e a sword with the soul of a famous mountain). Mashing souls into thing is reallllly delicate work that can go wrong if you're not careful.		
Undead	Undead are composed of a life soul and that's it. They build a knowledge soul from their experiences. They need to be near ley lines because they have deficient ley souls. They have no family soul.					
Ley Lines	"Natural" ley lines formed by connections between extraplanar weather. Ley lines can be adjusted by other places of import or magic forming, or by just magically shifting them.					
Soul Capture	Ley souls are easiest to capture. Life souls are second easiest. Knowledge souls are more difficult, since they break apart easily. Familial souls are well-nigh impossible, due to the collective power of the Braid.					
Voice of Bastaphol	Voices of Bastaphol are groomed for their role from a young age to voluntarily give up a lot of their agency to Bastapol.	To accept the duty the Voice gives Bastaphol their life soul to keep for the duration of their service. Their knowledge soul is also removed. Perhaps it is destroyed, or kept? It is a secret known only to Bastaphol.				

Denominations in order of founding	PC Relationship	Key Ideas	Aesthetic	Time of Founding	Founder	Patron Deities	Drug Policy	Dietary Restrictions	Worshipper Benefits	Personal Growth	Hierarchy	Worshipper Stipulation 1	Worshipper Stipulation 2	Clerical Stipulation 1	Clerical Stipulation 2
The Ancient Andorith Church		Functionally extinct. Mitigating. Expansive. Hierarchy in human worth. "Through the Gods all things are possible."	Militaristic. Ceremonial. Very old fashioned.	Pre-Aloxyus IV	Unknown	The Lord first, various deities second	Except at specific clerical rituals, drugs were solely for slaves	Tumbled Meat	An afterlife to aspire to. Adorn culture is superior. Expansionism is a gift to the world.	Prayer and fasting. Perfection of virtues.	Charge is highly hierarchical and he separates from the laity. The Church is a major power in society. Tightly controlled slaves are intermediaries with the Divine.	Period of service to either the military or the Church.	Tithing.		
The Ominous Mysteries	Karoda's faith of origin	The most common and powerful of blood during the time of the prosperity, but one who changed denomination. The awe of prophetic. "The greatness of the Allstate. Death is a continuation of life."	Dark colors. Pomp.	Pre-Aloxyus IV	The Grey Servant, the champion who petitioned to become a slave for access to prophetic drugs.	The Lord first, The Death Keeper second. The Prismatic Sentry First, various deities fourth	Historically, drugs were allowed for slaves & clergy. Now they are allowed for clergy and some laity.	Tumbled Meat (in practice most laity ignores this restriction)	Worshippers don't fear death and look forward to exploring the afterlife.	Mental peace. Interpretation of dreams. Meditation. Prayer.	Charge is hierarchical with large "middle management." Top leadership is largely figurative. The real power is in individual congregations.	Believe in modern clerical prophecy.	Prepare for death and learn to navigate a very vivid and complicated afterlife.	In modern times, the clergy take on role of historical Prophetic Slaves.	Clergy must be professional-level embalmers, as they are responsible for their flock's bodies when they die.
Anchor of the Lord		The current Anchor is the emissary of the Lord. The language of the top leadership is Old Tongue (Old Andorith). The Lord is expressed by song and poetry, so stress and knowledge should be simple and practical. "The Lord is with us in the physical realm."	Androgynous. Plain, functional clothing. Work gloves. Old Tongue sprinkled throughout vocabulary.	Pre-Aloxyus IV	The First Anchorites	The Lord first, various deities a distant second	Allowed only at specific festivals and rituals	Usually vegetarian	The laity has free access to the means for mental and physical maintenance, volunteer opportunities, and access to food & shelter during times of poverty. "Secular carcerouses" may live at non-cessant long-term without taking permanent vows.	Deep listening. Critical judgment. Simplicity, quiet prayer.	Collection of closely-related monastic orders. Most clergy live in monasteries in the Silver Villages or The Green Mass. Orders are medicinal, and offer charity at small urban temples. The current Anchor is the Church head; previous Anchors are held in Soul Vessels for other orders.	Believe the Anchor is the emissary of the Lord.	