

Extra World Building Lore

Kitra, the Minor Goddess of Fertility

Kitra is a revered deity among the Elven races, representing fertility, life cycles, and the natural ebb and flow of creation. While not one of the major gods, Kitra holds a sacred role, especially among Elven women, whose lives are directly influenced by her blessings. Every thirteen years, Elven women of childbearing age are said to enter a phase called "the Calling of Kitra," often referred to as "Kitra's Heat." This period, marked by an intense and almost overwhelming fervor, is believed to be Kitra's divine influence stirring within them.

The Calling of Kitra

The Calling, known colloquially as "Kitra's Heat," takes place every thirteen years and affects adult Elven women with a physical and spiritual fervor that intensifies their desires and heightens their emotions. This period mirrors the primal cycles of nature; during it, women experience an almost feral drive to seek partners, urged by the goddess herself. Elves liken the intensity to a fire within, something akin to the Vulcan pon farr (in comparison to other realms). For many, this state is unsettling, marked by heightened aggression, intense passion, and a temporary but profound loss of restraint. It is considered a time of both reverence and caution, as the heat can push Elven women into states that border on madness.

The ritual significance of Kitra's Heat is profound. Elves believe that during this time, women are judged by Kitra, who may bless them with her essence as a sign of approval. If Kitra is pleased, the woman may conceive a child—a rare and cherished blessing given the Elves' long lifespans and low fertility rates. However, it is not uncommon for Elven couples to endure multiple Callings before conceiving. This is accepted as part of Kitra's plan, and many Elves see each Calling as a sacred opportunity rather than a guarantee.

Kitra's Blessing

For the Elves, children are seen as the ultimate blessing from Kitra, one that only comes with patience, faith, and perhaps the goddess's favor. Since Elves live so long, the birth of a child is viewed as a momentous event, a rare gift in a society where fertility is not a constant. It often takes several cycles of Kitra's Heat before a child is born, which is why each Calling is met with reverence and hope.

Elves believe that children born of Kitra's Blessing carry a piece of her divine essence, connecting them more deeply to the natural world. These children are cherished, seen as living proof of the goddess's favor, and many are raised with the expectation that they will one day serve Kitra in some manner, whether as a healer, protector, or spiritual guide.

Convergence of the Trines

To signify the commencement of a new competition between the gods who choose their warriors, we could introduce a grand celestial event known as the "**Convergence of the Trines**." This event could be a rare astronomical alignment involving three celestial bodies—each representing different deities or factions of gods. The convergence would serve as a harbinger of divine dissonance, opening a destructive window of time during which the gods quarrel. Rather than tearing the heavens asunder, the gods choose mortal warriors to battle on their behalf.

The Convergence of the Trines:

Event Description: The Convergence of the Trines occurs when three major celestial bodies—each representing a different divine power—align perfectly in the night sky. These celestial bodies could be:

1. **The Silver moon:** Representing wisdom and purity, associated with the Genieavesin.
2. **The Blood Moon:** Symbolizing power and ambition, (was Ilithara, but came to be) associated with the Dinehin.
3. **The Golden moon:** Denoting balance and destiny, associated with neutral or independent deities like Eriu.

Natural Phenomena: As these celestial bodies align, the night sky is transformed. The Silver Star shines with an ethereal glow, the Blood Moon casts a crimson hue across the land, and the Golden Comet streaks across the heavens, leaving a shimmering trail that bridges the star and the moon. This alignment triggers several natural phenomena:

- **Auroras:** Brilliant auroras dance across the sky, visible from all corners of the world. The colors of the auroras reflect the hues of the converging celestial bodies.
- **Earthquakes:** Gentle tremors shake the land, signifying the gods' awakening and the stirring of ancient powers.

- **Meteor Showers:** A spectacular meteor shower marks the opening of the competition, with shooting stars symbolizing the descent of divine favor upon chosen mortals.

Ritual Significance: The Convergence of the Trines is marked by rituals and ceremonies performed by priests and shamans across the world. These rituals could include:

- **Consulting Ceremonies:** Holy Authorities and shamans perform rituals to ascertain which gods have come into conflict.
- **Invocation Ceremonies:** Priests gather at sacred sites to invoke the favor of their respective gods, calling upon them to choose their warriors wisely.
- **Offering of the Fates:** Sacred artifacts, blessed by the converging celestial bodies, are presented to the chosen warriors, imbuing them with divine power and guidance.

