

# LISSORIEL

A mediaeval-style fantasy world.

## Focus of Story

This is the setting for an as-yet unnamed story, which will centre around the life of a unicorn named Alleniea Lottway.



## Major Locations

### Kingdoms

#### *Sunglow*

This kingdom has a relatively high population density of wolves compared to other kingdoms. There are also rabbits, weasels, hawks, and other animals here.

The current king of Sunglow is Caden Oris. The people of Sunglow believe that he comes from a lineage of gods so is divine, but this is not true.

#### *Irder*

The population here is mainly hoofed creatures, although non-ungulates live here too.

Irder was formed after Sunglow. Sunglow has large forests, and massive plains (where most of the equine creatures are native to). Irder was formed from immigrants escaping leaders of other countries, who would encourage their position as hunted species.

#### *Blisswell*

Most of the creatures here are larger **[Can I guess that's to survive the cold? Thanks for the map by the way, it helps to clarify some details for this profile!]**: polar bears and elk are common.

Wolves live here too, but feel no alliance with Sunglow. The Blisswell wolves are there due to their locations at the time of the development of the more recent political boundary between Sunglow and Blisswell: they were simply too far north to continue to qualify as Sunglow wolves, and lived on in Blisswell.

Blisswell formed as a result of revolution, and very soon came to economically rely on Sunglow. And thus, business between the two nations is seen as necessary. I would compare it to the UK and America.

### **Non-Kingdoms**

#### *Midgate*

Midgate was never a kingdom and never had a ruling race. Most of the population was either gryphons or unicorns. In the current day, Midgate is colonised [by Sunglow citizens?], and used as farm land.

### **Cities**

[Introduction needed.]

#### *Hometown*

This is where Alleniea, the unicorn who plays a prominent role in stories about Lissoriel, was born. [placeholder comment until we know more about this place]

*Underwater Cities* [Placeholder comment until the cities get more attention and are given names.]

These cities are populated by anthro sharks and are frequently attacked by sea serpents. Because of this, the cities themselves remain isolated from one another, as they have not yet been able to grow enough to connect.

Travel between these cities is, of course, dangerous due to the presence of the sea serpents, and this prevents the various cities from communicating or connecting well enough to form an undersea kingdom.

While cities on land tend to form around rivers or coastal areas, undersea cities usually form around richly-fertile areas such as reefs and ship-wrecks. Throughout the

millennia, as the sapient folk living in the undersea cities grew bigger, more resilient, and developed skills at making protective clothing, fishing equipment, and so on, they began to venture deeper and found cities farther from the surface.

The sea serpents are generally attracted to the cities to find food. This can mean plundering the citizens' food stores or eating the citizens themselves.

### **Natural Landmarks**

[Introduction needed.]

*Reefs*

[I think some specific reefs could be good to mention here!]

*Example 2*

[To be worked on]

*Example 3*

[To be worked on]

### **Oceans / Rivers**

These are currently unnamed.

### **Artificial Landmarks**

[Introduction needed.]

*Caden's Castles*

Caden has always been the ostentatious type and has several castles. His main one is obscenely sumptuous with tall towers, the very finest furniture, carpets, and tapestries, and a veritable army of staff to maintain it all.

*Example 2*

[To be worked on]

*Example 3*

[To be worked on]

## Geography

There's a map to accompany this profile. Here is the [unlabeled](#) version, and the [labelled](#) version.

### **Climate**

The climate throughout most of Lissoriel is moderate. The northernmost parts, beyond the mountain range, is tundra.

## Ecosystem

The different kingdoms of Lissoriel have their own unique profiles of species, with some species favouring one kingdom over another. Almost the entire population of Lissoriel is anthro, with ferals being rare.

Anthros generally consider ferals to be less well-evolved than themselves, much like humans comparing themselves to other apes.

### **Plants**

The plant life on Lissoriel is diverse, and enjoys a variety of habitats including forested space and a swamp.

#### *Forests*

The ecosystem here includes forests. Those closer to mainland Sunglow are coniferous. Nearer to Alleniea's hometown they are more deciduous, with oak and chestnut being common.