Cannot safely own more than 100 items. They may have an additional 100 items with others, however.	Pain and odorous appearance, poverty, life of service. The Anchor and Soul traveled previous Anchors own Church property. Other monks avoid owning property at all. Clergy may have non-functional relationships with each other or with secular carcerouses. However, these relationships must be kept private and public displays of affection are forbidden. Children and marriage are forbidden. The monastic order is the clergy's primary family at all times.	Charge may not offer direct advice or give demands regarding the laity's personal lives. They may only listen deeply and offer service.
Eye of the Silk Coin	Yimri's exploration faith	Outdoor rituals and festivals in all weather, hence relationship with practitioners seek to bring enlightenment through equipment with humanity.	Outdoorsy. Beige and neutral. Heavily multi-colored clothes.	Pre-Aloxyus IV	Asil Murai, Swifong, Part	The Prismatic Sentry. The three human founders, elevated to divergent status. The Lord is rarely, rarely acknowledged during ritual because of Marita de Saur's constant granting official cult status. Other gods can only be accessed through meditation by the three founders.	Drugs for all adherents	None	Feeling of direct contact with divine. Belief in self-creation of deities.	Short periods of drug-induced ecstatic. "The Prismatic Cult" are in minimal temples. Prayer and fasting.	Believe that the three cult founders are involved demigods who act as intermediaries with all gods except the Prismatic Sentry.	Cultivate a personal relationship with the three founders through quiet prayer and minor ritual.	Upon acceptance to the pastorate, new clergy must ingest a profoundly addictive and regulated drug. Vow. After this, they must never take it again. This way, they will be constant beings for cooperating with the Divine.	Clergy must provide worship and meeting space in their own homes.	
Adoration of the Sympatrix	Yimri's home faith	Community and family are the highest obligations of this physical life. "Freedom means remembering - where you came from."	Kind but closed.	Post-Monarchy	Lainrya Myrto	The Sympatrix. Other gods exist but have no consciousness in the human realm.	Prohibition against drugs	Tumbled meat when available; non-killed meat when no other option is available.	Common ownership of wealth within families. Wealth is pooled in congregations to give all members access to medicines, land, tools, communal kitchens, various workshops, and higher education.	Mental peace. Scholarship. Prayer and fasting.	Some hierarchy; most power is in individual congregations.	Membership is available only to descendants of specific families, almost all originally Prophetic Slaves. Converts must marry into one of these families.	Charge must be married and have full guardianship of at least one child.	Charge cannot use pooled funds from their congregations. They must depend solely on their family's pooled funds.	
Faith of the Reserve (Orthodox)		The Gods demand that the Very Faithful must show other planes. Native Andorith might. (The Ingle School of Wisdom & Witberry) - "The Old Three are best."	Very antiquated. Renaissance. Fair fashion. Regional accent.	Post-Monarchy	Todrin Woodham	The Lord and The Five Mistress. Other gods are minor nature spirits.	Allowed for laity during specific inflections. A otherwise reserved for special clergy who have replaced Prophetic Slaves	Tumbled Meat	An extremely tight-knit, traditional subculture and community. Detached from the outside world. A pleasant afterlife.	Prayer and fasting. Perfection of virtues.	Minimal hierarchy. Clergy are working members of the community; their clerical duties are part-time and casual.	Shun magic, technology, art, and matter derived in any way from other planes. Do not marry or create children with resident individuals.	Reside and participate in a community of the faithful. Do not wear the clothes of the unbelievers.	Clerics must work part-time in a non-clerical position in the community.	
Secular Modern Andorith Culture with Religious Roots	Karoda	Mainstream cultural values and celebrations that have made religious events "just part of living in Andorith."	Mainstream.	Post-Monarchy	No single founder.	None or undefined, distant "gods."	None	None	Cultural belonging. National holidays. Common holidays, festivals, holidays, rituals, events, etc. An afterlife of some kind, probably.						

