

TERNOVIS

WORLDBUILDING OVERVIEW



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THE WORLDBUILDING OVERVIEW

In this setting, existence is framed by a concept known simply as **the Beyond**. The Beyond is not a single place, but the totality of the universe: a vast system of worlds, each surrounded by a fragile atmospheric and metaphysical shell called the **Veil**. The Veil **shields worlds from external annihilation** – but it is not eternal.

WITHER AND BRIGHT

Two great cosmic forces govern the fate of all worlds:

- **Wither** – a force of **decay, entropy, and collapse**. It corrupts through rot, exhaustion, erosion, and despair.
- **Bright** – a force of **radiance, perfection, and excess**. It corrupts through beauty, desire, brilliance, and obsession.

THE CYCLES

A **Cycle** is a planetary extinction event spanning several thousand years. Its exact length depends on the world's position within the Beyond, but its end is always the same: the annihilation of all life.

Each Cycle unfolds in phases – subtle at first, then unmistakable. Magic warps. Nature rebels. Reality fractures. Eventually, the Veil collapses, and the world is consumed by either Wither or Bright.

TERNOVIS – THE LAST CONVERGENCE

The primary story of this setting unfolds on **Ternovis**, a distant world unlike any other.

As world after world fell, refugees escaped their dying homes through desperate magic, forgotten technology, or sheer coincidence. Against all probability, they arrived on Ternovis – the only known place touched by **both** cosmic forces, yet **not fully consumed by either**.

As a result, Ternovis became a crucible of cultures and species:

- Orcs, dwarves, humans, draconids, and more – each once native to their own worlds.
- Elves and mage-humans shaped by Bright.
- Warrior races hardened by Wither.
- Hybrids born of coexistence, necessity, and forbidden unions. These mixed communities are often scorned by traditional tribes – seen as weak or dishonorable. Yet they have become unexpected engines of innovation, philosophy, and social change across Ternovis.

TERNOVIANS

Before refugees ever arrived, Ternovis was home to the **Ternovians** – a people now remembered only in fragments, often described as half-elf-like in nature. When the First Cycle struck Ternovis, most of them perished.

The ruling Magisterium, foreseeing extinction and unable to flee, chose defiance. Through forbidden ritual, they transcended death itself. Thus were born the first true **Undead**.

In grim irony, the Undead are the **original inhabitants** of Ternovis – ancient, patient, and very much aware that all others are merely guests.

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