#### *Grasses*

The lands of this world include vast fields of grass.

#### *Example 3*

[To be worked on]

### **Dominant Species**

There is no one dominant species in Lissoriel, and a mix of anthro animals can be found here.

### **Carnivores**

### *Wolves*

The wolves of Blisswell have lived there for many generations, enough so that they have grown, on average, larger than their Sunglow counterparts to survive the cold.

Wolves believe that the Sunglow wolves are descendants of gods. They are incorrect about this.

In some rural areas, wolves will hunt anthro deer. This is considered a barbaric practice by citizens of other cultures, but the wolves themselves aggressively defend their right to continue, for the sake of tradition and to maintain a sense of species identity. **[Does that sound about right?] Sounds great!**

### *Polar Bears*

[To be worked on]

## Herbivores and Omnivores

### *Deer*

Deer have a difficult relationship with wolves, at least in some rural areas. Wolves in these areas consider it tradition to hunt and eat anthro deer. **[To be worked on further]**

### *Horse*

[To be worked on]

### *Cow*

[To be worked on]

## Specialist Species

A variety of **[rather than 'mythical', how about 'mystical']?** **Yea that works! Never thought of that word** beings exist here. Most are **morally** neutral in nature, being neither good nor evil, and uninterested in politics. **Indeed, just as the anthro population of Lissoriel consider themselves more advanced than the ferals, the sapient mysticals [if that's the term we're switching to]** consider themselves more advanced than the 'mundane' anthros, and generally above what they see as pointless political bickering. **Indeed, each of the [mystical?] species held a similar view, so wars between the species were unheard of.**

Generally they are very rare, either as a result of being hunted for their various unusual skills and talents or in the thick of political battles they hadn't expected to escalate as far as they had.

Not all of the mythical species are listed here but the main ones have an entry below.

### *Giants*

Giants look like a strange mix of oxen and wolves, and are regarded as untameable. They are a proud race with a strong sense of identity and a belief in their own autonomy: almost any giant would rather die than be taken as a slave.

However, giants have been enslaved before, kept alive despite their attitude towards slavery, and used for their magical abilities and raw strength **[I'll be interestd to know what their magical talents are. Placeholder comment until we have an idea of that.] I was thinking like an unreal sense of perception, insight, and immunities from poisons/venoms**

Like the griffins, there are only two left, and both live in the mountains between Sunglow and Blisswell. They **live** as a pair and, while they are not strictly speaking nomadic, they do not have a permanent settlement to call home.

### *Gryphons*

Originally, gryphons came from Midgate. Known for their immense knowledge. Gryphons are slender and frail. Despite their frailty, if not injured or hurt too badly in any way, they can live indefinitely. A gryphon can die by injury, sorrow, and from sheer will - those who want badly enough to die - are capable of willing themselves dead.

In the current day there are only two left. One lives in Sunglow, and the other in Irder. They are unrelated, and while the one in Sunglow is male, the sex of the other is unknown.

Even if the remaining gryphon is female, it is unlikely they will ever meet: the Sunglow gryphon is kept as an indentured servant to Caden, who rarely makes a deal that does not directly benefit him. It is possible he would allow the two to meet, and perhaps produce offspring, but only if he were to keep them for himself.

The Sunglow gryphon has in-depth knowledge of Sunglow's inner workings, and this makes him too valuable to Caden, to risk losing him.



### *Harpies*

Harpies are like seagulls but more annoying and violent. They will attack fishing ships if they can see or smell the day's catch, will kill to get to any fish kept on-board, and like to scream, but won't kill aside from this. They are fairly common on rocky coasts.

The harpies are used for security thanks to the noise they make. In addition to this, they kill to protect their nests if they perceive anyone or anything to be trespassing. This combination of their capacity for alarm-calling and their tendency to attack makes harpy roosts the ideal place to hide a treasure hoard. Their screams also make them an effective early-warning system, so cultivating a colony near the gates of one's home can also be a good idea, so long as the occupant can stand the noise.

### *Sea Serpents*

The sea serpents are few and far between, and every kingdom has [harnessed](#) at least one. Irder has three, Sunglow has one, and Blisswell has one.

