

LISSORIEL

Summary

A medieval-style fantasy world.

Focus of Story

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

Major Locations

Kingdoms

[I've signed up to Inkarnate but that didn't allow me to see the copy of your map there so I couldn't see the city names you've come up with. Is there a direct link that you can show me? [Here is an unnamed version](#), and a [named version](#)]

Sunglow Kingdom

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 their kingdom has god lineage, but they don't. [I'm not quite clear what you mean here. Do you mean that they believe that Caden is a god/got his regal status by divine right? [They think he has a divine lineage, but its not.](#)]

Its just a kingdom thats been there longer then most can remember, and those who have had stories passed down from a time before, are often snuffed out.]

Irder

The population here is mainly comprised of hoofed creatures, although other species live here too.

Blisswell

Most of the creatures here are larger: polar bears and elk are common. Wolves live here too, but feel no alliance with Sunglow. [Would I be right in sensing some political issue here? The wolves that live here feel unaligned to anything. Blisswell is politically distant from Sunglow, but not aggressive]

Cities

[Introduction needed.]

Example 1

[To be worked on]

Example 2

[To be worked on]

Example 3

[To be worked on]

Natural Landmarks

[Introduction needed.]

Example 1

[To be worked on]

Example 2

[To be worked on]

Oceans / Rivers

These are currently unnamed.

Artificial Landmarks

[Introduction needed.]

Example 1
[To be worked on]

Example 2
[To be worked on]

Example 3
[To be worked on]

Geography

[Introduction needed.]

Climate

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

Ecosystem

Almost the entire population of Lissoriel is anthro, with ferals being rare.

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.

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.

Example 1

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

Example 2

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

Example 3

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

Predators

[You put N/A for predator species so I wonder if you'd like this section to be removed completely? Yea that would probably be best.]

Example 1

[To be worked on]

Example 2

[To be worked on]

Example 3

[To be worked on]

Prey Animals

[You put N/A for prey species so I wonder if you'd like this section to be removed completely? Yea that would probably be best, same as above]

Example 1

[To be worked on]

Example 2

[To be worked on]

Example 3

[To be worked on]

Specialist Species

A variety of mythical beings exist here. Most are neutral in nature [As in neither good, nor evil? Neither good or evil, and mostly uncaring about the current war and kingdoms. They all know they will fall someday.] Some are enslaved by others to make use of their

innate talents and skills [Could it be worth specifying what those talents and skills are under the below headings? The last two griffins (one in Irder, one in Sunglow) are being kept for their immense knowledge. In this universe, they aren't large and massive beasts, but rather slim and frail. Giants are untameable. They would sooner die than be taken by anyone. And thus, there are only two left. Both in the mountains between Sunglow and Blisswell. The Sea Serpents are few and far between, and every kingdom has a least one. Irder has 3, Sunglow has one, and Blisswell has one. Harpys are like seagulls but more annoying and more violent. They will attack fishing ships if they can see the fish or smell it, and like to scream, but otherwise they won't kill someone. They are fairly common on rocky coasts.

The merfolk aren't mythical, and I don't know why I called them such. It's just like shark people and seal people, like how Polar Bears are anthropomorphic, the larger fish creatures are.]

There are more species than the six listed below, but these are the main ones.

Unicorns

Unicorns are almost extinct. [How come? Also, Alleniea has plan-healing skills. Are most unicorns capable of that or is it unique to her? Also also, where do unicorns come from? Alleniea's story shows that they don't have to come from a pair of unicorn parents, so what happens instead? Unicorns as a species were capable to heal. The older and more experienced they were with healing, the faster they could heal. Unicorns and Griffins both hail from Midgate, which was conquered by the early rules of the Sunglow kingdom many years before any of this story. I would say Alleniea's lineage is vague at best, and no one knows. I personally wrote it off as a submissive trait from her mom's side that randomly came out. Aka, I don't really have an explanation and just wanted her to be a Unicorn.]

Griffins

Griffins are almost extinct, and those who remain are split between the warring kingdoms.

Merfolk

[To be worked on.]

Giants

Giants look like a strange mix of ox and wolf. Only two are known, and they roam the Sunglow Kingdom as a pair.

Sea Serpents

It is unknown how many of these there are.

Harpies

It is unknown how many of these there are.

Common Species

The different kingdoms of Lossoriel have their own unique profiles of species, with some species favouring one kingdom over another. [This sounds interesting - why would hoofed creatures prefer Irder, for example? Irder would be preferred for hoofed animals for a few reasons. For starters, its ruler is also hooved. Land wise, it wouldnt be preferred. Irder was formed after Sunglow. Sunglow has large forests, and massive plains (where most iof the horse base creatures are native to). I think of Irder as a kingdom formed from immigrants escaping leaders who would encourage them being hunted. Wolves are native the both Blisswell and Sunglow (depending on the pallet). The massive forests and the northern tundra provided lots of good food for wolves. 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.]

