An Eon Legacy Guide

Eon Legacy: Original and Custom World Maker Companion Guide

A brief outline of how to construct a companion guide for your own unique universe/world/reality.

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Introduction

The content within this work will give an outline and overview of how to make your own original universe with the help of the Eon Legacy Sourcebook and Content Creator. Examples, ideas, formulas and the various other data within are meant to help you with your world and do not apply to the canon universe of Eon Legacy. Within the earlier mentioned sourcebook there are already rules on how to make:

Cities
Original Races
Player Characters
NPC Characters
Factions

None of those will be covered here and neither will the mechanics. This supplement is to help you make a world of your own design outside of the canon parameters of the current known universe. Remember: Have fun and remember too many rules make for a boring game and too few make for a very unsteady foundation!
Get the sourcebook at:

www.eonlegacy.com

Worldcrafting

You will have to make a choice between the vastness of an entire reality with all the considerations of new races, other planets, vast oceans of stars and everything between or simply a single world with the cities, towns, territories, and natives. The following Document guide is a simple and abridged way to make your "Sandbox" for people to play in:

1. World Sheet- A simple guide to the information about key locations and populations across your creation(s). Each sheet contains the following:
   Scale- Covering the size of your creation.
   Populations- Covering the make-up of your populations.
   Key Locations- These are the places which the population resides.
   Locations of Interest- These are the places characters can go to.
   Kinds of Worlds- These are the different "Classifications" of worlds and what they'd consist of.

2. Custom Races Sheet- A quick overview of whatever custom life forms you may have made to populate your world. This will be a quick reference for people who are not in the know on content mentioned on the World Sheet. This document uses the following abridged format for the Sourcebook:
   Name- The name the race and general population refers these people.
   Description- The visual summary of these beings.
   Racial Features- A quick overview of what defines them outside of physical appearance such as abilities they are born with, weaknesses, and strengths.
   History- A brief overview of a people. Primary arching trends and what they are currently.

3. Factions Sheet- A brief outline of the application of factions to political, dogmatic, or majority/minority movement that takes an active role in the ongoing within and throughout your world. The factions are covered in three simple categories with the faction name and "reason/function/purpose" behind them included and what location they reside in/over with the following Alignments as a header:
   Good
   Neutral
   Evil

Chapter 1: World Sheet

These contain the MOST amount of information out of the mentioned documentation. First you must start with a scale! You must decide how vast you are going here.
-An entire Universe/Alternative Reality- Vast solar systems, galaxies, voids, countless possibilities only bound by the imagination of the Storyteller/GM/Host.
-A Single World- A singular island on an ocean of stars. Intimate, lush with close encounters and the sense of preservation on that one world. A single world can be an alternative Earth or a world of your own design.
Here is a quick Pros and Cons rundown of both!

Scale

A Universe (You'll have to make many planets and locations off-world)

Pros	Cons
Lots of space, Locations, Worlds to populate	Galactic Micromanaging.
Potential for interaction and incorporation of many races across the universe.	Politics between Culture, Race, Creeds on a universal scale.
Space Opera/High Tech Interaction	Managing standards of play for "High Tech" interaction
Potential for vast intergalactic battles and maximum exposure to dozens if not hundreds of custom races, people, cultures.	Managing NPCs across large areas and territories.

A Planet (You're world will need stylizing but will be rich in potential interaction)

Pros	Cons
Focus on specific areas on a single world.	Topographical limit based on size of planet.
Smaller and more focused populations and racial minorities.	Higher demand for player characters to get involved with local politics.
Medium-High Tech Interaction and Narrower Character focus. Less "Fun in space" or "Offworld Adventures".	More chance of character development between NPCs and PCs due to localized populations.
Less "Elbow Room" between locations.	Possible interactive nepotism.

Populations

Once you have decided on the size of your "World". The "Majorities" are the main bulk of a planets population while "Minorities" are the less dense races on a planet. A simple list will do like the following example:

Majorities	Drane, Sylvrane, Cyokash, Extra-Dimensionals, and Celestials.
Minorities	Humans, Katta, Hydral, Were-Kin, Demi-Humans (Pseudo-Humans or Humans with animal spliced DNA), and Infernals.