[They are helpful to land-dwellers on account of their ability to attack ships.](#)

### *Unicorns*

The original unicorns came from Midgate.

Unicorns are almost extinct. All of them have a magical ability to perform acts of healing. However, while a certain level of ability with this is innate, they can and do tend to develop it further. As a result, an older, more experienced unicorn can heal worse injuries. When Midgate was conquered, they were brought to Sunglow.

Unicorns are also theoretically able to live indefinitely, although they can be killed. Unicorns can be injured badly enough to die, can die of a broken heart, and can will themselves to die.

[The healing capacity of unicorns has always been considered an asset by other species, and aggressive chieftains, warlords, and monarchs have a long history of using them to keep their militia, guards, and armies in good health. This in turn prompted efforts to capture or kill the unicorns of opposing parties. All of this didn't happen overnight, but started small and escalated over time.](#)

[More recently in Lissoriel's history, a particularly aggressive leader tried to eradicate unicorns completely, perhaps to ensure that none could ever be used by an opposing](#)

army again. **Im not sure if I wanna have that Kingdom be Sunglow, or a kingdom before Sunglow, or have Sunglow be a reformed version of that kingdom**

## Common Species

### *Ungulates*

Hoofed creatures prefer to live in Irder; Irder's ruler is also hoofed, which helps them to feel well represented. This kind of representation is important to ungulates, as in rural areas in parts of Lissorial, anthro wolves hunt anthro deer. While this is not necessary for their sustenance, it is considered tradition and aggressively defended by the hunters.

However, the land is less than ideal for ungulates: it doesn't have much in the way of plains, and many areas outside of cities have soft ground, which can result in ungulates having problems with their hooves. **[Can I guess that the need to be/feel represented is strong? The fact that ungulates prefer to live here despite there being clear day-to-day issues for rural ungulates makes it sound like less of a favourable place to live. Can I guess that the ungulate community has put a lot of effort into creating their own hard-road tracks, compacted dirt tracks, and perhaps stepping-stones? I'm wondering if stepping stones are a common aesthetic in Irder? And if the leader is aware of these problems, don't they put effort into developing the infrastructure this way, or funding community efforts to do so?**

**Alternatively, do ungulates wear any kind of shoes - either the kind we wear, or horseshoes? If that's the case, are farriers common in Irder? I'm now thinking of how small 'horseshoes' would be for deer, antelope, etc.!]**

### *Wolves*

Wolves are native to both Blisswell and Sunglow (depending on the palette of their fur). The massive forests and the northern tundra provided lots of good food for wolves.

Sunglow wolves enjoy certain legal and cultural biases, including ones that embolden them to seek a 'lupine identity', such as by hunting anthro deer.

### *Bigger Animals*

Those animals who are built for the cold, such as polar bears and elk, favour Blisswell.

### *Miscellaneous*

The population is quite mixed in terms of species, and common species include rabbits, weasels, hawks, and other species.

## **Ocean Life**

Lissoriel's oceans hold life that is no different to that of Earth. As on land, some animals are anthro, some aren't.

### *Merfolk*

Despite the connotations of merfolk on Earth, they are not mythicals. **[So are merfolk any anthro creature on the top half, fish on the bottom half? Are there any limits to this - certain species not doing well as merfolk? And do you have any story for how they came to be?]**

### *Sharks*

Anthro sharks live in cities in the sea. Supplies can be in short supply due to the isolated nature of the individual cities - wild sea serpents make travel dangerous, so trade between cities is rare. **[I've written more here than you said, so please tell me if I'm overreaching myself. It just seems to make sense that the sharks would have had a need to get supplies by any means necessary (better to steal than to die, right?) and that ongoing need likely led to a culture of 'all theft is fair'. It also makes sense to me that the sea serpents must have been present whether they were tamed or not, which may have kick-started the whole thing. Those sea serpents being weaponised would have added a political sting to the whole dynamic, but presumably it all started relatively innocently.]** This prompted the sharks to attack merchant ships and have the supplies sink down to them, to claim as their own.

