

SUPERS & SORCERY PRESENTS...

A CONCISE TREATISE ON THE COSMOLOGY OF GHAISTALA



FROM DAYLIGHT PUBLICATIONS



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SUPERS & SORCERY



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From the Records of G.E.A.R.

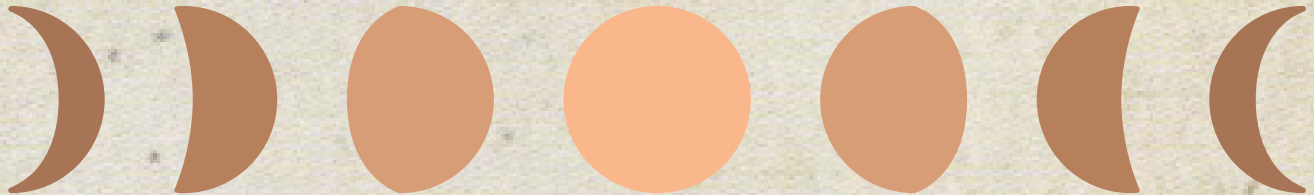
This tome is a collection of the notes and wisdom of nearly fifty years research into the cosmology of our world as we know it. While the knowledge we are uncovering from within the Beacon grows by the day as new levels and doors unlock, there is still so much we do not know.

The illustrations within this book are made by the amazing Zanthan Aunnamas of the Collegium Beacarus, combinations of various different descriptions of the Titans from media across the levels of the Beacon.

Not only does this book shed light on our cosmology, but also on our calendar, celestial markers, and holidays that we celebrate.

TIME

Given its large sun and three moons, Ghaistala has a unique day-night cycle. A day in GT (Ghaistalan Time) has seven to eight hours of sunlight, with the rest being night time. However, those sixteen hours are split into three different sections as the moons of the planet rotate, each roughly five-and-a-half hours long called wolds. Coalwold casts a deep violet light, Emberwold casts a pale lavender light, and Tinderwold casts a bright indigo light - the moons progress from Coal to Ember to Tinder in descending size order. Sometimes called the Sisters Three, these moons can be seen as hazy orbs during the day.



THE CALENDAR

Ghaistala has years - ghais - of three hundred days - dorns. A decade is a decghais, a century a cenghais, and as follows. There are thirteen maethon - months - of twenty five dorns in length in a ghais, with the thirteenth month only occurring every twenty ghais in accordance with the arkwave phenomena that has shaken the planet since Paragon's Toll, gifting young Beaconites with powers. Within a maethon there are five waeth - weeks - of five dorns each. The order of the dorns are as follows:

Monday - Mohdorn, a day of rest
Tuesday - Twaedorn, a day of work
Wednesday - Waedorn, a day of work
Thursday - Thryrdorn, a day of work
Friday - Frymdorn, a day of rest

The order of the maethon are as follows; split into the Neith (thaw), the Yahatra (harvest), and the Thaern (waning):

January - Jahaneith (dedicated to Honor), the maethon of wasting, holy dorn of observation is the 18th.
February - Fehaneith (dedicated to Heart), the maethon of reflection, holy dorn of observation is the 5th.
March - Marahaneith (dedicated to Friendship), the maethon of rebirth, holy dorn of observation is the 22nd, holiday of Friendship's Helping Hand on the 5th.
April - Aparahaneith (dedicated to Willpower), the maethon of invention, holy dorn of observation is the 25th, holiday of Innovation Day on the 10th.
May - Mayahatra (dedicated to Duty), the maethon of planting, holy dorn of observation is the 3rd.
June - Juuyahatra (dedicated to Intellect), the maethon of learning, holy dorn of observation is the 13th, holiday of Intellect's Calling on the 5th.
July - Juluyahatra (dedicated to Honor), the maethon of festivals, holy dorn of observation is the 15th, holiday of Portal Dorn on the 4th.
August - Augayahatra (dedicated to Heart), the maethon of harvest, holy dorn of observation is the 6th.
September - Septhaern (dedicated to Friendship), the maethon of preserves, holy dorn of observation is the 9th.
October - Octhaern (dedicated to Willpower), the maethon of remembrance, holy dorn of observation is the 20th, holiday of Will's Passing on the 25th.
November - Novthaern (dedicated to Duty), the maethon of thanks, holy dorn of observation is the 22nd, holiday of Toll's Thanks on the same dorn.
December - Decthaern (dedicated to Intellect), the maethon of contemplation, holy dorn of observation is the 12th, holiday of Gaebanacht on the 20th.

Paraneith (dedicated to Paragon), the maethon of awakening, holy dorn of observation is on the day of the arkwaves.