Symbolic Artifact: A central artifact could be introduced—a celestial relic known as the "Orb of Trines." This orb, which glows with the combined light of the Silver Star, Blood Moon, and Golden Comet, serves as the focal point of the rituals. The orb is said to contain the essence of the gods' power and is used to bestow divine blessings upon the chosen warriors.

Narrative Impact: The Convergence of the Trines sets the stage for a new era of divine competition, where gods select and empower their warriors to achieve their ultimate goals. This event not only signifies the beginning of the competition but also heightens the stakes for all characters involved, as they navigate the trials and tribulations set forth by their divine patrons.

The Origin of the Scorsorai

Long ago, when mortal mages warred among themselves, their reckless battles split the earth and woke the dragon-god **Scorso** from his thousand-year slumber. Enraged, he rose in wrath and hunted the mortals who had disturbed his rest. Villages burned. Entire legions were erased. Yet his vengeance was more than slaughter—it was transformation.

Scorso's fire did not always kill. Those consumed by it sometimes lived on, their wounds seared with his divine venom. Their children were born changed: skin mottled with scales, eyes burning with draconic fire, voices that growled with something more than mortal breath. In other places, where his claws had spilled his blood into the earth, the mingled essence of dragon and man seeped together. From ash and charred soil, grotesque hatchlings emerged—half mortal, half dragon—cursed progeny of vengeance.

The terrified mages sought to turn this corruption against him. In their desperation, they bound dragon essence into prisoners of war, weaving flesh and scale into unnatural unity. Yet instead

of loyal soldiers, they birthed horrors: stronger, faster, hungrier than men, and utterly unshackled from mage control.

As Scorso's campaign raged on, the curse spread by blood and oath. Some mortals, broken by fear, bent the knee and swore themselves to the dragon-god. He marked them with his fire, sealing fragments of his power into their veins. Others he took as consorts, forcing his essence directly into their bloodlines. Over generations, these twisted unions hardened into a people—not wholly man, not wholly dragon, but forever set apart.

They became known as the **Scorsorai**, the Ash-Born, the Dragon's Vengeance. In their own tales, they are the chosen—forged in fire, bound by blood, heirs of a god's fury. In the songs of their enemies, they are monsters: hybrid spawn who carry the ruin of Scorso in their very breath.

Even now, the truth is blurred between myth and memory. Were they bred, cursed, or born? Perhaps all at once. What endures is their legacy: a people who are living proof of the day when a god woke angry, and mortals learned too late that fire does not only destroy—it remakes.

The Five Surviving Mage Tablets of Genticus

A Reconstructed Archive of the Lost Schools

(Compiled from fragments recovered in the Oxlinger Scriptorium Flooding; author unknown)

Foreword

Once, not five, but **twenty-three Mage Tablets** stood across Genticus—great slabs of obsidian-etched stone, carved when magic itself was still being discovered. Each Tablet held the full doctrine of a School of the Arcane: necromancy, elemental physics, geomantic shaping, memory-binding, soul-forging, somatic alteration, corridor-weaving, runic law, and many others lost to time.

They were **not spellbooks**, nor artifacts of power. They were **teaching engines**.

When touched, each Tablet projected a phantom codex—a **holographic tome of shimmering script**, thousands of pages long, written in the universal magical tongue. Any mage, even an untrained novice, could access the knowledge if they stood in the Tablet's radius.

This is what made them dangerous. And ultimately, what doomed nearly all of them.

The Fall of the Schools

During the breaking of the Grad Mage Citadel, twenty-three Tablets shattered under divine assault. Their destruction triggered catastrophic magical backlash—storms of knowledge unraveling into raw power, rewriting flesh, stone, and even memory.

Five Tablets, and five only, were spared.

Panicked archmages wrapped them in a **failsafe ward**—a sphere of spatially-bound protection so absolute that **nothing composed of stone inside the radius could be cracked, dented, scorched, or shifted**. A miracle born of desperation.

The result was unintended:

- Entire fortresses built above or around these Tablets became **immune to cannons, catapults, and collapsing siegeworks**.
- Stone gates became unbreakable.
- Walls became eternal.
- Even falling boulders grew gentle as drifting leaves.

These aren't defensive enchantments. They are the accidental side effects of preserving knowledge the gods wanted erased.

The Five Remaining Tablets

Below are the surviving Tablets as scholars understand them today.

I. The Tablet of Necromancy

“The Veil That Remembers Dusk”

Location: Beneath *Furial Castle*, southern fortress of the Isle of Lenepi.