The land-based cities objected to this, of course, and retaliated. **[Training sea serpents sounds like a hardcore thing to do - daring, yes, but also logistically difficult. I'm wondering if there were any interim stages, like loading up decrepit ships with explosives or something else troublesome to the sea-city folk, so deter them. But the sea-folk's need is great enough that this would be seen as worth retaliating over, which would generate more of that mutual animosity needed to end in the sea serpent training.]**

**[Also, did the sea-folk ever think to train their own sea serpents? Surely they're better placed to do this. Or were they never aware that the ones attacking them had been trained to do so? If so then this wouldn't be an escalation so much as appearing to be a**

problem that just happened to occur at the same time. Also, all sea serpent training would need to happen where there are no cities to prevent tipping the sea-folk off. How and where did the training happen?]

### **Miscellaneous Life**

#### *Feral Life*

Not all life in Lissoriel is anthropomorphic. Some are feral. Feral animals are no different to those on Earth: they cannot speak and lack the intelligence one might expect of sapient species.

## History

[Introduction needed.]

### Major Events

[It sounds like there are a few items that could go here, and I wonder if coming up with a timeline might come in helpful? So far I'm seeing an ungulate diaspora, the invasion of Midgate, the enslavement and drastic decreases in the populations of various mythical species, and several undersea battles. In addition, there could be discoveries of new magical abilities (and other inventions), and historical events that reflect Lissoriel's current-day festivals.] **A timeline sounds great! Though maybe we should wait until we do a little more building, so we can work out some of the details before hand?** [Sounds good to me! I'll leave this comment here until we're ready.]

*Example 1*

[To be worked on]

*Example 2*

[To be worked on]

*Example 3*

[To be worked on]

### Historically Significant People

[Introduction needed.]

*Example 1*

[To be worked on]

*Example 2*

[To be worked on]

*Example 3*

[To be worked on]



[Introduction needed.]

## Food

Most citizens of Lissoriel are vegetarian, and the carnivorous ones mainly eat feral animals (such as fish, pigs, cows, etc). Feral animals with anthro counterparts are seen in much the same way as humans see primates (for example, Alleniea's dad would see a deer and think they were once the same, but that evolution or a divine being separated them at some point).

**[Since you mention that most of Lissoriel's citizens are vegetarians, can I guess that carnivorous anthros - wolves, polar bears, etc. - are relatively rare?] They would definitely be a thinner population. Not super bad, but like there would be way more deer than wolves [Do you have a reason why that is? I'd imagine that in a civilisation like this, seeing any citizen go hungry would be seen as unacceptable. So wouldn't they strive to give a carnivorous animal food to eat?**

**This does have a few implications for a civilisation with a mix of herbivores, carnivores, anthros and ferals: the carnivores may be criminalised so that it's illegal to eat the flesh of another anthro, which is going to make living as a carnivore in such a society unpleasant - and worth investigating further. Bear in mind also that many carnivores can eat a certain amount of plant material, and meat could be available in the form of fish and/or insect-based products. I'll imagine that any self-respecting carnivore would want to eat 'proper' meat from time to time, but even then there are ferals that they can eat. So all of this points towards the idea that carnivores are not too rare. What do you think?]**

### *Arable and Fruit/Vegetable Farming*

Lissoriel is not highly industrialised, so farming is piecemeal. Vegan food production tends to occur through a mix of small to medium-scale farming, personal smallholdings, and foraging.

### *Meat*

In the past, anthro wolves preyed upon anthro deer. This still sometimes occurs in rural areas. This practice is heavily frowned upon in cities outside of Sunglow, and discouraged in every way possible, but persists regardless.

Eating other anthro creatures is tantamount to cannibalism, so the population as a whole does not engage in it, except in times of extreme famine. **[I feel like we may have a few different comments in this profile about this, but each implying that it's either rare, a niche traditional activity, or fairly common. How common would you say it is?]**

## **Art**

Lissorielian art is similar in style to that of 16th century Earth.

### *Collecting*

Collecting is a popular activity, usually of antiques and drawings, but anything is fair game. Print-rooms have begun to show up in some cities, so a collector need not buy original drawings if they cannot afford it, and can buy a copy instead.