THE UNIVERSE

Existence as it is known was created by the Five Cardinals. The Five Cardinals are beings of immense cosmic power, unknown in anything but folklore and speculation across the world-spheres, but it was under their eyes that Existence was brought to fruition, made by a balance of Ether and Nul. These two energies brought Existence into harmony, and from there, the Five Cardinals were able to populate it with many world-spheres inside which they placed equal parts Nul and Ether, from which with a simple push, titans were born to populate, rule, and divine the world-spheres.

Let us turn to the world-sphere of Ghaistala. The three moons, seven worlds, sun, core world, and asteroid belt exist within the Primary Sphere or Prime Material Plane. Above the Primary Sphere exists the Astral Sphere, a sea of neverending stars in which many other worlds outside of Ghaistala exist. Here, many small demiplanes exist as home for powerful cosmic beings who exist beyond the reach of mortals. Below the Primary Sphere is the Entropy Sphere, where raw magic energies thrive. Orbiting the Primary Sphere are the Elemental and Negative Spheres. The Elemental Sphere is a reflection of Ghaistala as it would be if the elements and nature reigned supreme, while the Negative Sphere represents a dark and twisted copy of Ghaistala.

Containing all these is the Ghais-Sphere, the massive sphere of arkwave energy that holds the Ghaistalan universe together. Beyond the Ghais-Sphere is Existence, where the other world-spheres containing other worlds rest, and it is from these worlds that the portaleers who populate Ghaistala travel from. It is believed that the various world-spheres are connected by something called the Stellar Highway, clusters of leylines that formed after the creation of Existence from neutral Ether and Nul energies.

GHAIS-SPHERE

ASTRAL SPHERE



EMBER CORE TINDER



TEARS



ELEMENTAL SPHERE

HEARTHFIRE



GHAISTALA

NEGATIVE SPHERE



PARAGON'S



ENTROPY SPHERE

NUL MANIPULATION, ETHERIC SIPHONING

To utilize magic within Existence, one must understand that there is a balance between the two main sources of energies - Ether and Nul. Etheric magic is all about creation, transformation and balance; while Nul magic is destructive, caustic, and angry. Very often, the eight schools of magic can be split between the two, pulling magic from the two wells of Nul and Ether. Flavor this how you want in your own Supers & Sorcery campaign, or feel free to ignore it if you find it too binding.

ETHERIC SCHOOLS

- Conjunction
- Transmutation
- Illusion
- Abjuration

NUL SCHOOLS

- Evocation
- Enchantment
- Divination
- Necromancy



NUL AND ETHER IN GHAISTALA

The discovery of Nul by a member of the Ghaistar - the proto-peoples of Ghaistala before Paragon's Toll - was purely by accident, and should have been impossible. But because one being was willing to sacrifice everything to explore the deepest corners of the cosmos, the gateway to Nul cracked just enough for it to be able to start to leak into the Ghais-Sphere.