Key Locations

Once you've listed your populations you will move onto Key Locations. A "Key" is a destination or potential destination for Player Characters to interact with NPCs. These are Capital Cities, Cities, Towns, Continents, Pocket Dimensions, Bases, (and Planets, Satellites, Colonies for those making a whole Universe). Some places can have multiple "Scene Locations" while overs may have a few (it all depends on how much time you want to spend developing them or making them up as you go).

Here is an example of "Key Locations" on an alien world:

Planet	Locations
Heroe's Hearth	Valor's Rest (Capital city) Bastion (The City Guarding the Nightmare Gate), Glory Haven (Tourist/Vacation Resort City on the Far continent), Gythe's Hand (Mausoleum City for fallen Drane and Sylvrane Heroes located in the frozen northern pole)

Locations of Interest

For every "Key Location" there are various areas of "Interest" that the Players May visit. These are the places that can be specific to combat, storyline, or simply areas of space to explore. Key Locations can be given elaborate titles or simple ones depending on their relevance to the GM and Player focus. An example taken from one of the "Key Locations" above:

Key Location	Areas of Interest or "Scene Locations"
Gythe's Hand	~The Grand Mausoleum- Thousands of the greatest warrior-scholars of the Drane Kingdom have passed of the eons of the kingdoms rule. Those who were not able to be saved from the brink amidst combat would be memorialized, locked in magic crystal to keep their bodies from the rigors of time and set in tombs with statues resembling the warriors standing atop each one of the stone fixtures. This place is sacred to the Drane but is open the public (that are given permission from a noble to visit). ~The House of Grim Codex- Millions of years has passed since the Drane had used "Chaos Magic". Despite the infrequent use of such magic it would seem the Drane still regard the Arch-Mages of Chaos as a valid practice and pursuit, if anything but to commune with beings of the Netherworld. This large four winged Mage School only has a few dozen students and three classes every week. Chaos Mages in good standing from across the universe are known to be given entry to the academy and other Mages often come to see what the vast libraries shelves may hold on demonic and evil entities. ~The Black King's Rest- An ancient Tavern from the days of the reign of "King Hungerclaw" and the Hungerclaw dragon Clan. He was a Chaos Mage before it had faded into a fad but his last wish as King was to build a house of drinking, eating, and revelry in a "City of the Dead" so he could "Give some life to a place so riddled with death and darkness." and did so.

Kinds of Worlds

Most universes have some form of classifying a world. Some are hostile while others are peaceful. Here is a quick list of the simple categories.

- Plethora- This world contains many different kinds of environments*.

- Singular- This world contains a single kind of climate or environment besides the poles and coastal regions (if the planet has an ocean).

- Primordial- This world is a hazardous and turbulent place where natives must live underground and those visiting it will need some sort of protection from the dangerous atmosphere. This could be a plethora in its early stages or a savage singular world.

Environments

These are the possible climates and environments one can encounter on the different worlds:

- Planes- Flatlands ideal for farming and settlements if a natural source of water is near.
- Forests- Dense trees and green lands for miles around.
- Mountain- Hills and vast spans of rock.
- Desert- Coarse sand and heat that gets everywhere.
- Jungle- Lush greenery, trees, marshes, swamp, and rainforest untamed by modern hands.
- Coastal- Warm and prone to the winds of an ocean.
- Volcanic- Fertile hilly soil with nature's wrath waiting to give off some steam from the apex of a nearby mountain or a gurgling pit.
- Tundra/Snow-covered- Half the year is like a forest, the other half is covered in a blanket of frost.
- Frozen Poles- Sheets of long frozen water and hills within a never ending vortex of wind and natures clockwork.
- Badlands- Planes that have endured some kind of catastrophe or natural drought. Often riddled with sporadic windstorms and days of stifling heat.
- Hellscape- Rubble and storms battering against twisted rock and misshapen landscape bathed in an eerie or unidentifiable radiation. Possibly a primordial region or a territory long since forgotten by a now dead warmongering people.
- Cityscape- Streets, buildings, skyscrapers, cafes, arcades, theaters, commercial districts and industry in every direction.

Wildlands

The wilds can be any area where the civilized population is sparse while natural climates and environments are governed by the natural flora and fauna. Independent groups of sentient life forms may take root or inhabit settlements isolated outside of civilization and even establish small townships and militias to guard them.

