

VERVEWALKERS

SPOILS OF WAR

WELCOME GUIDE TO ATALA



AN INTRODUCTION TO THE
FANTASICAL WORLD OF ATALA



www.majorwoodstudios.com

MajorWood Studios are a Yorkshire-based, independent multimedia studio, established by film maker Ryan Greenwood and author Ben Major, founded on the premise of creating a multiplatform sci-fi/fantasy company that produces content with drama and heart at its core.

All rights reserved. No part of this publication may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or any information storage or retrieval system, without prior permission from the publishers.

© MajorWood Studios, 2022

THE FIRMAMENT

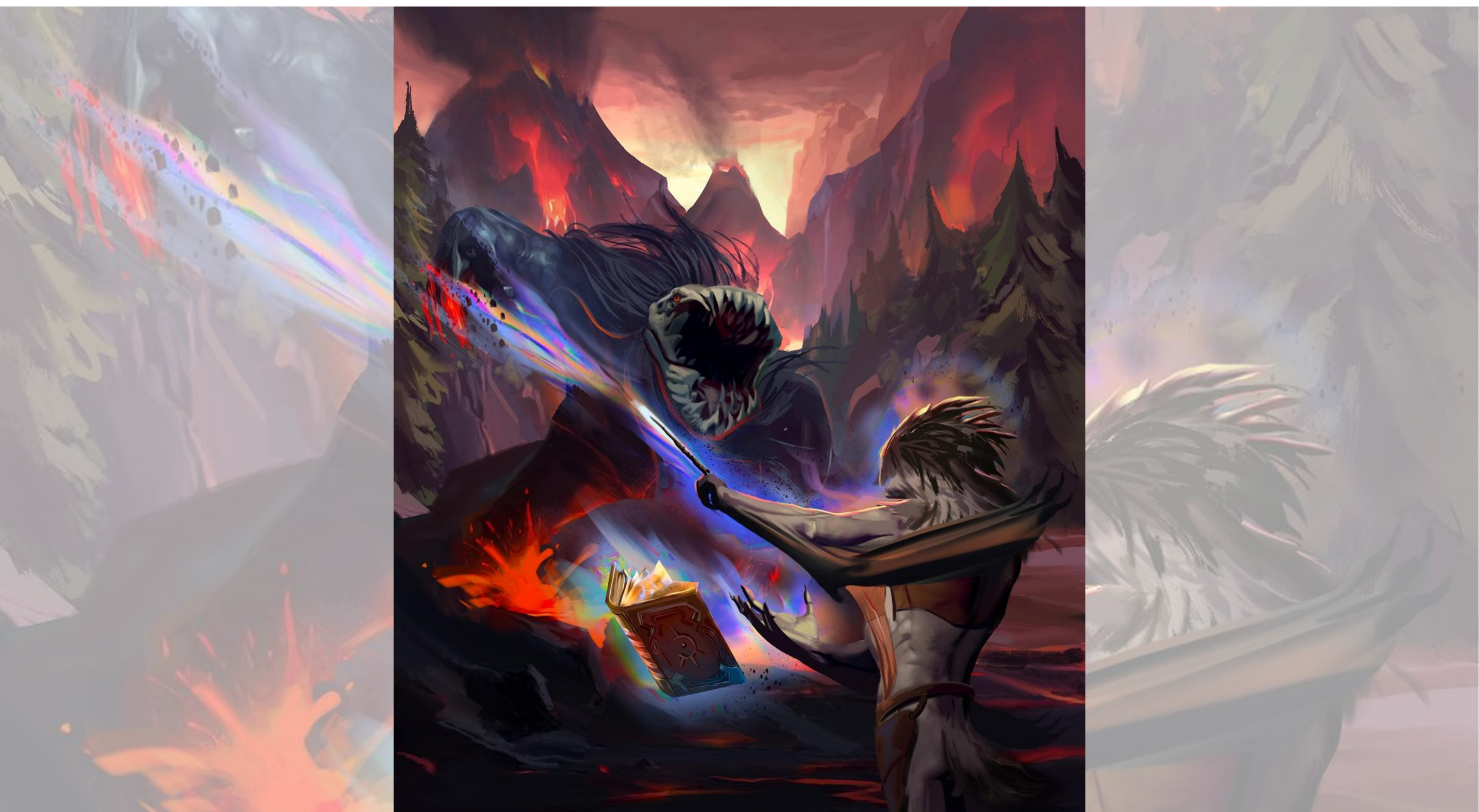
Vervewalkers: Spoils-of-war is a product of MajorWood Studios and is set within the Firmament universe, which comprises four planes of existence: Atala, the world of the walkers, home to magic and monsters; Rasatala (or the Phantom Plane as it is commonly referred to) is the land of the dead where the sea of souls flows and the holy Fulcrum is balanced; Atma, which doesn't have walkers, but hunters, whose job it is to keep at bay the monstrosities borne of the Verve-corrupted moon; and finally Vitala, where zealotry galvanises revolutions and Verve-rich technologies, creating wonderous beasts and war machines.