THE RING OF VIRTUE

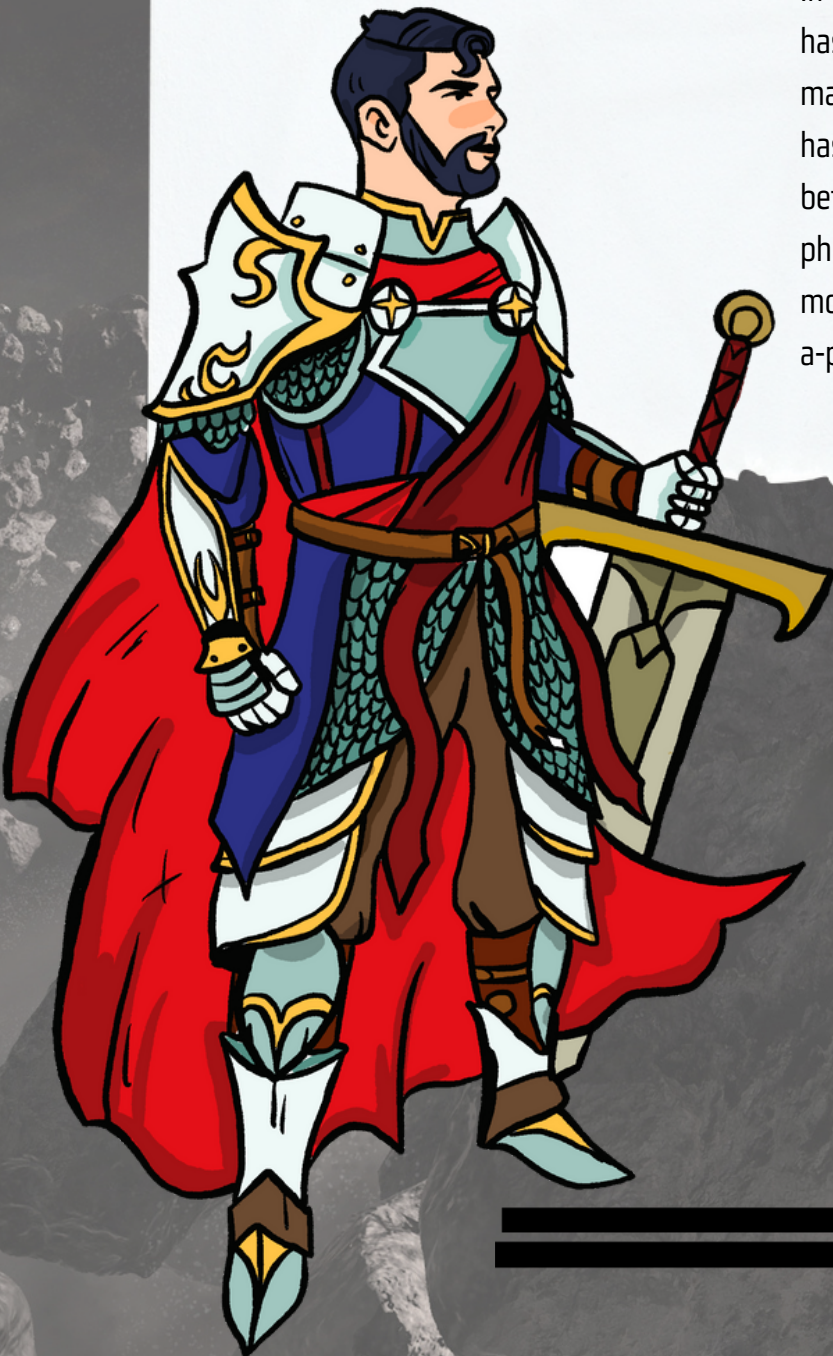
Seven worlds orbit the central sun Hearthfire, the three moons—Ember, Coal, and Tinder— and the great planet of Ghaistala. Many eons ago, travel between Ghaistala and the other worlds of the Ring was possible via great portals across the world's surface. However, when Paragon's Toll rang across the planet, these portals were locked away, save for Kkryt's, which was completely destroyed by the Maddening.

Knowledge about each of the worlds within the Ring is recorded in the great library of the Beacon. Only recently, the Guild of Exploration and Advanced Reconnaissance, or GEAR, has begun to seek out the locations of these portals.

PARAGON'S TEARS

Of the various bodies within the Ring of Virtue, the least is known about Kkryt. From the great observatories of Argentum Square, the remains of Kkryt can be seen as an asteroid belt that goes by many names, but is often referred to as Paragon's Tears. It stretches across the entire night sky and always glows a pale green, which usually intensified during the Neith as they are in front of Hearthfire. It is thought that within these asteroids remain remnants of the people of Kkryt, who were said to be ethereal and otherworldly in their appearance and manners.

In recent years though, some sub-Ring travel has been attempted, but only one young maginaut - a halfling named Jameson Olsbon - has managed to survive on Paragon's Tears before needing to return because of strange phenomena. Olsbon described it as "the dead mountains and empty cities have eyes and ears a-plenty, and moan in sorrow evermore."



GOTMAH

The world of Gotmah is said to be one of deep pine forests, high mountains, and wide winding rivers, home to one austere city named Gaslight - although the tales of those who have been able to journey to Gotmah and back are filled with horrific scenes of eldritch debauchery and shadowy corruption. Gotmah is one of the only worlds within the Ring that still has at least one or two active portals on Ghaistala, but where they are are intensely protected by the bearer of the Mantle of Intellect. It is believed that sometimes the Portaleer and Titan might swap places for a dorn or more to wander and see what is going on in the city, to ensure that progress is not going too quickly. Whether this is a benign or maleficent intent, no one has been yet to understand it.

However, Gotmah has unique astral flares that mark it during the Thaern, in its relation to Hearthfire. During the day, Gotmah can be seen in the sky with almost ragged edges, as it has a tattered cape on, while during the night, it will completely vanish from the sky.



THYMIA

Thymia is the most dominant of the lights from the Ring of Virtue, shining gold and glorious - almost making it a second sun during the Yahatra months. Telescopes have been able to pick up that the world is covered in many great cities, filled with spirits and the honorable dead who go about their lives feasting and fighting and living a second chapter of their lives - but there is one place their telescopes cannot piece, and that is a single high mountain range and valley that is believed to be home to Honor and her Azam warrior-queens. It is believed that the Azam hail from a different world outside the Ghais-Sphere, as occasionally one has appeared on Ghaistala and in Beacon as a kind of portent, but they never remain too long or speak to those who ask them queries.

Many hope that when they die, whether hero or villain, that they will be able to ascend to Thymia and make war in the halls of the home of the Titan Honor, but to join their ranks, one must not just make war, they must live with honor.