### *Gems, Glass, and Ceramics*

The people of Lissoriel love engravings, mosaics, and any other work that can be done with hard, pretty materials.

### *Patronship*

Lissoriel's well-to-do people like to offer patronage to artists, sculptors, musicians, and other artisans. One's portrait is a popular subject for artworks.

### *Technology as Art*

As technological advancements have allowed it, an appreciation developed around elaborate or ornate technology such as watch mechanisms and other automata. For those who could afford to buy it and room to house it, this became another trend.

### *The Weird and The Wonderful*

This is a time of fantastical imagination in Lissoriel, so surreal, quirky or bizarre art is popular.

## **Language**



Almost everybody in modern-day Lissoriel speaks a common language, although different regions have their own dialects.

However, Blisswell has a very different language than most due to the physical barrier of the mountains. Blisswell is multilingual after preserving their own language, following being taken over by Sunglow. Blisswell managed to fight off Sunglow but retained some of its own language.

**[I'm not sure if you're interested in developing a written alphabet for Lissoriel, but if you do then I have an article in my blog about developing one. [Here it is](#) if you'd like to read it.]**

## **Festivals**

**[Introduction needed.]**

### *The Fall of Midgate*

Midgate succumbed to Sunglow's attack **[it feels like a date would fit in here. Perhaps come back to this if and when we produce a historical timeline?]. Yea, that sounds best**

Midgate was conquered in the early days of the Sunglow kingdom, many years before the start of Alleniea's story. In the current day, the "Fall" of Midgate is celebrated by the people of Sunglow as a time when they lost most of their mythical population. **[How do they celebrate the fall of a city as a festival - what rituals are done, what food is consumed, are any songs sung about it or other artworks or decorations made? Also, the whole idea of celebrating the driving to the brink of extinction of the mythical population sounds very unpleasant, and reflects badly on the Sunglow citizens who celebrate this. Are the Sunglow citizens that bloodthirsty? I would think the attachment of the fall of the kingdom (a celebration first started when it fell) is very detached from its origin story. [Ah, perhaps like Guy Fawkes Night in the UK perhaps? Or Valentine's Day?] Most of the people dont even really know what Unicorns or Griffins are. They are more so a nameless race of people once opposed to the first King. And it morphes from winning a war into celebrating their own people. I would use the example of American's celebrating Thanksgiving. [Right, got it! So the original act was disastrous for a particular group of people but it's not remembered for what those**

people lost, but for what the invading people gained, with the dialogue changed from, “this is our land now!” to “Hey, look at this unspoilt land! Such bounty, we can enjoy this!” but perhaps for Sunglow it was something like, “once upon a time there were magical creatures. Isn’t that beautiful and poetic? We celebrate their memory by doing X, Y, and Z, which just happens to include a lot of eating, drinking, occasion-specific decorations (fireworks or trees for us, something else perhaps for them), and by enjoying what makes us, us (I wonder if this is stuff that underlines the Lissorielians’ mundane qualities - their mortality perhaps (compared to the unicorns’ healing capacities), their childish/childhood spontaneity (as opposed to the gryphons’ wisdom and knowledge), etc.”?) **For rituals, I would imagine fairs would be popular. Walking into the main areas in town to find several booths that cities themselves set up (booths that include food and games (could serve as income for towns or fundraising, or free))** [Nice ideas! Let’s talk a little more about what the cultural context of these celebrations are and then I’ll get on to writing a section about it, including about the fairs.]

#### *Leaders' Birthdays*

The birthday of the leader of the day is a national holiday in Sunglow.

#### *Example 4*

**[Given the position the ungulates in this world find themselves - ie., historically at the mercy of carnivores - is there such a thing as a ‘herbivore pride’?] **Pride or some level of remembrance of those who have passed, maybe important figures for herbivores are celebrated. Though I dont have any figured that come to mind [I’ll leave these comments in place until we have a clearer idea, but I like your angle on this.]****

### **Sport**

**[Introduction needed.]**

#### *Wolves Hunting Deer*

Many generations ago, anthro wolves used to hunt anthro deer. The development of civilisation means that this practice is largely obsolete, but it remains an emblematic activity for those who want to reinforce their species identity. There is a degree of overlap with those Lissorielians who dislike modern life and want to return to a time in history that they feel is more ideal.

*Example 2*

[Since we were talking about technology, are bicycles a thing yet?]

*Example 3*

[To be worked on]

## Social Dynamics

[It feels like there's a lot to potentially unpack here - carnivores and herbivores have a lot of fraught history; non-mythicals and mythicals; potential issues between different species of mythicals; oceanic anthros and terrestrials. The list could potentially go on, but so far we're still looking at broad strokes here, so I'll leave it there for now.]

*The Family Unit*

Family is seen as an important social unit, and many people are devoted to theirs.

*Non-Family Groups*

Wherever family grouping is difficult or impossible, people are still prone to forming groups together anyway. Groups often form that are not always blood related, but those helped when they didn't need to. Lissoriel overall has a culture of cooperation. When times are hard, species that would not normally mix well, can and will cooperate, such as reindeer and wolves.

*Example 3*

[To be worked on.]

## Handling of Differences/Bigotry

[Introduction needed.]

*Age*

Ageism has been noted throughout Lissoriel, although it is rarely severe. [Where does this come from? Is it because technology across this world remains basic enough that

**a person needs to be physically strong and clear-headed, so the elderly are seen as 'dead weight'?**]

**[You also linked relationships with age in your comment, so I wonder whether young/old relationships are common enough to be noticed?]**

### *Disability - Mental*

**Mental health and disabilities are well-recognised. [I like that you want to provide for this - the ableism of ignoring these issues in worldbuilding is pretty common, so to see it in place is great! To help make this feel more consistent with the kind of era Lissoriel is in, I wonder whether their understanding attitude towards mental health comes from the fact that this is clearly a multi-species society, and those different species perhaps behave differently?:**

- **Many cats are asocial**
- **(Some) reptiles avoid interacting with their own adult offspring**
- **Ungulates necessarily have a prey mentality with all the acuteness for danger that implies**
- **Birds are often avid communicators**
- **Some species need to be more aggressive to secure a mate**
- **Some species need to be less aggressive, ie., more likely to stick with their mate and not run off to have fights, in order to actually pass on their genes**
- **Penguins have to be able to tolerate the cold and dark, with nothing but strangers who they don't/barely talk to**
- **Some species are territorial while some don't care about territory (what does a non-territorial citizen even do about having a house of their own?)**
- **And all sorts more, but that's all the neurodivergence I can think of, off the top of my head. But the takeaway message is, everyone's so different that perhaps recognising that is just normal in their society.]**

### *Disability - Physical*

**Provision for people with disabilities is provided in the form of canes and ramps, and wheelchairs are occasionally seen.**

### *Orientation*

**The people of Lissoriel are aware of the existence of different orientations and relationship styles - polyamoury, a life spent single, etc. - but do not treat them as a divisive issue.**

## *Race*

Race can be divisive: in Sunflow, hoofed creatures are often the butts of jokes and are seen as second-class citizens. In Irder, where wolves are quite rare, they are seen as dangerous and untrustworthy. The result for Irderian wolves is a lower social position.

## *Sex and Gender*

Gender identity isn't often an issue for the people of Lissoriel. **[It's good to hear that gender isn't an issue for the people of Lissoriel (and I'm going to guess that's partly because, out of the different species present, many will have different expressions of gender if they have any at all). Can we guess the same for sex? Usually sexual dimorphism is bigger male / smaller female, and I bet that implements in some interesting ways, but we could explore that later if needed.]**

## **Sexuality, Romance, and Child-Rearing**

[Introduction needed.]

## *Mythicals*

Gryphons and unicorns do not die unless they want to, which would raise an issue for any largely happy community. Getting pregnant is very difficult for both species. **[This helps to stem a possible over-population but I feel it deserves more of a story. I'm not quite sure what yet, but I'll keep this comment in place for now.]**

## *Example 2*

**[How do the anthro sharks manage their populations? Given that they're hemmed in to their cities by the sea serpents, presumably they don't like their populations to become too crowded. This may be especially bad of a problem if anthro sharks in Lissoriel have a lot of offspring, as some shark species in the real world do.] I think the ones in open oceans would be fine, as the wild animals along with serpents are able to keep their numbers down. But largely they dont feel the same need to breed that real world sharks need. Like they can go "mmm dont wanna have have a baby" [I'm wondering if it's worth building a culture into this. Perhaps that there is a culture that having more than two babies is frowned upon (having more than two does more than replacing the parents after they pass, and puts extra pressure on the city), and perhaps females are encouraged to help with acquiring resources, fending off sea serpents, etc. so are not seen as the ones who stay at home to keep house and have babies?]**

## *Wolves*

[It sounds like something impacts on their birth rate so figured I'd put a comment for them in here so we can add it in once we know more.]

### Other Cultural Details

Each kingdom of Lissoriel has its own traditions, but there are notable similarities.

#### *Marriages*

The formality (or lack thereof) of marriage depends on the status of the people marrying. Royalty generally have arranged marriages. Commoners are also expected to marry but the rules - explicit or implicit - are more lax, and a commoner is often able to choose who they will marry.

Non-family groups are common, such as abbeys and nunneries, communes, academic institutions, day-care groups, multiple groups of adults, and isolated people like hermits and witches? All of these are lives that do not involve marriages, and are not seen as culturally 'strange' or 'different'. **Family groups outside the norm totally exist. Caretakers, day-cares, and just many adults living together exist. [Since earlier you were talking about Lissoriel's approach to ability, age, orientation, etc. I wonder if the groups the population forms into often reflect their species - large groups of ungulates living together, communal areas for reptiles to sun themselves (which becomes a kind of club), that kind of thing?]**

With that said, marriage is not considered the only possible path to take, but having children is culturally more mainstream: to not have children is considered odd. With that said, the informality surrounding marriage in commoners carries over to child-bearing, and a new couple who don't have the means to support a child are given leeway to wait.

Overall, when it comes to children, Lissoriel's cultural belief is that if a person has children it will make them happy. Orphanages are somewhat common, but it is also sometimes done to leave a child at a military station for them to be raised there. **[Being raised by soldiers is a new one on me! What gave you that idea? Something tells me that the soldiers would probably hand the child on to an orphanage as they would surely lack the resources and time needed to raise one child, let alone several.]**

Usually Lissorielians marry within their race, but there is a cultural acceptance that similar races will inter-marry. A horse and an ox marrying would not raise any eyebrows, but a bird marrying a wolf certainly would. Such marriages are looked down upon.

*Example 2*

[To be worked on]

*Example 3*

[To be worked on]

## **Politics**

[Introduction needed.]

### Wars

[Introduction needed.]

#### *Sunglow - Irder*

The Sunglow Kingdom is currently at war with Irder. Irder declared war on the Sunglow Kingdom after Sunglow released their Serpent on one of Irder's ships. This was the move that led to the start of the war, however these two kingdoms have a long history of racial tensions.

Blisswell remains overtly neutral in this war but covertly offers support to Irder. Blisswell's economic reliance on Sunglow prevents them from officially joining the war.

#### *Sunglow - Midgate*

Sunglow invaded Midgate to capture gryphons and unicorns: they coveted the gryphons' intelligence and the unicorns' healing abilities. [The mythicals were tragically unprepared for this attack due to their overall culture of non-aggression.](#)

#### *Example 3*

[\[To be worked on\]](#)

### Alliances

[Introduction needed.]

#### *Sunglow - Midgate*



The Sunglow Kingdom "owns" Midgate and Cloverch's Dunes, but these two locations generally manage their own affairs without active interference from Sunglow, except for taxation.

#### *Irder - Blisswell*

Irder and Blisswell have a minor alliance with each other. There is little or nothing to unify them except for their mutual need to protect themselves from Sunglow.

#### *Bird Kin*

Birds are in a unique position to be able to escape conflict by flying away, and a culture of doing so has stuck. As such, birds in the current day tend to avoid conflict. By contrast, terrestrial individuals are unable to do this so must either fight an enemy or work together to solve the problem.

## Religion

Every kingdom prays to its own leader, except for Blisswell.

#### *Ancient Midgate*

In ancient times, the mythicals resident to Midgate would pray to natural phenomena such as the moon. However, now, the only references of that religion to be found are in books.

#### *Sunglow*

The people of Sunglow believe that their kingdom has divine lineage. While they are incorrect, they believe that wolves are descendants of gods, and that the leader of Sunglow has a 'direct line' to their god. **The actual god-figure of their religion is their first king, who they believed fought mythical beasts in distant lands, and won. [What is his name?]**

The royal family of Sunglow had a powerful magic user working in their court when the Kingdom was being established, and they gave him a God title after many years of service. In time, the royal family manipulated the truth around this to give the impression that their family had been divinely appointed.

### *Blisswell*

Instead of praying to its own current leader, the population of Blisswell prays to the Wild Mother, their name for the spirit of nature. [Wild Mother is a very individualistic religion that varies depending on who you ask and where in Blisswell you are, but the core principles include not taking too much from nature, living within your means and not hoarding.](#)

## **Law**

Each kingdom has its own set of laws, but there is no common law that all the kingdoms of Lissoriel share.

### *Irder*

Irder's laws tend to be socialist in nature.

### *Sunglow*

The laws here tend to support a capitalist outlook.

### *Blisswell*

Blisswell's laws are moulded around a libertarian / anarchic culture.

## Economy

[Introduction needed.]

### Money / Trading System

[Introduction needed.]

### Tax

#### *Sunglow*

Sunglow heavily taxes Cloverch's Dunes. It keeps the taxes high to prevent the citizens there from being able to leave and start a new life abroad.

Among other things, food is subject to tax.

### Major Businesses

A few large businesses exist, and the kingdoms themselves tend to ally with these. However, they are not mentioned here as they do not tend to play into any part of Lissoriel's story as it will be told.

### *Markets*

Town and city markets are common.

### Education

The rich get the best education, and commoners generally make do with less in the way of educational resources. Commoner's education happens at home. Once the children

being taught are older, they are more or less left to work things out for themselves in the wider world.

Bidwell has a better system in place where education is more standardised. Not everybody gets an education, however.

### *Gryphons*

You mentioned that gryphons are coveted for their intelligent and vast knowledge. Where did they get that from? Did they share their knowledge with others willingly - such as, running their own equivalents of further or higher education on Midgate or beyond?

### *Wolf-Deer Cannibalism*

This has historically been a problem in parts of Lissoriel. Improvements in education and a gradual change to the morality of Lissoriel's many cultures have begun to have an impact on this practice and make it less acceptable. **[How far along the way do you think this has come? If you could put numbers to it, how far has it reduced?]**

## **Medicine**

The level of medical care is at an approximate level of 18th century doctors on Earth. For example, doctors know how to put a broken arm in slings, but they are unable to do much more than this.

### *Unicorns*

Unicorns are capable of healing others with their magic, and this is what makes them so valuable to political and military leaders. **However, in the modern day they are believed by most to be extinct, so are not seen as a practical solution to injury.**

### *Example 2*

[To be worked on]

### *Example 3*

[To be worked on]

## **Technology**

Technology is at a fairly basic level. The people of Lissoriel have access to analogue watches and print rooms, but have not yet invented guns, type-writers, or other such mechanisms.

*Example 1*

[To be worked on]

*Example 2*

[To be worked on]

*Example 3*

[To be worked on]

### **Construction**

The style and quality of construction in Lissoriel is 15th-16th century.

*Example 1*

[To be worked on]

*Example 2*

[To be worked on]

*Example 3*

[To be worked on]

### **Distribution of Goods**

Most markets are open on a first come, first served basis. However, it is an open secret that the rich and powerful of Lissoriel have ways of getting around this. This included sending a runner to get their share at the very start of the day or from the vendor's home, or paying a premium for the best to be reserved for them. Often enough, they would do both.

## Credits

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Want to upgrade to an Infographic or video, or expand your setting into a worldbuilding project? Email me on [hello@thecharacterconsultancy.co.uk](mailto:hello@thecharacterconsultancy.co.uk) and I will be happy to help you!

~Hayley, The Character Consultancy