Chapter 2: Custom Races Sheet

As the "Eon Legacy: Sourcebook/ Earth Worldbook" gives a simple template on to how to make an original/custom race we find it redundant to place it in this companion. So rather than injecting filler or some kind of silly chapter filled with fluff we will get to the "Brass tacks" of the chapter and what you need to populate this documentation:

Name	A simple name will do from various fictional media for examples or an entirely original made up name for an entirely original race of your own design (just don't take credit for other's work).
Description	This is a simple "Visual" and "attributes that are taken in by the basic senses". They may have bodies that are a gross deviation from bipedal like a sentient invertebrate, unique smell, or an undesirable form contained within some form of visual obstruction like light or mist/gas.
Racial Features/Abilities	These are the base and underlying powers or gifts and weaknesses these beings are subject to. As mentioned in the Sourcebook it's always good to have something that makes them stand out or define them amongst crowds of other beings.
History	A general overview of their origins and modern day interaction with the universe at large.

Don't forget that you can make **more** than one race to populate your worlds. The people are the flavor of a setting within an environment. Though there are more than enough original races it never hurts to expand your own horizons with your own ideas. It's also a large part of an "Alternative Reality" where you may not even have a majority of the original races.

Examples

COMPLEX
Name- The Worldhewers (The Hewers)
Description- Standing at an average height of five foot (at their "tallest") these squat and stocky humanoids that the males sport thick braided facial hair while females sport vast braided cranial hair and armor fashioned by some of the strongest of alloys they can mine and smelt. Though they are regarded as "Pseudo-Humans" their musculature is far denser than that of homosapians.
Racial Features/Abilities- The Worldhewers (or simply Hewers) are known for their long lives, passion for food, drink, and a good fight (or long winded war against their kin).
Long Lived: Mid-life for the Hewers is roughly four hundred years and at their oldest reaching almost a thousand.
Tough: Due to ages of roughing it the Hewers have a natural toughness giving them a higher starting health and natural armor.
Smith-Handed: When dealing with metals they have proficiency with fabrication and modification.
History: Their history date back a few hundred thousand years. The earliest records are on the Plethora world of Keenstone where the six great clans: Goldfist (Plainsmen), Glasstoe (Coastal Dwellers), Ironpine (Foresters), Umbramountain (Mountaineers), Valkenreigh (Polar Dwellers), and Valleyforge (Lowland Kin) established the Fortress Empires and began an unending feud between themselves. A crash landing of a long extinct race's colony ship (dead due to faulty hibernation systems) scattered segments of the craft across their planet as it shook apart during orbital planetfall unintentionally disseminating technology among the warring clans and within a few dozen years the clans had forged their own massive battleships with FTL capability. After a stint of colonization of the surrounding systems (12 Solar Systems) subsequent

contact with the Drane Star Kingdom lead to brief conflicts ending in Drane victory and the Hewers declaring inhabited systems with technology superior to their own "Inhospitable" and "Avoid at all cost". Centuries later the Katta Star Empire came into contact with The Hewers but rather than attempt to annex them they were offered various technological wonders in the realm of mining and deep space prospecting in exchange for contracted construction of various stone structures throughout the Katta empire. Since this alliance has gone on for some time the Hewers' design and work is something to behold in most of the newer Katta colonies and territorial boarders but have long since returned to their own systems to engage in glorious combat.

SIMPLE:

Name: Ka'har

Description: They are eight foot tall high oxygen saturated humanoids that resemble Earth's long extinct Neanderthal. Despite their overall brute appearance they're a race of peaceful folks clothed in thick furs in the snowcovered regions or simple linen in the warmer coastal regions.

Racial Features/Abilities- They have double the strength of Humans but despite their disposition are peace loving and avoid combat unless absolutely necessary.

Increased Strength: Their standard strength is double that of a Human.

Peacebound: Cannot begin combat unless in danger or to prevent someone they care about from being harmed.

Out of Proportion: Often their hands or feet will be larger in proportion to the rest of their bodies. This does not diminish the control of such appendage for the Ka'har but does stand out and to people who have not encountered them before seems like a deformity.