THE VERVE

The Verve is life's stitches; it is the power to do and undo, keeping the balance between every living thing. It is the flame's heat, the wind's bite and the sea's swell.

WALKERS (VERVE/BLIGHT)

Few can feel the stitching; they can weave magics to augment or use a blight to unpick and unbalance; these are the walkers, found among all races and temperaments. The righteous and erudite - sometimes feckless - practise at quoriums, facilities such as schools, courts or stone circles, to counter the Blightwalkers, or the rogue magics that find form in the ungodly and the magically insatiable criminal gangs.



ATALA

In its infancy Atala was rich in life and species – it was evolution’s nursery – and only the most ancient races had any concept of the Verve, knowledge of which they jealously guarded. But then the Fracture happened, creating a tear between the Phantom Plane and Atala, and the land was overrun with magic and monsters. It was at this point the Tyltalbans invited other species, including humans, to share in this knowledge of magic, for fear of genocide.



The Verve has affected - even stunted - other aspects of life, such as technological advancement and continental drift. Even though the month/year/century is exactly the same on all three exo-planets across the Firmament, Atala is different both in terms of its geological inertia and its technology, making it feel medieval.

It is full of ecosystems pushed to the extremes by the influence of the Verve, so much so that its poles are stark contrasts of each other. The north, Aashian, is a frozen continent home to the ice burrowers and the fearsome Oni dynasty. Whereas the south, Deshr, comprises volcanic island chains and larva fields, home to the tyrannical Shunderr. The mighty expanse of the Valtrean forest breathes life to the most magical of creatures, while the sapphire oceans hold deep-seeded hatred. There is much to discover on Atala. What adventures await – only you can find out.

Atala is made up of 7 continents: Untisia, Ikteria, Aybor, Fendagas, Brayth, Aashsian and Deshr.



CONTINENTS	
■ Untisia	■ Fendagas
■ Aashsian	■ Aybor
■ Ikteria	■ Brayth
■ Deshr	

Untisia is a continent largely ruled by the humans. The human empire is diverse and comprises eight kingdoms that are largely autonomous. However, these kings or queens form a senate to agree on universal laws and rule the whole empire as a single entity where necessary. This senate is over seen by the Grand Ogrun - the human empire's living deity.

Aashsian is the frozen north of Atala. It is home to the Aashian tremors - ice burrowing worm that are endemic to the frozen northern continent, except when they are rearing young, and then they ravage the more southerly islands for food.

Ikteria is a diverse continent, it's home to the Pillars, the central spine, the largest mountain range on Atala. Ikteria is also where the Valtrean forest is found. The great forest is a bastion for the

more secretive and Machiavellian of Atala's denizens, chief among them the sprites, who have cultivated vast tracts of Atala's verdant continents for millennia.

Deshr is the molten home of the Shunderr and is split into provinces. Each one is ruled by an elder, who comprise the Xulx (Overseer Council). From the elders, power in society is given hierarchically by age. It's unknown if the shunderr die or, when they're mortally wounded, they succumb to Atala and are moulded anew. Few have defeated them in battle. The only others who sit on the Xulx are walkers.

Fendegas – a continent known for its wildness and wetlands. It's also home to Eloustia - the only aquatic quorium which sits in the Olander Strait tidal region, in the Uloti archipelago. It is below water for half the day. However, magic stops it flooding, meaning more than just the teleosts train there.

Aybor - on the continent of Aybor, is the kingdom of Raya where the humans drove the natives out so they could take a step closer to controlling the Untisia Strait. Aybor is a land characterised by waterfalls, geysers and black sand beaches, but it has a young volcano with a steaming lava field, which would be more at home in Deshr. The eastern cliff coast of Aybor is known as the Black Ridge, made from obsidian and, standing over 350 feet tall, overlooking the Untisia Strait. Along the zenith of Black Ridge are the Razor Claws – giant harpoon-firing ballistae capable of sinking war ships or ripping Destelt reavers out of the sky.