AU

Au is the world of smiths, crafters, and artisans, believing that it is true willpower that keeps the creative spark alive within their various professions. Because of this, the holiday of Innovation Day on the 10th of Aparahaneith is a massive occasion in Beacon, on the day when Au is brightest and largest in the sky. The great canyon that runs along its surface is visible only on this dorn, and it flares green regularly throughout the dorn, which makers believe is Willpower pounding away on their anvil, creating something new and amazing. Necklaces depicting Au are commonly worn amongst makers, and there is a special reverence held for the Titan Willpower given their described warm and welcoming nature. Sometimes makers will refer to dreams where they are visited by the Titan and given new inspiration to continue building on their talent and create more.

However, there still remains an air of mystery around Au, as it is very small and not as bright during most of the ghais. Why this could be, no one truly knows.



SRAM

Sram is ever bright and ever glowing in the heavens, one of the constant stars in the Ring of Virtue. Often called the Hjarte-Stellaris by astrologists, the homeworld of the Titan Heart through telescopes is a ruby landscape covered in trees and grass and farms all in various different shades of red. The grandest of all is the great multi-tiered structure of Heartshome, a massive farmhouse and paddock that stretches across a great deal of the world's surface. Occasionally, Heart themselves and their family can be spotted through powerful lens tending to the land and working the soil to grow strange and alien plants. Sram is often worshiped and honored most during Augayahatra , the maethon of harvest, with small altars of crops built with red candles in the homes primarily of farmers and horticulturalists. The Gardeners' Union especially has a great Harvest Parade at the beginning of the maethon, where someone dresses as Heart and leads the parade from the outskirts of Beacon all the way to Lowcity.



STARCYTE

Forming a three-point constellation with Thymia and Sram to create the Starthymam Line, Starcyte gleams powerfully, radiating silver light during the wolds that reflect and dances at the edges of their own light. Unlike any of the other worlds, astrologists have seen that Starcyte is a singular massive city, with millions of organic-appearing metal and glass towers that seem to constantly be growing up and up. And all the while a red and gold blur zips through its concrete canyons and metal malls, helping where they can. There is one time of year though where Friendship leaves Starcyte, to make their annual run through the cosmos to Thymia and Sram, in part creating the Starthymam Line, made from lingering energy and light of their passing. Theoretical maginauts believe that this could potentially be an old leyline broken by Paragon's Toll all those millenighais ago, but little has been scientifically or arcanalogically proven to solidify this hypothesis.

Some meteorologists - in this similar vein - theorize that perhaps arkstorms are caused by Friendship themselves, but again, there is little data to back this up.



ATAL

Atal is a world that many druids of Ghaistala hold in incredibly high regard, especially druids attuned to the seas and oceans of the reviving planet. It is often during arkstorms that druids believe Duty is calling out to them, asking them to find their way to them and join them in the great watery depths of the tropical ocean world. Occasionally the bioluminescent light of the gigawhales can be seen from Beacon without need of a telescope - their spines and dorsal fins radiating a beautiful blue light as they come together in great migratory masses to feed and mate.

Atal is one of the only worlds of the Ring of Virtue that still has active portals on Ghaistala, often hidden deep within undersea caves or in the abyssal plains of the oceans, as Duty knows that only those truly driven by a need to find them and ask for their help will ever be willing to go to those depths to come to them.



PORTALS AND PORTALERRING

Portals are finnickier things, and can either lead to great innovation or great calamity. For some reason on Ghaistala, the latter is what occurs: with wonders like Portal Plaza and the fact that all peoples here are migrants from other worlds, it is amazing to think - and sometimes scary - what Ghaistala would look like without the portals having opened to allow those first intrepid souls arrive. However, this has led to some unique discoveries around how portals effect individuals and teleportation magic.

Teleportation, banishment and plane shifting magic stems from etheric energy, making it much more stable and user-friendly. However, constant use of this magic can gradually eat away at the boundaries between Ether and Nul, and they soon begin to bleed into the other. Use of physical portal magic by mortals - while not taboo - is often admonished as many mages who have read of the Maddening and Nul know what can happen should Nul become too present in someone's magic pool. The Nul Wastes far to the north are a reminder of that.

However, using constructed portals built of magitech and old Ghaistar technology - such as those of Portal Plaza, is much easier to regulate and shut down should something go amiss during traffic hours. That being said, the portals of Portal Plaza are on a rotating schedule, with only fifty of the total one hundred portals being allowed to operate and open at one time. And because of this, portaleering licenses are expensive and only offered every few ghais.

A portaleering license is something usually reserved for businesses and organizations who are multidimensional in nature; banks, mercantile houses, or hospitals. Costing thousands of gold easily, and with numerous criteria one needs to meet, black market knock-off portaleering licenses have become a new bane of the Portal Management Authority.

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