

Above The Fog

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I'm aiming for a mix of swashbuckling, airships, steampunk and a hint of darker elder powers.

I intend to use a homebrew based on Smallville. Changes to the [rules](#).

After a cataclysm humanity lives on in small enclaves clustered above the fog. Journeying between enclaves is somewhat perilous and there are a number of approaches used ranging from Wyverns to Airships. Almost all rely on knowledge or powers gleaned from the realms that sit parallel to our own. These realms twist reality in ways that differ to our own. There are five realms that are most important to humanity; Clockwork, Brimstone, Growth, Primacy for their assistance and Cloud believed to be the cause of the catastrophe.

Patrons (users) of the Realms are treated with a mixture of awe and suspicion. Whilst the realms have an effect on the world, there are usually side-effects that accrue over time.

The setting is a fantasy universe in a time frame similar to our Age of Enlightenment. Rather than science the cultural changes have been brought on by the discovery of the Clockwork Realm which has allowed significant advancements.

Realm of Clockwork

By calling on the Realm of Clockwork patrons are able to create intricate and amazing machines. Copters, gliders, clockwork guns are all possible given enough time. Clockwork artifacts gradually develop independent intelligence and purpose; at the same time their users tend to become more rigid and less flexible over time. Common stresses associated with Clockwork are - Anxious, Controlling and Stubborn.

Realm of Brimstone

The Realm of Brimstone is filled with Ash and Fire. It is the constant process of renewal and growth. Patrons commonly use the heat of the realm to fill great airships with the gases that allow them to float above the fog. The realm contains entities of great power that can grant pacts. These rarely end well for those foolish enough to dabble. Those close to Brimstone are often more emotional than their peers. Common stresses include - Angry, Bitter, Rash.

Realm of Growth

Nature rampant. Without the Patrons of Growth it would be difficult to feed all those in the enclaves in the sky. In additional hybrid beasts are grown such as Pegasus and Griffins. Those too close to Growth can display unusual and occasionally deadly mutations. Deadly dragons can be found deep in the realm of Growth - best avoided if at all possible. Common stresses include Blissed, Intoxicated and Feral.

Realm of Primacy

The Realm most associated with the aristocracy, due to their desire to keep it's secrets for themselves. Primacy allows Patrons to be faster, stronger and smarter than those around them. It's whispered that it can be used to control others either by delicately sweeping the emotions or by rigid control of the mind. Primacy is balanced in that to gain, someone else must lose. Both must willingly enter a contest, the winner takes from the loser. Within the realm there are Angels believed to be those that have ascended through constant challenge. Common stresses include Paranoid, Embarrassed and Delusional.

Realm of Cloud

It's believed that a breach in the Realm of Cloud allowed through the fog that renders the world below uninhabitable. It's Patrons are therefore few and highly mistrusted. The few that dabble have been able to demonstrate fascinating advances, from carpets that fly and the ability to walk on fog. That said this is usually the realm of the scoundrel, thief and a assassin. Common stresses include Afraid, Distracted and Suspicious.