Brayth is where the Fracture tore a passageway between Atala and Rasatala. It's a region of wonder and infamy. It's home to the ancient library of the first Vervewalkers – The Ancestenaeum. In the dawn times the verve was wild, mastery of it was unfamiliar and mysterious. The Ancestenaeum, undoubtedly known by other names in the past, was used by the first Vervewalkers as a safe space to hone their craft.

.....

THE SPECIES OF ATALA

Atala is a verdant world and inhabited by the weird and wonderful, benevolent and cruel. As such, the denizens have their own strengths and weaknesses, and verve proficiencies. This section refers to the creatures that have built civilizations, belief structures and economies.

Humans

Humans have carved out an expansive territory across Atala, especially the continent of Untisia. Populous, greedy and mercurial, their cities are hives of corruption from which bandits stalk the roads. Because of this, they have mixed relationships with the other denizens of Atala. Their capital is Newswire, from which they launch their mighty fleet of ships and wrestle control of the Untisia Strait. Newswire is the trading capital of the human realm, connecting Skolheim in the East, near the Pillars, and Huskelm in the west, just across the Strait. Because of their seafaring prowess, humans control the strait and therefore a vital link between the two great oceans – Huloe (the Teleost word for “big waves”) and Phanti (Teleost for “monster”). They have port towns all around Atala.

Sprites

Sprites are a nomadic race that can inhabit most climes. A series of way points around the edges of the Valtrean forest and Pillars form refuge points, known as Hicaii or “fairy lights” in other languages. Even though they are itinerant, they use the verve to communicate over vast distances and are all part of a collective known as the Sbrul-hile-ite. They are an ancient species that follows the ways of the god Luquaries. Few understand what their purpose is, or that of their god. Keen farmers, they have bountiful allotments along the Hicaii, and a knowledge of flora not matched by any other creature. This stands them in good stead when it comes to medicinal potions or harmful broths.

Teleosts

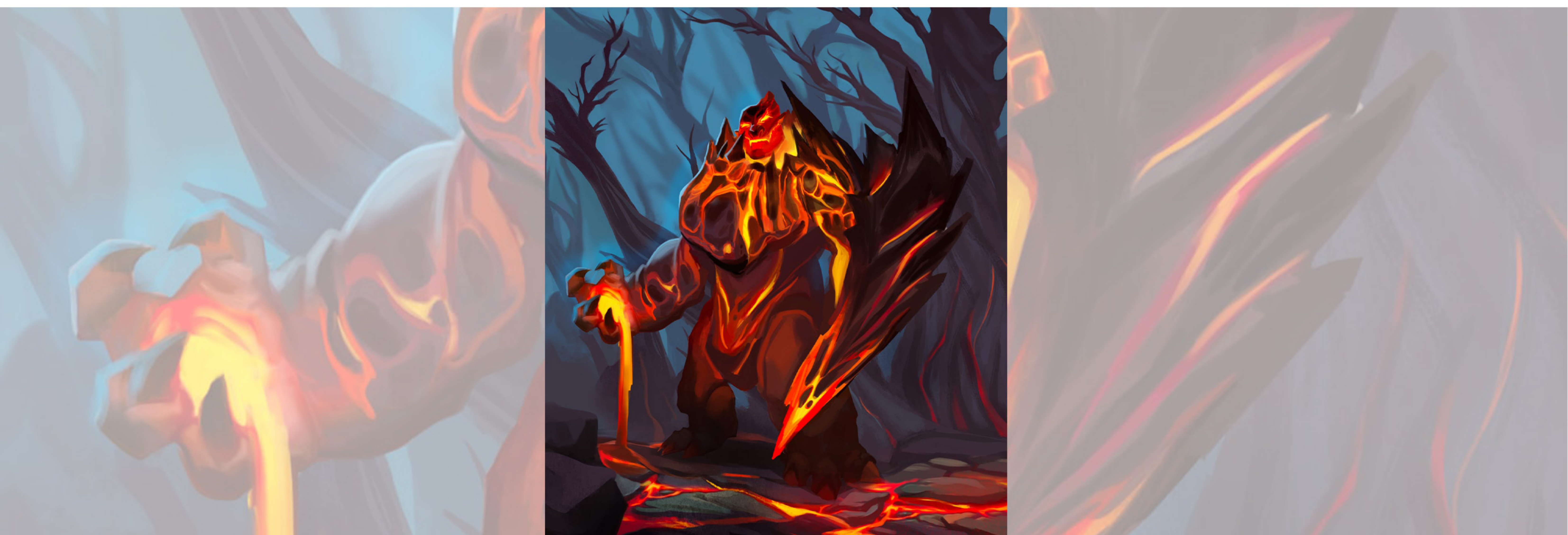
An aquatic species that specialises in water magic and are endemic to most coastal waterways. Once one of the most populous species, they have lost their best habitats due to human endeavours in the Untisia Strait. Most are now refugees in other distant waters, harbouring a grudge that dates back generations. Even though they prefer the water, they can live on land for days before suffering any ill effects. They are a curious and kind species that has many footholds and friends across Atala, however their ability to freely navigate the oceans unimpeded has led to their use as spies and lookouts, earning them a (mostly) undeserved reputation as crooks, schemers and liars.

