

## ***General Location/Setting Information***

The year is 3,619, and in a far off land of mythical monuments, amazing technology, unbelievable art, and bizarre magics, people live in a relative peace. This land is known as Lataxia, and France is the most influential and accepting city in the world. It would not be a stretch to say that France is the heart of this world—located in the center of the civilized coalition of united countries known as the Pirion Alliance. While the **Pirion** [peer-E-on] **Alliance** is not entirely on good terms with the other major powers on the planet, the **Crellton Empire** or the **Kingdom of Rette** [reet], there has not been a major war in nearly a century, and the main conflicts come from the untamed lands to the far west known as the **Warring Plains**. The Warring Plains are nearly inhospitable wastes and deserts that offer little in terms of natural resources or geographic advantage in taking, but house hundreds of tribes of nomadic warriors and scholars that are constantly fighting with one another, thus the name, *Warring Plains*.

The **Pirion Alliance** is a representative democracy reigned-in by a council of elected officials from the largest cities combined with a single representative from the largest conglomerate of small townships and villages. Each country has equal say politically, even though the Alliance's president is always situated in France. The general state of the Pirion Alliance is peaceful, and beyond its lacking military programs, it is a busy and evolving nation of scholars, artists, craftspeople, farmers, and researchers that strive daily to attain new heights of knowledge and harmony.

The **Crellton Empire** is led in politics and military operations by a single woman, the Empress, and led in more scholarly, technological, and economical pursuits by a subservient Oligarchy made up of a combination of company executives and well-informed individuals from a wide variety of backgrounds. The Crellton Empire is mainly a meritocracy when it comes to businesses, military positions, and general societal status, which is a large factor contributing to its absurd success in creating a constant flow of technological leaps and bounds that place it far ahead of any other major power in terms of machinery. The Crellton Empire is, however, built upon harsh lands for agricultural pursuits and the safety of the populace; this obstacle has always been present for Crellton's development, and seeking aid from others was a large part of the early policies of the government there, and continues (albeit to a lesser extent) to this very day.

The **Kingdom of Rette** is a highly religious world power built upon the Holy Family Arcana of Retterianciel [Reet-er-E-an-C-L], shortened to Retter [Reet-er] some 1800-odd years ago, and again to Rette [Reet] around 375 years ago. The current King is a bit more radical than usual rulers, and stirs up trouble regarding foreign policy to an alarming degree. The King is constantly at odds with the more sane and wizened triumvirate of advisors appointed an entire generation ago. Despite the relative political chaos instigated by the schism between the King and his advisors, the Kingdom as a whole is quite prosperous thanks to the strong foundations established by the legendary first Royals coupled with the overwhelmingly shared belief in the same higher power and the same dedication to King and Country shared by its denizens. It's also worth mentioning that a lot of Rette land is rich in precious materials for use in magic rituals as well as building technology that is compatible with magic.

The **Warring Plains** are much smaller in total landmass than any of the "civilized" countries, but despite this major size and population difference, the Plains have remained independent of outside influence for centuries. The formation of the nomadic tribes of the Warring Plains is shrouded in mystery, especially because very few historical records exist regarding the actual structure of any of the tribes outside the Plains themselves. The Plains are such a hostile place that even military incursions have a difficult time escaping with all of their personnel unharmed. Rumor has it that some 300 different tribes of varying size take up residence in the multitude of islands and biomes that comprise the entirety of the Warring Plains. Each year, the number of total tribes shifts and fluctuates as they assimilate, destroy, and split amongst themselves.

The world of Lataxia has embraced magic in all of its countries, but still remained active in researching and developing technology alongside it, although the different major powers all dedicated themselves to the task with separate approaches and with varying levels of fervor. A lot of standard magic items are augmented (sometimes even replaced) by things called Macra crystals, a fusion of magic and ancient technology that can be made/bought very easily, but the gist is that they take care of basic functions both in regular life and while adventuring. As an example, an adventurer with a weaker constitution would have a Macra Crystal equipped that automatically uses potions when they drop to a certain amount of health, but in most cases, those

standard items are still necessary to take along as Macra Crystals cannot usually create items. The more intricate the Macra, the more intricate the task of creating it is, but advanced varieties are extremely rare, and it's mostly on the fringe of current research. There are a multitude of practiced religions in Lataxia, as well as large groups that openly question or openly disbelieve in a higher power, but very few large-scale religious conflicts exist outside of the Kingdom of Rette. The economy of every land, with the exception of the Warring Plains, is relatively strong, with no one major power having a significant advantage over any other; all three powers possess their own unique needs and exports. Vehicles used in public transportation and by government officials are fairly advanced to the point of being comparable to modern technology (considering magic is used in all of them), but the most advanced vehicle that a civilian would own is a carriage or basic magical kart/scooter. Modern technology like lights, trolleys, basic computers (just libraries or other info deposits), landline phones, water-filtration systems, and basic appliances (fans, ovens, blenders, AC, etc...) have a magical-technology parallel. Guilds, mercenaries, and adventurers are commonplace in all lands.

*Welcome to a world of wonder, tribulation, and mystery—I sincerely welcome one and all to the France Campaign!*