History: Discovered by a Sylvrane Guardian detachment seeking a rouge Dark Mage a thousand years ago the Ka'har were instrumental in defeating a tyrant who had come to their homeworld and enslaved them with magic and constructs. After meeting the Sylvrane they decided to offer goods and trade of the local livestock and delicacies since they didn't have "any other way to pay them for freeing their people from bondage" which was graciously accepted by the Guardians. Years later the Drane offered them protection and established a small outpost on the Ka'har world of Veemanda which would eventually develop into a lush resort world used exclusively by the Drane Kingdom as an escape from the vast citadels and uniformly kept forests for the wilds of Veemada. The world consists of a massive singular continent or supercontinent with a vast ocean on both sides and huge polar landmasses frozen over. The Ka'har have not developed FTL or even gravity-well propelled space transport as they rely heavily upon the Drane and Hydral for "modern off-world transit" and are rarely seen off their homeworld despite having begun colonization of Veemada III.

Chapter 3: Factions Sheet

While over a dozen Factions are available in the sourcebook it's always good to establish your own when using an original world (though it would never hurt to work it around your own world somehow). Factions can fall under something as simple as a "Local Government" distributing and contracting labor while administering management over collected taxes or an organization beneath a tyrant that work to control the status quo and maintain a caste system over subjects by controlling the means of education or lack thereof. A faction may be the government, local militia, galactic police force, or even a religious following. Though already covered in the Sourcebook here's a simple way to categorize your faction based on Alignment.

Good	Neutral	Evil
Acts in favor of the people and may sacrifice for self to aid others.	Acts in favor of closest involved parties while taking action to prevent loss.	Acts in favor of self and to the destruction or submission of others.

Examples

Name: The Imperial Architect's Guild
Alignment: Neutral
Goal and History: A majority of Worldhewers in space have been contracted to maintain the structures and facilities designed for the Imperial Outposts on bordering territories. Structured in a manner where there is a single Master Mason and Apprentice. Each pair is given a "Master Key" to the various strongholds they are contracted to take care of and have been known to sacrifice themselves to protect the keys or strongholds they are in charge of. In recent years the Guild has taken apprentices of Katta birth and even Hydral but a majority is still proud Worldhewers.

Name: The Pirates of Victory Lost
Alignment: Evil
Goal and History: Pillage the territories along Worldhewer and Katta space with captured ships and Shock and Awe tactics. The Katta decommissioned the Battleship "Victory" but a decade later the massive ship was stolen during a routine hull deconstruction and dropped into FTL for the far fringe. A few months later a small Imperial transport convoy came under attack by the "Victory". New identifiers read "Victory Lost" and the raiders that boarded the transport consisted of Katta pirates, Human mercenaries, and Worldhewer Battleaxers. Since the first encounter they have become bolder, using stolen transports and escorts as converted gunships and ramming platforms. It is not known where they are stationed but it is well known that each separate ship carriers a single jump coordinate that they use to bounce round between the outlaying territories which are transmitted at an algorithm not yet deciphered but it's only a matter of time before the Empire gets their justice for the innocents harmed and goods stolen.

Name: Star Puma Securities
Alignment: Good
Goal and History: Subcontracted by the U.E.D.F. and established on the boarder of Human and Katta Space, Star Puma Securities or S.P.S. work hard to bridge a working understanding between the Katta and the Humans they once invaded while providing a defense against undocumented xenoforms (unidentified aliens) crossing into U.E.D.F. space. Hiring both Human and Katta agents to do this lofty task the U.E.D.F. have successfully deflected raids from Victory Lost's pirates and aided in defending Imperial outposts on their boarders with the help of The Architect's Guild.

As you can see factions can be pretty simple when considering alignments and goals. Have fun!

Writers Closing Statement

What a ride! This was originally 25 pages of bulk and fluff down to just about 8! It would have been much larger but our servers had a power outage and the core files of everything got corrupted so I had to improvise! Even though I could give a massive number of samples I know you'll have a lot more fun doing all kinds of stuff. I've got another book coming called "The Book of Encounters" that is FULL of original races and samples but I intend to have a ton of art for it. I hope this was helpful in getting your own custom world started. I've been asked "How to do it" and this is pretty much everything in my head that comes to mind! So, that's that! Enjoy!

You can get the sourcebook at:
www.eonlegacy.com