Destelt



Egregiously hostile, these mountain folk raid and pillage nearby lands from their strongholds in the Pillars, earning them a fearful reputation. Destelt walkers make excellent summoners and use summoned creatures to mine and fight for them, and also use them in gladiatorial contests known as Rukdats. It is a brutal, hierarchical culture and they often raid in reavers and escape before retribution can be unleashed. For this reason, they are left alone and feared. Destelts have an ancient tradition where they summon the souls of their most honourable dead and intern them into a reaver, a sentient object, akin to a chariot, with the power of flight. In doing so the Destelts believe that they are gifting their fallen warriors with an afterlife of freedom and further glory. To become a reaver is seen as an honour.

Shunderr



An ancient race that spawned from the Verve millennia ago and proliferate along the lava fields of Deshr. The Shunderr would attest to being the most ancient species, created during the Great Eruption, which formed the planet. Their molten beings are sculpted by an ancient Verve energy called xalshun, which no other species on Atala can control apart from Shunderr Verviewalkers. With this they can use lava to sculpt great fortresses that spear into the smoke-choked skies.

Tytabans



A winged humanoid species that specialises in wind magic. Tytabans can be found exclusively in the Tyalhysh Kingdom, which spans much of southern Ikteria, below the Valtrean forest. They are a wary, yet friendly species, which avoids conflict but is known to use its aerial superiority to quickly strike wherever needed. This is especially true against the Destelt who they have been engaged in conflict with since the Destelt appeared in the Pillars an aeon ago. Once the Tytabans ruled much of Atala, from Velkillan to Otizar. The Tyalhysh Kingdom of old maintained peace through dominion over the Verve and all those who wished to control it.

Grorcs



Compared to the other civilised species on Atala, the Grorc is a primitive creature that keeps to the fringes of civilisation, looking for opportunities to take advantage of its neighbours' weaknesses. Though their society is rudimental, they have language and culture to a degree, and have been known to construct dwellings, which has been recorded, mainly, as a mating behaviour. However, when a leader rises, ragtag bands of grorc can be transformed into fierce forces, known as a "maw". Around Atala several strongholds are led by fearsome bosses, however these tend to be mercurial and dissipate as fast as they form. But don't be fooled, waiting for a maw to falter of its own accord would be unwise, especially with the formidable Spatt the Cut or Balagrinde the Kill leading the charge. They are savage and many, infesting a region with haste. Most species deal with grorc incursions quickly for fear of being overcome.

VERVEWALKERS: SPOILS OF WAR

Vervewalkers: Spoils-of-war is a table-top roleplaying skirmish game that combines player interaction/storytelling with strategic battles. It requires cunning and ruthless tactics to win. Combat and other aspects of the narrative are controlled by dice rolls. In this vibrant world you will take on the role of either a Vervewalker or Blightwalker. You will embark on adventures across Atala, seeking glory and building a reputation until you face the final challenge. Are you and your companions experienced enough, ruthless enough and strong enough to face your opponents and claim victory?

Vervewalkers: Spoils of War will launch on Kickstarter in September 2022, to be involved and updated on major developments, why not like our website or FaceBook page at:

www.majorwoodstudios.com

www.facebook.com/majorwoodstudios

Please feel free to post your own creative works of any kind, we're always interested to see what the community is up to.

Finally we hope you enjoyed this short Ebook and we thank you for your support in our new game. Happy gaming!

MAJORWOOD
S T U D I O S

WELCOME HERO. BEFORE
YOU EMBARK ON YOUR
JOURNEY, THIS SCROLL
WILL ENLIGHTEN YOU ON
THE FANTASTICAL WORLD
OF AIALA AND ITS SECRETS.
BY THE MERCY OF THE
GRAND OGRUN!