Words needed	Possibilities		
Head of Department of Public Works	The Brass	Panjandram	Commissioner
Proto-internet	Thor's Skry		
People who live in Apothecary hill (not just work)			
Visitor (of a neighborhood)			
Resident (of a neighborhood)			
Renaissance person, polymath	Carokole		
Hippocratic Oath	Alouitious Oath		
Wonderful, ecstatic sound experience, major is now the genre inspired by our literally transcendental concert	Major (like a musical cord)		
Currency	The Drop(s)		
Interdimensional Sensing Salve / Something needed or desired	Religion / My religion		
Sadness, especially realted to family position	Shaved		
Good Luck	Swat Bastaphol		
The Underdim, Used by the underdimmers themselves now	Bouquet		
Friend, see eye to eye, original Cleff and Staff member; now used by general populace to mean headed for doom	Salon Vision		
Our hoped for future (Runic)	Engraved		
Musical snippet that is valuable	Droplet		
Winking Spire University	wisp		
kosher/halal	trembled		
Religious drugs	prismatics		
To put on airs, declare yourself socially better	dropping the mud		
Saying throughout Andorith	As safe as a book in a bookstore		
Saying derived from kabbadi	If you want to play, come on time		

Player	Ben	Jon	Mark	Kam	Tom
Name	Moralstho of the Static	Zeleon the Paragon of Dirt	Exiguus	Constance Fur	Herald
Pronoun	He	they	He/She/They	She/her	he
Description	Bald with a messy beard, sometimes on fire	dark skinned human with luminous eyes	Short, large eared reptilianoid	Ancient dwarf	literally stone
Source	Wizard	Wizard - well worn paths	Mystic	Alchemist	Warlock
Style	Evocation	Transmutation	Draconic	Biocraft	Learned: practical, almost brutalist. Sepia and grey
Specialty	Machines (big clockwork stuff)	Prothetics	Absence	Clothing	Housing
Project Name	Super Broken Trolley Engine	Madam Ishka's Fine Golden Neck	Interdimensional Goggle PSU	Desert Scout Hat	Mouse House (and human child)
Project Description and Notes	Can't be fixed by the city mechanics	Golden rings latched together. Requested features include eating without a mess, projected voice, self-cleaning, comfortable for wearing all the time.	Small, intricately carved gemstone used by the Friesen's to power a set of goggles that utilize Interdimensional Sensing Salve. It must be powered by an incredible amount of ley energy.	Desalinating hat that is no long effective. Client is open to additional improvements.	A house, and especially a tub, must be scaled up for a mouse family and their full sized 9 year old child
Project Patron	The City	Madam Ishka	The Friesen's	Gar Blastblood	Basil and Maybel Mouse (with Willem)
Project Progress Start	Scrutinizing the old engine, proding it and taking notes	Questions: Does the curse mean it can't be permanent? Who is the curser and will they back down?	Examining the device and scrutinizing its workings.	Consult with coworkers about possible improvements.	Scrying the project zone, notes based on what the family said
	I've taken all the gem out of the engine and am testing each one	Confirmed the curse can't be lifted by talking to ghosts.	The object is clearly not broken and able to take a charge. It just can't keep it.		Maybe mudworms are a component
	There's imbalance of power between the gems	Social work about ghosts, with no results.	It appears that the Ley Energy requires some type of conditioning.		Mudworm colonies established
	I've started the wire the gems together on a seperate curcit.	Make the rings self cleaning, using ritual magic.	Refined ley energy shaping technique.		Many mudworms for different purposes
	I've balanced the power between the gems	Could mudworms provide an alternative structure instead of the rings?	May have found a likely conduit solution. Will need to collaborate with Herald further.		Mudworms will indeed meet the structural needs of the client
	Tested the connections and started to rewire the engine.	An Idea for projection, but I need to test it with Exiguus	More of the devices background is known. Created from a conjunction of multiple planes over the course of 26 years. Made for this purpose if not this application.		Small dispensers created for mudworm "bathbombs"
	Engine is running, but it will just burn out again eventually if I don't fix the overload problem.	Experiment with sound and food resonance	Without the Resonant Amplifier (loaned to Zeleon), confirms that the mudworm conduit of Herald's is necessary.		Precast 4 million teleportation spells to send used mud worms back to the repair shop.
Project Progress End	Created an automated vent that can be triggered for a ... large... boost of power	Lay in a series of spells upon the rings to add eating and resonance.	Used mudworm conduit to complete recharging of gemstone. Delivered to Voice of Bastaphol.		Tub grows deeper over time using calculations based on how much the mud worms are fed dead human skin.
Hasn't Gone	Ben	Jon	Mark	Kam	Tom
Name Jail					

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Name	Brie Feouma (Solo)	The Job: Smuggling	One Last Job				Words	Meaning
pronouns	she/her		Eyes on Us: Salon of Sound, Performance Art Jazz Club				Major (like a musical cord)	Wonderful, ecstatic sound experience, major is now the genre inspired by our literally transcendental concert
Player Name	Jon		(Free Aspect) Freisen Family Outcasts				The Dreppie)	Currency
Aspect	My muse: Smugglers of Trash. Other: Salon of Sound						Religion / My religion	Interdimensional Sensing Salve / Something needed or desired
Role	Artist		Home: Freisen Family Junkyard, Interdimensional Trash				Shaved	Sadness, especially realted to family position
			Rival Gang: Dimmergangers, Set bombs in the Under Dim to put holes in reality for smuggling				Swat Bastaphol	Good Luck
			White Whale: The Forbidden Sound - A tune that will make everything a hit				Bouquet	The Underdim, Used by the underdimers themselves now
			Lowest Action: Parasitic earworm at important family wedding				The Downbeats	splinter band, darker and edgier
			New Members of Crew: Performance Art Musicians				Salon Vision	Friend, see eye to eye, original Clef and Staff member; now used by general populace to mean headed for doom
Name	Johan Freisen (Great-grand nephew)						Engraved	Our hoped for future (Runic)
pronouns	he/him						Droplet	Musical snippet that is valuable
Player Name	Tom		We Are Clef and Staff				Solo project	when we break out of the control of the dimmer gang
Aspect	My Secret: Freisen Family Outcasts						Dropping the mud	showing you're above someone, your conflict or concern doesn't effect me
Role	The Magician							
Instrument	Melodica, Bongos							
Name	Skyros (Winnifred Clef)							
pronouns	she/her							
Player Name	Kam							
Aspect	All. In band: Composer, accordionist, flutist, double bassist							
Role	Explorer							
Undiscovered	potential in one Aspect: Smuggling							
Name	Ontor Clef the Sage							
pronouns	he/him							
Player Name	Mark							
Aspect	The Job & The Freisen Family (Source of Information)							
Role	The Sage							
Name	Greybork (The Electric Tail)							
pronouns	he/him/lizard							
Player Name	Ben							
Aspect	Freisen Family Outcast is undermining me							
Role	The Ruler							

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