The Necromantic Tablet is the most feared—and the most sought.

When touched, it projects:

- complete anatomical diagrams of the spirit-body
- methods for detaching, tethering, or reuniting souls
- funerary rites older than written language

- resurrective liturgies banned for a thousand years
- formulas for anchoring a corpse against decay
- the original treatises on spectral conjuring and revenant-binding

Even a novice standing near the Tablet can perform lesser necromantic acts unintentionally: **candles dim, warmth fades, insects die mid-flight, and whispers cling to the air.**

It does not corrupt. It **teaches**—and that is more dangerous.

Its protection ward is the strongest of the five. This is why:

- **gunpowder dies before burning**
- **cannon-blasts collapse into cold steam**
- **thunderstones crack but do not detonate**

Furiai's walls are stone. Thus, Furiai stands.

As Scorsorai archivists say: **"In Furiai, even death must behave."**

II. The Tablet of Spatial Weaving

"The Map That Folds Itself"

Location: Beneath *Takasuro Fortress*, northern Lenepi (seat of Lord Kaiden)

This Tablet once belonged to the Seventh School—the Weavers, magi who bent corridors, rearranged rooms, and folded landscapes like cloth.

Its phantom codex contains:

- the blueprints of endless staircases
- the mathematics of compression-space
- sigils that make a five-step hallway stretch into a mile
- rituals to hide entire battalions between heartbeats

Kaiden's fortress is infamous because the stone around the Tablet cannot be altered—and the Tablet constantly **tries** to reorganize its surroundings.

Thus the fortress behaves like a dream:

- rooms slide away when approached
- ladders extend indefinitely
- a man may leave a gate at dawn and arrive at it again at dusk
- armies vanish into corridors that did not exist the day before

Veterans say only one thing with certainty: **“Takasuro does not keep enemies out. It eats them.”**

III. The Tablet of Elemental Fire

“The Ember That Judges”

Location: *Castle Farron*, province of Pine Mire.

This Tablet taught the original doctrine of flame—the flame behind flame, the animistic fire that chooses its master.

Its codex reveals:

- why unliving fire rebels
- how sacred fire recognizes intention
- why flame spreads unevenly across blessed ground
- the rites for summoning star-embers and skyfire

Near the Tablet:

- unblessed fire flickers and collapses
- explosions fizzle into warm dust
- alchemists’ mixtures rot into waxy sludge
- torches flare only when carried by those the Tablet “accepts”

Farron’s walls, all stone, are unburnable. Siege fire curls aside like a frightened animal.

Old mages warned: **“Fire does not serve mankind. It judges us.”**

IV. The Tablet of Dominion & Protection

“The Law Beneath All Walls”

Location: Foundations of *Castle Oxlinger*, seat of the Western Crown.

This Tablet preserves the Fourth School—the Arcanists of Direction and Force.

Its holographic tomes contain:

- the geometry of pressure
- the original formulas for warding cities
- the axioms that describe how a shield *ought* to behave
- the difference between impact, intent, and inertia

Within its radius:

- projectiles disintegrate
- arrows slow as if drowning
- catapults strike like feathers on water
- earthquakes refuse to shake stone

The fortress does not defend itself. Rather, **the world defends it**, because the Tablet’s ward defines attack as “impossible.”

Children of Oxlinger are taught: **“The castle stands because the world remembers that it must.”**

V. The Tablet of Transmutation

“The Stone That Dreams of Shapes”

Rumored Location: Deep within the *Lapener homeland*, beyond the fire-wreathed Avannon Isles.

This Tablet is whispered to be the crown jewel of the Ninth School—the Shapers, the most controversial mages who ever lived.

Its codex allegedly holds:

- the formulas for altering matter by emotion
- the method for turning bone into bone-dust
- the rites for making metal flow like ink
- diagrams of landscapes that changed form when sung to
- the lost art of body-remaking

Near it:

- iron softens the moment fear touches it
- stone melts when confronted with rage
- weapons reshape themselves in grief
- the land breathes—slow, unsettling, alive

Lapener myth calls it the **God-Smith's Tablet**: “It remembers what the world once was—and what it hungers to become again.”

Purpose of the Tablets

The Tablets were not weapons. Not relics. Not divine.

They were **anchors**—records forged to stabilize magic during the age when gods walked the earth and reality was bent by their arguments.

When the Citadel fell, twenty-three Tablets died. Five remain, indestructible only because mages—perhaps foolishly—wrapped them in eternal protection.