Ungulates

Hoofed creatures prefer to live in Irder.

Wolves

Most wolves live in Sunglow but a few live in Blisswell. Their coats come in many shades and colours.

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. [That said, you mentioned merfolk and sea serpents. I wonder what's under the waves that attracts, or supports their presence? Like on land, some animals are anthro, some aren't. So there are underwater cities that anthro sharks live in. Sea Serpents often attack those cities, so they never quite grow more than a city that always being attacked. Sometimes, the folk attack and sink ships that they think could serve them well, but other than that, the underwater people keep to themselves]

Bacteria, Viruses, and Other Pathogens

[You said N/A to this bit. Would you prefer us not to delve into this? Yea, would be best to get rid of]

Example 1

[To be worked on]

Example 2

[To be worked on]

Example 3

[To be worked on]

Miscellaneous Life

[Introduction needed.]

Feral Life

Not all life in Lissoriel is anthropomorphic. Some is feral. Feral animals are no different to those on Earth: they cannot speak.

Example 2
[To be worked on]

Example 3
[To be worked on]

History

[Introduction needed.]

Major Events

[Introduction needed.]

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]

Any Other Historical Details

[Introduction needed.]

Example 1
[To be worked on]

Example 2
[To be worked on]

Example 3
[To be worked on]



[Introduction needed.]

Food

[Can I guess that the people of Lissoriel are largely vegetarian? What do the wolves and polar bears do for food? Most are vegetarian yes, and those that eat meat often eat non-anthro animals (so fish, pigs, cows, etc). I should note that animals that also have an anthro version are seen the same way humans see primates (so Alleniea's Dad would see a deer and think they were once the same, but something in evolution or a divine being separated them at some point, and have evolved)]

Meat

Eating other anthro creatures is tantamount to cannibalism so the population, as a whole, does not engage with it except in times of extreme famine. [Do they eat ferals? Yes they would! Although in the past, the anthro wolves would eat the anthro deer. And in rural areas, it still sometimes happens]

Example 2

[To be worked on]

Example 3

[To be worked on]

Art

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

Example 1

[To be worked on]

Example 2

[To be worked on]

Example 3

[To be worked on]

Language

Almost everybody in Lissoriel speaks a common language, although different regions have their own dialects. However, Blisswell has a very different language than most. [That's interesting! Often, neighbouring countries share a lot of their language throughout history which is why the languages of two neighbouring countries share similar words, but a very different language implies that Blisswell has been completely separated from the other parts of Lissoriel for a long time, to the point that travel was

rare or unheard of. You mentioned a mountain range between it and the rest of the kingdom; can I guess that that provided the barrier that prevented sharing of language? Yes, so while Blisswell was taken over by Sunglow, they managed to preserve their own language long enough to when they fought and won their land back, they were able to reteach it to their children, along with "common". The mountain range for many years prevented a spread in knowledge. Irder being more recent in its foundation (Sunglow was already established) had its people already speaking "common," and so when Irder was founded, they spoke the same language as the Sunglow people.]

Example 1

[To be worked on]

Example 2

[To be worked on]

Example 3

[To be worked on]

Festivals

[Introduction needed.]

The Fall of Midgate

The "Fall" of Midgate is celebrated by the people of Sunglow as a time when they lost most of their mythical population. [That sounds ominous. What happened there? The fall was Sunglow's attack on the island. Midgate never had a kingdom or a ruling race, and was largely a mix of Griffin and Unicorn. Griffins and Unicorns could in theory live forever if unharmed, but they can die many ways. They can die by injury, by sorrow, and by sheer will (wanting too die)]

Leaders' Birthdays

[You mentioned 'both kingdoms' here but which are the two you mean? I'll guess Sunglow is one of them. I meant Sunglow and Irder yes sorry!]

Example 3

[To be worked on.]

Sport

[Introduction needed.]

Example 1

[To be worked on]

Example 2

[To be worked on]

Example 3

[To be worked on]

Social Dynamics

[Introduction needed.]

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. [Given the general culture, can I guess that working together, having others to rely on, forming communes perhaps, is a good survival strategy? Yes it is! Often times, family isnt who is blood related, but who has helped you when they didnt need to. So in Blisswell where conditions are tough, you would often catch Reindeer and Wolves working together, when in nature they typically would not mix well.]

Example 3

[To be worked on.]

Handling of Differences/Bigotry

[Introduction needed.]

Race

Race can be divisive: in Sunglow, 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 as dangerous and untrustworthy. The result for Irderian wolves is a lower social position.

Gender

Gender isn't often an issue for the people of Lissoriel.

