

The world of Nassaeil and its Masters

Nassaeil is a tumultuous land that lies to the far north of the Glaisne Sea, whose existence is dominated by four forces: the moon, oceans, blood, and gales.

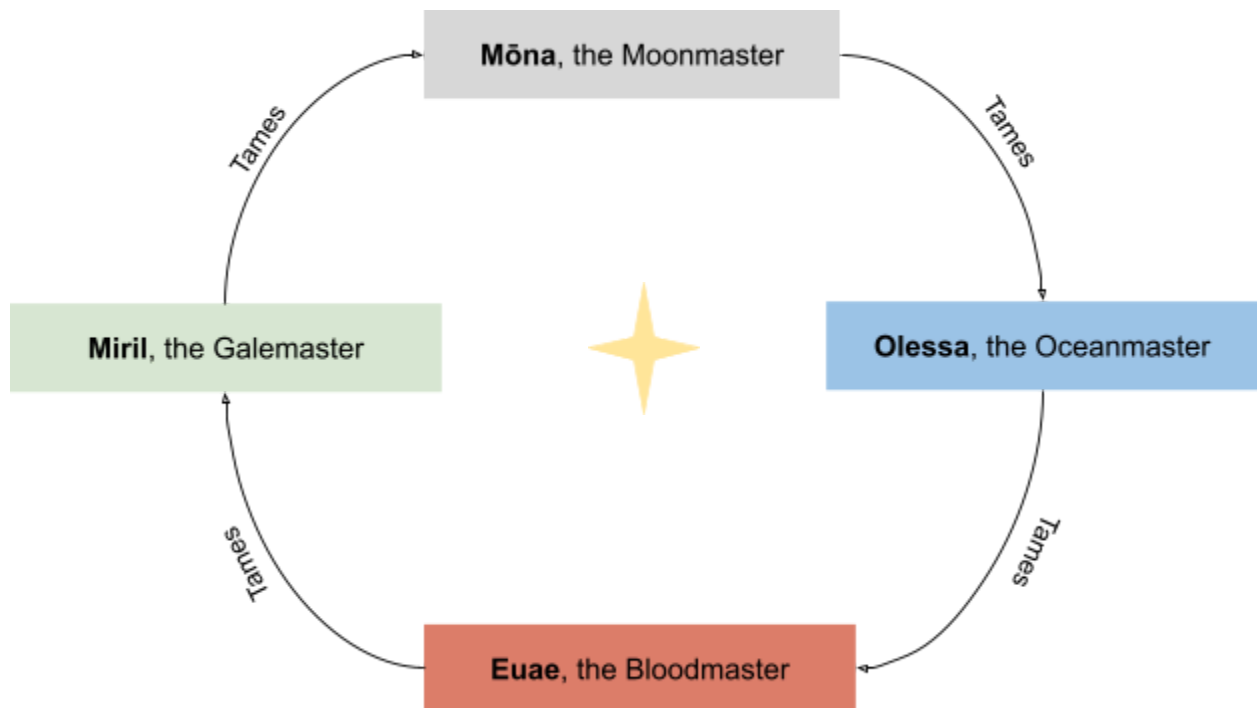
These forces are forged and wielded by four deities known as the Masters: **Mōna** (the Moonmaster), **Olessa** (the Oceanmaster), **Euae** (the Bloodmaster), and **Miril** (the Galemaster).

The harmony of Nassaeil - physically; ecologically; culturally; politically - relies on a **forced harmony between the Masters**.

This works in a kind of symbiotic cycle. Each Master selects certain chosen from among their followers and bestows some of their magic upon them. The chosen then wield this magic to either **tame** or **tend** another, specific Master's **'tempers'**.

These tempers are enormous ecological events - manifestations of the Masters' insatiable, ravenous desire for a greater share of Nassaeil - and, if left to swell, threaten to destroy **The Balance** - the state of safe harmony that chosen strive to maintain.

Tending and Taming



The magic-wielding chosen of each Master are split into two types: **Tenders** and **Tamers**.

- **Tenders** are more numerous, granted lower-level magic by their own Master. Their role is to work in collectives - often based in temples, dedicated halls, and outposts - and

combine their magic to subdue their ‘target’ Master’s elemental tempers. Tenders use their low-level magic continually to maintain The Balance. They ‘tend’ to the tempers, but only the lesser kind, which chip away at The Balance over time.

- **Tamers** are the rarest chosen, granted much higher-level magic by their own Master. They become mentees to an experienced Tamer and learn their craft over years. They then work alone (and perhaps take on their own mentee in time), travelling around the world to tame their ‘target’ Master’s worst tempers - the huge force events that threaten to tear apart the world’s harmony.

When fully trained and independent, **Tamers** (only) adopt the surname/title of [Master’s name]kin. For example: **Mōnakin**, **Mirilkin**, **Euaekin**, **Olessakin**.

Mōna’s Tide-Tenders and Tamers are granted his **moon mastery** to **tend/tame Olessa’s tempers**.

