

Phudge

Mundus Senecit

World Book

by
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Version 0.1



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Thank You

A big thank you to my prelude players of The Blackguild. Your input has helped to shape and bring to life the world of Mundus.

Version History

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Table of Contents

About This Fudge Roleplaying Game Document:.....	2
Thank You.....	3
Version History.....	3
Introduction.....	5
What is Mundus Senecit?.....	5
What is Awakenings?.....	5
What is in this book?.....	5
The World of Mundus.....	6
Magic in the World of Mundus.....	7
The Viridean Empire.....	8
The Gods of Mundus.....	9
Shayla Mother of the Hearth.....	9
Talon Master of the Wild.....	9
Immorta Daughter of War.....	9
?? Father of the Fields.....	9
Eastern Protectorate.....	10
Trent.....	10
Kaolen Keep and Surrounds.....	11
Location.....	11

Introduction

What is Mundus Senecit?

Mundus Senecit is a fantasy setting where magic has mostly left the world and everything has grown old and tired. At the centre of the world lies the once mighty Viridean Empire - crumbling, decadent, and looking unlikely to stave off a coming dark age.

What is Awakenings?

Awakenings is the story of an unusual group of young people, all with the rare spark of Magic. The characters begin on the fringes of the crumbling Viridean Empire where they come into more control of their magic and head out into the world.

What is in this book?

This book contains information about the world of Mundus Senecit and particularly the areas that the *Awakenings* story takes place.

The World of Mundus

- The world grows old
- Things are running down

Magic in the World of Mundus

- Has mostly faded from the world
- Power takes time
- Magic is not easy
- A darkness has drained the magic from much of the world
- Magic can be mastered with a systematic approach

The Viridean Empire

- At the height of their power they merged magic and technology
- The empire is becoming frayed at the edges
- Decadence is rife throughout the empire
- Peace has lead to complacency

The Gods of Mundus

The world has a handful of gods that have little direct influence on the world.

- Manifest mainly through visions
- They send messages through their totem animals
- They don't care about us anymore
- The Viridean Empire has suppressed the old ways
- A lesser Panther aspect has grown to greater power

Shayla Mother of the Hearth

Shayla is ...

Talon Master of the Wild

Talon is ...

Immorta Daughter of War

Immorta is ...

?? Father of the Fields

?? is ...

Eastern Protectorate

The Viridean Eastern Protectorate is a forested area.

Trent

Trent is the capital of the Viridean Eastern Protectorate Territory and is located in the central North East of the protectorate.

It was sacked after a surprise attack at the beginning of the Northlander invasion.

Kaolen Keep and Surrounds

Kaolen keep is the holding of Baron Kaolen.

- There has always been something here
- On the edge of the empire
- The Baron is a good man
- Sir William is a forthright bullheaded and trustworthy knight
- Everyone has their purpose in the keep
- The keep is a hub for the nearby farms

Location

Kaolen Keep is located in the South West of the Viridean Western Protectorate territory. It is situated near a strategic pass through the hills beside a river along which runs the road to the Viridean Empire.