Every kingdom that inherited a Tablet inherited its **side effects**:

- unbreakable walls
- unpredictable space
- fire that judges

- law that cannot be breached
- matter that dreams of change
- and necromancy any novice can stumble into

The Tablets endure. Silent. Patient. Remembering knowledge the gods tried to erase.

Those who misuse them do not simply fail. **They are forgotten—folded into the deep story of the world, where stones whisper longer than men speak.**

Sidebar: The Twenty-Three Mage Schools of the Pre-Citadel Era

Reconstructed from fragmentary tablets, broken scrolls, and the oral traditions of post-war monks.

Before the Citadel fell, magic was not divided by nation or god. It was an academic lattice—twenty-three peer schools woven into a single scholarly order. Each school maintained **one Tablet**, a stone archive of their complete doctrine.

Only **five** survived.

Below are the **twenty-three Schools**, in their oldest known order:

1. The School of Necromancy

Study of the soul's detachment, tethering, and return. Feared for its precision, not its cruelty.

2. The School of Spatial Weaving

Manipulation of distance, corridors, and dimensional folds. Their “walking-labyrinths” made the Citadel impossible to map.

3. The School of Elemental Fire

Study of sentient heat, sacred flame, and emotional ignition. Their pyres never dimmed.

4. The School of Dominion & Protection

Laws of impact, direction, force, and barrier geometry. Their wards were mathematical masterpieces.

5. The School of Transmutation

Shaping of matter, bone, metal, and land by intent. The most controversial of all.

6. The School of Memory-Binding

Art of preserving thought, rewriting recollection, and crafting shared dream-archives. Their fall erased entire lineages from history.

7. The School of Somatic Alteration

Shifting flesh into new forms, healing by metamorphosis, grafting limbs or senses. Their experiments birthed both saints and monsters.

8. The School of Aetheric Harmonics

Magic performed through resonance, sound, and vibrational geometry. They claimed every spell was a hymn misunderstood.

9. The School of Temporal Contemplation

Observation—not manipulation—of time's currents. They swore that moving time was impossible; others suspected they lied.

10. The School of Elemental Water

Study of tides, currents, liquid memory, and hydromancy. Their wells whispered secrets centuries after their deaths.

11. The School of Elemental Stone

Understanding tectonics, weight, pressure, and the "living body" of the earth. Their underground halls were crushed instantly in the Mage Wars.

12. The School of Elemental Air

Study of wind, weather, breath, and storm-conjuring. They alone could speak to tempests.

13. The School of Illusion & Glamour

Crafting false senses, veils, mimicry, and emotional deception. Agents of kings coveted them; assassins feared them.

14. The School of Arcane Beasts

Study of magical fauna, chimera-forming, and symbiotic companions. Their living archives devoured them when the wards broke.

15. The School of Kinetics

Motion, inertia, acceleration, and the laws behind them. They believed war should be solved by physics, not flame.

16. The School of Dreamwalking

Crossing the boundary between waking and dream, entering other minds, weaving shared visions. They were among the first to be hunted.

17. The School of Soundless Hand

Spellcasting through gesture and intent alone, without word or ingredient. Their arts were the most difficult—and thus, the first forgotten.

18. The School of Blood Arts

Harnessing lifeforce, sacrifice, lineage magic, and ancestral resonance. Their rituals survived in fragments among warlocks and tribal cults.

19. The School of Astral Correspondence

Mapping the heavens and calling celestial influence into mortal form. Their towers vanished during the celestial convergence.

20. The School of Runic Law

Script-based magic, sigil crafting, and glyph-binding. Their libraries were burned to prevent enemy capture.

21. The School of Echoes & Shadows

Magic born of reflection, absence, and negative space. Their spells worked best where light had died.

22. The School of Metallurgy & Forge-Souls

Binding consciousness into weapons, armor, and artifacts. Their creations survived the fall—too well.

23. The School of Apothecary Alchemy

Transmutation through reagents, potions, distillation, poisoncraft, and remedy. Their work formed the backbone of all modern medicine and murder.

Why Only Five Survived

During the fall of the Citadel, the god Scorso moved against the Schools. Twenty-three Tablets stood: **eighteen shattered**, one was devoured by its own spellwork, and four sank beneath the ocean in the seismic collapse.

Five were all the archmages had time to save.

The protection ward they created—meant only to shield the knowledge—became permanent, unbreakable, and world-distorting.

Those five Tablets now shape kingdoms. The other eighteen shape ghosts.