Olessa’s Blood-Tenders and Tamers are granted her **tide mastery** to **tend/tame Euae’s tempers**.

Euae’s Gale-Tenders and Tamers are granted her **blood mastery** to **tend/tame Miril’s tempers**.

Miril’s Night-Tenders and Tamers are granted his **gale mastery** to **tend/tame Mōna’s tempers**.

<p>Mōna’s tempers manifest in ripping apart the balance of light and dark in the world, plunging some regions into shadow and night and others into ferocious silver light. The more lives Mōna drags into his dark and light, the more power he gains.</p>	<p>Olessa’s tempers manifest in whipping the oceans into rages and dragging places and communities into the tides to be subsumed into the deep, where they cannot be found by mortals again. The more life Olessa drags into the ocean realm, the more power she gains.</p>
<p>Euae’s tempers manifest in raising the bloods of mortals, stirring upheaval and discontent among people, igniting conflict and blood-spilling. The more blood that’s spilt, the more Euae feeds from it and gains strength.</p>	<p>Miril’s tempers manifest in destruction - in whipping up storms and gales that disrupt mortals’ lives and drag many into the wind realm, where their moans can be heard but they cannot be reached. The more lives he drags into his tempests, the more power he gains.</p>

The magic system

Tenders’ and Tamers’ powers are channelled primarily through speech. Their tongues become instruments for the power that lives inside them. They call out runic chants in their Masters’ own elemental ‘languages’ - near-onomatopoeic words and phrases that don’t make sense outside of their wielders’ use. Tenders and Tamers can also use hand motions to enhance their magic, synchronising calming motions with their runic chanting to urge their powers to quell Masters’ tempers with greater potency.

Tenders and Tamers spend their lives working to stop Masters' tempers from boiling over and keep **the balance** in check. They're locked into constant management of the elemental tempests of other Masters - and, crucially, the threats posed by those other Masters' own chosen: their Tenders and Tamers, who work to further their own Masters' interests and influence across Nassaeil.

The magic system of Taming and Tending relies on harmony. Masters' magic requires an exchange when it's used. This exchange revolves around a common philosophical shorthand:

“Tempers quelled are tempers swelled.”

In short, when a Tender or Tamer uses their magic to alleviate one manifestation of their 'target' Master's tempers, they bolster another. It's all about judging where to allocate magic and when to keep the balance in check overall - or try to.

Culture and the physical world

Regions on the coast and islands off of Nassaeil's shores are almost all claimed by Olessa.

Blue is the main colour associated with Olessa, signifying the ocean. People often wear blue; blue stones often adorn homes in mosaics peppering their outside walls. Buildings are often erected in harmony with the shoreline's crags and cliffs and caves, carved out of the existing, slimy rock among the rockpools. Olessans try to become one with the sea. There are temples and other shrines dedicated to Her, where people make offerings - bundles of herbs and sea salt set aflame to stoke Olessa's tempers. Olessans often brew solutions from saltsoak, a weed that myth has it lets you 'sing to the sea'.

Densely populated regions, such as the bigger, bustling cities and towns, are usually claimed by Euae.

Red is the main colour associated with Euae. People tend to smear their homes with rust-red paint in artful sweeps and strokes, and it's even reflected in the makeup they wear, with broad daubs across their eyes and cheeks being fashionable to show their affiliation. Cities are like blood-vessel 'networks', splaying out and lacing each other in convoluted nets as if to evoke webs and tangles of arteries.

Regions in the mountains and planes are often claimed by Miril.

Green is the main colour associated with Miril. Buildings tend to be sloped and sharp, reflecting the power of the wind in battering them in one direction or another, shaping them into tapers and points. Mirilans forge huge shrines of ripped and feathered glass, scattering them across the forests and planes to help their Master harness his forces and reach.

Regions high up and exposed to the moon's gaze are often claimed by Mōna.

Silver and grey are the main colours associated with the Moon Master. Nassaeil is home to many communities and towns nestled onto mountains, almost all of which live within Mōna's grasp. Buildings are often adorned with motifs of the moon and stars, and tend to have tall, pointed architecture that reaches up to the skies. Many Mōnans are astronomers, who spend long nights searching the skies for signs of their Master's tempers and His watchful gaze over them.

There are often tensions between Tenders and Tamers of differing Masters, and sometimes between communities 'claimed' by different Masters. Though people aren't homogenous, and may experience their regions 'changing hands' between Masters, loyalties can burn hot and fierce, especially in the four Masters' respective 'strongholds' - regions long claimed and held by them.

Nassaeil's **geography and culture** reflect the domineering presence of the four Masters in the world. Regions that are 'neutral'/unclaimed tend to see conflict, caught between the warring of two or more of the Masters. Tamers are often present in these places, called by local hlaforðs (lords) to push back opposing Masters. These Tamers can sometimes then be in conflict, too, each trying to tame one of the other Masters' raging and attempts to wrest control of a region.