Sexuality, Romance, and Child-Rearing

[Introduction needed.]

Example 1

[To be worked on]

Example 2

[To be worked on]

Example 3

[To be worked on]

Other Cultural Details

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

Marriages

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 marry. [Does a refusal to find a partner and/or marry tend to bring problems? Marriage isnt the biggest deal at all, what is largely seen as more important are children. Not having children is seen as odd, but acceptable in smaller families as long as they arent from money or from something that would be passed down.]

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 [How come? Irder declared war on the Sunglow Kingdom after the Sunglow released their one Serpent on of Irder's ships, along with the long history of the two hating each other do to racial tensions]. Blisswell remains neutral but offers support to Irder. [Why? Blisswell offers its support to Irder because of Blisswell's prior history of being colonized. However, Blisswell's economic reliance to Sunglow is why they dont join the war officially]

Example 2
[To be worked on]

Example 3
[To be worked on]

Alliances

[Introduction needed.]

Sunglow Kingdom

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. [You mentioned something to do with Midgate and mythical creatures. What happened to get things to this state of affairs? Sunglow went to invade Midgate for both the Griffins' intelligence and the Unicorn's healing powers. Doing this would make the kingdom extremely powerful]

Irder

Irder and Blisswell have a minor alliance with each other. [What's the situation between these two? The only thing they have in favor of each other is that they share the same enemy]

Bird Kin

[I feel like there's a story here, about how they've managed to remain neutral. History has a way of encouraging alliances or divisions between different groups. Have the birds made a particular point of "playing Switzerland" in any conflicts, or are they relatively new on the scene perhaps? Birds remained neutral though not interacting in the same way everyone else has. If there was conflict, birds could fly away. People on land were forced to either duke it out or work it out.]

Religion

Every kingdom prays to its own leader except for Blisswell.

Sunglow Kingdom

The people of Sunglow believe that their kingdom has god lineage. While they are incorrect, they believe that [What does this belief entail? The idea is that the Wolves are descendants of Gods, and that the king has a direct line (like a pope if you will)]

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.

Law

[I'm not quite sure I understood what you meant by the kingdoms not having an agreement to keep certain rules. Is there really no law of the land? For instance, Alleniea's parents live in a landlord's property - are there no laws that govern how much rent he may extract from them, and if not that (since Alleniea's parents are clearly at the bottom of that power dynamic), does the landlord not have a certain amount of tax he must pay to the king, as a landowner? I meant there isn't like a law all countries agree on (like a Geneva Convention). Each Kingdom has their own laws, some of which are similar to the US. Irder would be a more Socialist country, Sunglow would be more Capitalist, and Blisswell would be if the gov was less involved in everyday life.]

Example 1

[To be worked on]

Example 2

[To be worked on]

Example 3

[To be worked on]

Miscellaneous Political Details

[Introduction needed.]

Example 1

[To be worked on]

Example 2

[To be worked on]

Example 3

[To be worked on]

 **Economy** 

[Introduction needed.]

Money / Trading System

[Introduction needed.]

Tax

[You mentioned that Sunghow taxes Midgate and Cloverch's Dunes, but how heavy / reasonable are the taxes? The taxes are heavy and largely unreasonable. It helps prevent people from moving though]

Food is subject to tax.

Major Businesses

[You mentioned that this is undetermined. Can I guess that big business simply doesn't exist in this world? Perhaps the nearest one can get to a big business is a whole market in one place, but that would probably be run by many stallholders. I'd say the only large business would be the ones the Kingdoms themselves ally with, but they don't really play into anything]

Example 1

[To be worked on]

Example 2

[To be worked on]

Example 3

[To be worked on]

Education

The rich get the best education, and commoners generally make do with less in the way of educational resources. [Can I guess that a lot of a commoner's education happens in one villager's house with one adult teaching, or perhaps at home? Commoner's education would happen at home. And then once they are older, just learning from the world (like learning the spelling for the word bakery)]

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

Example 1

[To be worked on]

Example 2

[To be worked on]

Medicine

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

Example 1

[To be worked on]

Example 2

[To be worked on]

Example 3

[To be worked on]

Technology

[Introduction needed.]

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 have ways of getting around this. [Can I guess that that includes sending a runner to get their share at the very start of the day or from the vendor's home, or they pay a premium for the best to be reserved for them, or something like that? They would do both, so pay for a bit extra and then pay someone to pick it up. Commoners would have to wake up VERY early to get a sliver of the good stuff, if it was even for sale.]

Example 1
[To be worked on]

Example 2
[To be worked on]

Example 3
[To be worked on]

Other Details of Economy

[Introduction needed.]

Example 1
[To be worked on]

Example 2
[To be worked on]

Example 3
[To be worked on]

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 and I will be happy to help you!

~Hayley, The Character Consultancy