

GLOSSARY OF IMPORTANT TERMS

The City – A massive, sprawling metropolis, divided into **Sectors** and watched over by **The Towers**. The City was founded after **The Great End** as one of the few places that was discovered that escaped the devastation. Originally a collection of many disparate groups struggling to rebuild and survive, **The Magi** helped The City grow exponentially faster with their powerful magics, eventually assuming control over the many races living here. As their absolute dictatorship continued to absorb power, the people slowly began to realize that their own magic was fading fast until it was practically nonexistent: this gave The Magi almost complete dominion. Now, The City is a Totalitarian State where The Magi are the only authority that matters. They use agents and soldiers of many races to keep order, as well as their **Golems** to patrol Sectors, catch and kill dissidents, and serve as a reminder of their power.

The Conclave – The ruling body of **The Magi**. While people know of the existence of The Conclave, the exact specifics of its number, who is involved, and where they are based is a mystery. All that is known for sure is that the **Legates** report directly to the Conclave.

The Forsaken – The name **The Magi** have given to the last large group of rebels against their rule. Two Generations ago, a mixture of many great heroes of all races banded together to try and overthrow The Magi. Though their battles have become the stuff of legend, the people of **The City** turned away and did not aid them. Overwhelmed, The Forsaken eventually all fell one by one. There are widespread rumors that even the families of The Forsaken were not spared. Today, they are a reminder of what standing up to The Magi brings, and also of the cowardice of The City. Alternatively called The Last or The Lost.

Golems – First encountered when **The Magi** participated in building **The City**, at first these were constructs of earth and clay, constructing mighty buildings, plowing and irrigating fields, and so on. They made life much easier and simpler in The City, but slowly began to be perceived as a means of control, their role shifting away from construction towards oppression. After **The Tower Incident**, Flesh Golems became a new sight around The City, and even dreaded Iron Golems have been spotted in certain **Sectors**. Some people have even seen Golems going beyond **The Walls**, and are unsure what it is that they're doing out there. Rumors abound.

The Great End – A devastating event from hundreds of years ago. The oldest Nonhumans talk of how fire erupted from the very earth, mountains came crumbling down, and earthquakes swallowed cities whole. More tell of how entire cities were wiped out with naught left behind but shadows and the sun itself was blacked out. Crops refused to grow in the soil afterwards, water sources burned and killed those that drank from them, and people became very ill if they stayed where the destruction had been the worst. This is the cataclysm that led to people leaving their ancestral homes to find the land that would become **The City**: the only area that seemed to have escaped the devastation.

Legates – High-ranking Officers who are usually in control of one **Tower**. They act as governors for **Sectors**, serving as Judge, Administrator, and Lawmaker. Legates are frequently actual **Magi** – Those who can wield Magic and serve within their lofty ranks. Legates hold complete power over their Sectors, only being overturned by **The Conclave** itself. It is rare to actually see a Legate: they rarely leave their Towers with special occasions made only for important events.

The Magi – Powerful beings with mysterious origins, these spellcasters appeared shortly after **The City** was first founded, unveiling the first **Tower** and contributing their vastly powerful magic towards making life easier for the survivors of **The Great End**. Nobody is quite sure where they came from, but they quickly came to dominate every facet of leadership and control over The City to the point where life would not be possible without them (or so they've made everyone think). The Magi have gone from generous, angelic providers to cruel, iron-fisted dictators in only a few human generations, to the point where most alive now do not ever recall a single bit of benevolence from these eldritch masters. What is important to note is that not everyone who works for The Magi is considered a Magi: only those who can actually wield magic and are in the upper echelons of their ranks qualify for this lofty title.

Ordinators – The “Field Officers” of **The Magi**, Ordinators serve as guard captains, spies, interrogators, and other tasks that are considered above the rank & file soldiers that The Magi employ. Serving directly under **Legates**, Ordinators can exercise a respectable amount of free-will in their decision making, and are often the most prominent presence of a Legate's authority. While some travel incognito to seek out any sparks of resistance, the majority lead patrols, raids, and are a brutal reminder of the iron boot of The Magi. While they work for The Magi, the vast majority of Ordinators are *not* magical in nature, nor do The Magi consider them as one of their number. There are always exceptions, however.

Sectors: To rule **The City** more efficiently, **The Magi** have divided her up into Sectors. Sectors are generally numbered, with most people knowing of at least 25 different Sectors, though some have argued that there are only 10 and others have claimed there are as many as 50. Each is based around providing something to The City, be it raw materials, finished materials, or merely more people to work elsewhere. Travel between Sectors is highly regulated, with **Ordinators** often overseeing Sector Checkpoints cut into **The Walls**. While the checkpoints are not difficult to get past (indeed, many work in one Sector and live in another), it is another means of control over the populace.

The Sickness – A catch-all term for a number of terrible symptoms that have occurred after **The Great End**. This includes nausea and vomiting, sudden fevers, easy bruising, hair loss, and extreme pain that leads to a failing body and death, or even cancerous tumors that kill slowly and agonizingly. No healer has been able to predict or cure it by any means. Those who suffer from The Sickness are often written off as a lost cause: many feel that it is a divine punishment sent by The Gods before their disappearance. People blame the water, **The Towers**, the food, the land itself, and everything else they can think of as the cause of The Sickness, but no one truly knows.

The Towers – Large, crystalline structures that dominate the skyline of **The City**. There is at least one in each **Sector**, and they are a means of control for **The Magi**. It is heavily assumed that the majority of the Magi's power comes from these strange buildings, but nobody outside their leadership is quite sure how: **The Tower Incident** was an attempt to wrest control of The City from them, but ended in failure. Now, The Towers serve as an office for **Ordinators** and **Legates**, prisons, command posts, and other functions not known to the public at large.

The Tower Incident – Three generations ago, when there was only one **Tower**, a group of rebels made to destroy it, seeing it as the reason that magic was fading in the world and why **The Magi** were so powerful. Though the Tower was brought down, more simply materialized into **The City**, and the perpetrators were surrounded and killed immediately after. It is widely perpetrated that The Rumples, a Gnomish family, tipped The Magi off to the plot.

The Walls – **The City** is surrounded by large, impenetrable walls made of pure Force. The **Sectors** are also divided by these same Walls. These are opaque enough to not be able to see outside of them, and are impassable save for the security checkpoints that allow passage. There is no known passage outside: what is known is that beyond The Walls is death, a barren, empty wasteland that stretches far beyond that water and food can be carried. Nobody believes anything else is truly alive outside anymore.