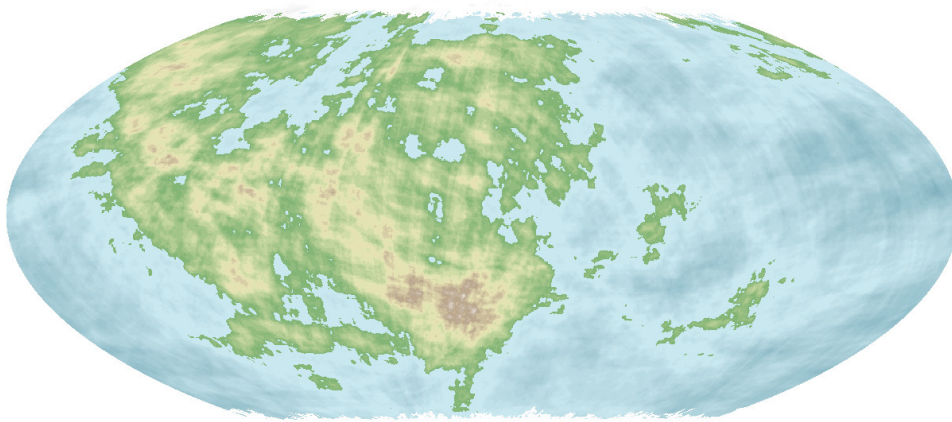


Dust: The World after the White Flash

An exposé

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1 Introduction

The purpose of this document is to acquaint the reader and future player in this mini-campaign with the world in which it is set. In Section 2, a short description of common knowledge regarding the history of the world is presented. Possible trades, the geography of the land and its corresponding weather are discussed in Sections 3 and 4. Finally, in Section 5, the settlements with which the characters will be most familiar are described.

Happy reading!

2 History

The history of Dust starts approximately 180 years ago, marked by a catastrophic event termed the *White Flash*. There exist highly prized artifacts from the ancient time that precedes this event, but those are rare, and no commoner has set eyes upon such an item. The history of Dust can be divided into two parts, with the Ancient Era being all time before the White Flash: These eras are the Time of Slow Burning, and the Cool Era.

2.1 Ancient Era

Very little is known about the Ancient Era. It is common knowledge that humans were able to perform many magical wonders, such as flying in the air or rapidly rising to a certain height above ground. However, none of the artificers from after the White Flash were able to reproduce such wonders.

2.2 Time of Slow Burning

The time of Slow Burning starts directly after the White Flash and went on for ca. 50 years. During this time, humanity was mostly nomadic, and travelled the land in a trial-and-error fashion; Some places were hells on earth, slowly burning up their inhabitants. Soon, the first safe areas were found, and villages established by the people who settled there.

The end of the Time of Slow Burning is marked by the invention of *Protection Stones*, magical items that provide protection from the Burning by some occult means. Just how exactly the stones work is a secret guarded by village elders and the artificers that produce them.

2.3 Cool Era

The Cool Era sees little more innovation from the artificers, although not for lack of trying. However, the amount of new knowledge they generate is dwarfed

by the amount of knowledge brought back from artifact expeditions; Several expeditions have been undertaken to recover highly priced artifacts from the Ancient Era, most of them never return. Those who do bring with them tales of great beasts, large deserted swathes of land covered in ash, and other mysteries, such as lakes that are yellow of color, giving off foul odors.

The villages continue to grow, and gradually, new villages spring up around hamlets and crossroads. Humanity is picking itself up again.

3 Trades

The most common trade by far is farming, which is the primary source of food and natural resources. In larger villages there are more varied jobs available, among them hunting, trading by moving between villages in trade caravans, and the protection of said trading caravans, just to name a few.

4 Geography and Weather

The land around some of the larger villages, such as Lati (refer to Section 5), is mostly flat to allow for farming the land, and reasonably fertile as well. Further away from them, gentle hills spring up, and about two weeks further on from there, there is a mountain range. Some, smaller, villages exist in the hill country, and news from and to there is carried by the trade caravans.

Winters are harsh, marked by heavy snowfall and long dark nights, and forbid trading to all but the most daring caravan leaders. Summers are hot, but reasonably so; Their dryness is interspersed with regular thunderstorms, refilling the water reserves of the land. By far the mildest weather can be found in late spring and early autumn, where often a cool breeze attains equilibrium with the warmth from the Sun.

5 Settlements

Your character (exceptions may be discussed with the GM) will be native to and start from one of the two villages described in the sections below: Lati and Narok.

5.1 Village: Lati

Lati lies at a fork in the Lat river, where two rivers (aptly named Upper and Lower Lat) come together. The village was founded about 40 years after the start of the Cool Era, and its location was not only chosen due to the large amount

of fresh water it has access to, but also because of the very fertile land that lies around it. However, the initial settlers were not very careful with the resources around this area, and the rapid deforestation led to a shortage of wood in the coming years. This in turn led to more trade with the charcoal burning village in the forests but a trip of two days away up the Upper Lat, Narok.

Lati has grown towards its Protection Stone boundaries (diameter ca. 800 m), and will reach the limit within the next ten years. Already, the village elders are discussing possible solutions to this problem, learning from the nearsightedness of their ancestors.

5.2 Village: Narok

Narok was founded 30 years after the founding of Lati, when it became evident that the forest management of Lati was unsustainable. