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WEICOME!

This document serves as an overview guide of The Sun is Dead, and can be used as a reference sheet for deities and world lore. If this is your first time reading, please refer to the following notes on how to reference the lore.

DO NOT Reference Greece

While our lore is based around Greek and Roman deities, this world is meant to be a planet of its own completely disconnected from ours. The idea is that the Greek gods are real and also oversee other worlds. Our version of the gods is how the mortals in this realm have perceived their heavenly deities. Therefore, while you can use Greek legends to inform gods and their behaviours, Greece and its lore, tradition, and language should not be referenced in any way.

DICTIONARY

Hearth: A temple to Hestia, where hearthlight is found.
Hearthlight: Light given off by Hestia's fire. It also repels the shadows.
Band: Name for an item that gives magic resistance.
Armor: Name for an item that give physical resistance
Potion: Concoctions made by alchemists that grant short-term buffs or resistances.
Alchemist: One who uses blasphemous magic to create potions.
Theriae: People who could channel gods' powers
Shadows: The group name for the creatures the party fights
Rifts: Particles that float through the air, allowing magic into the mortal realm
Blessed: Imbued with magic, often glowing in some way
Blasphemous: something that goes against the perceived will of the gods
Blasphemous Magic: Magic using the power imbued into the earth rather than a tether to the gods

WORLD

PLACES

Lys

Lys is the continent the setting is based in. All of the following towns are located inside Lys.

Buildings: varies place to place, based off architecture from 300 BCE

General State: In disarray after the eclipse

Current issues: Darkness, shadow monsters attacking, no crops growing, can no longer safely travel, almost completely cut off from divine magic.

Mysia

God of Worship: Mysian Culture: Trade village that welcomes travelers Buildings: A modest trade village, mostly homes and shops General State: In disrepair, mostly abandoned. Only populated area is directly around the hearthlight. Current issues: Was attacked before Hestia could help, mostly desolate now and fearing hestia's light will soon fail.

Light Level: Moderate

Hesradel

God of Worship: Thitao Culture: Farming village that takes pride in worshiping the gods Buildings: Modest with many temples for worship, littered with tents and lean-tos General State: Refugees have made homes in tents there, overcrowding the space. Current issues: Overcrowding, not enough food Light Level: High

Pykorien

God of Worship: Austerisis

Culture: Scholarly town that thinks they are better than others.

Buildings: Overly resplendent, many are **blessed**. They are currently in ruins. I was thinking babylonian and islamic architecture, but you can play around as long as things look expensive. Fountains everywhere, tiled paths, buildings are blessed and glowing. However, the space currently has an eerie feel, with it being now abandoned and only lit by the residual magic in the buildings General State: In ruins

Current issues: Everyone is dead

Light level: Low

HISTORY

BASIC HISTORY

Basic Social Structure

Lys had much of the technology in 500-300 BCE

- People farmed, fished, and traded.
- They also worshipped the gods above

Kingdoms were ruled by groups of 3 rulers, called crests

• 1 from a royal line, 1 elected from citizens, and 1 chosen from scholars.

"Theriae" learned to connect with the gods to harness powers

- Before this, mortal could use magic entitled in the world through potions
- This is now considered a crude form of magic, to some even blasphemous

Magic Use

- Over time, people became reliant on their access to magic
- Worshipping the gods became as much a thing of scholarship as it was religious

Myth of Vennexis and RIFF: God's perspective

The Rundown

- Vennixis fell for Riff
- Austerisis did not approve (neither did most other "Olympians")
- Austerisis try to kill Riff, Vennixis stopped him
- The two formed a truce
- One day, Vennixis went to the grave of her fallen friends to honor their memories
- Austerisis tricked Vennixis into Killing Riff
- Vennixis Killed Riff

The Story

Vennixis pulled Riff to shore, desperate to save him. She tried to pour some of her godly power into him, but his physical form was long gone. Austerisis approached to comfort his sister, and she slowly began to realize he had meant for this to happen. Grabbing the arrow from Riff's heart, she plunged it into Austerisis' chest.

Unable to heal him, Artemis watched her brother die. She shut his eyes and removed the arrow, but as she did, her body lit, full of sun and warmth as her brother's power flooded into her. Unable to control the sun and moon separately, they overlapped each other, hovering just overhead as she wept over her loss, first of her lover, then her brother.

The moon cracked as Artemis fell apart. Artemis' soul fell to hatred and despair, which manifested into monsters of shadow. These creatures began to terrorize the land, and people fled from their homes to havens where the sun still touched the earth.

The Aftermath

After her soul cracked, Artemis fell into hating herself, which came to light where the cracked moon wept shadow over the earth. However, the gods, unknowing of her pain, believed this to be an attempt for power. However, as Vennixis was on her sacred island, they could not find her.

But Kesihpae knew where her friend was. Trying to be secretive, she slipped from the heavens to find Vennixis and figure out what had happened.

However, Daugres, as he often was, had been watching her, and slipped out to follow. Aycidien, who had gone unnoticed in a corner as he so often was, also decided to tag along.

As Kesiphae landed on the island, she ran to comfort her friend. However, Daugres, who had never much liked Vennixis, snuck up from behind to deal a fatal blow. Aycidien, who was entrenched in guilt from his never-forgotten betrayal of Kesiphae, called out a warning.

While Kesiphae was not able to stop the killing blow, she managed to use her power to split the death among the four gods, severing their immortality and kicking them from the island. As they woke, they found their memories, too, lost to the heavens. And thus our game starts.

MYTH OF VENNEXIS AND RIFF: MORTAL'S PERSPECTIVE

The Rundown

- The eclipse lasted for 7 days, presumably a massive battle between Artemis and Apollo.
- Then the moon exploded, and the monsters began
- Not long after, the sun was gone, but the shadows remained

The Stories

There were many stories about what could have happened. However, most people agree that Vennixis is to blame. The most popular story goes

- Artemis and Apollo Battled
- The battle lasted for 7 days
- Artemis dealt a fatal blow to Apollo
- Artemis hatefully plunged the world into darkness
- Apollo's final act was to turn his soul into the Rifts

DEITIES

QUICK BREAKDOWN: TABLE

Greek Name	Lysith God Name	Human Name	Notes
Artemis	Vennixis	Silvest	Goddess of the moon and hunt
Ares	Daugres	Knil	God of war
Aphrodite	Kesiphae	Farria	Goddess of love
Dionysus	Aycidien	Cyrus	God of wine and revelry
Apollo	Austerisis	-	God of the sun
Hestia	Pethrey	-	Goddess of the Hearth
Hermes	Mysiaf	-	God of travellers
Demeter	Thitao	-	Goddess of Grain
Orion		Riff	Vennixis' dead boyfriend
Ariadne	-	Selyha	Runaway princess, shopkeeper

MAIN GODS

Vennixis

Overview: Carefree and unconcerned with others perceptions of her. Spends most of her time hunting with her huntresses and ignoring the plights of the Olympians above.

Feelings about self: Normally fairly confident and self-assured. After the events of the catalyst, hates herself for what she has done.

Relation to Kesiphae: Best friends

Relation to Daugres: Respects him and helps him on occasion

Relation to Aycidien: Gets along, they both dislike godly politics

Loves: Orion

Kesiphae

Feelings about self: Feels as though she has no agency. Knows she is beautiful but wonders if she has any worth outside of that. Relation to Vennixis: Best friends, secretly infatuated Relation to Daugres: Dating, but doesn't get along with Relation to Aycidien: Hates

Daugres

Feelings about self: Relation to Vennixis: Dislikes. Finds overly carefree.

Relation to Kesiphae: Dating.

Relation to Aycidien: Likes as a neutral friend but little more

Aycidien

Feelings about self: He has a lot of self doubt Relation to Vennixis: Appreciates and respects. Relation to Kesiphae: Feels guilty towards and generally tries to avoid. Relation to Daugres: Dislikes

[OTHER GODS]

Austerisis: Apollo Equivalent. God of the sun and music. Dead.

Mysiaf: Hermes equivalent, god of travelers

Pehyla: Hestia Equivalent. Goddess of flame and community. Currently the highest ranking god. Generates **hearthlight** at **hearths**.

Thitao: Demeter equivalent, goddess of the harvest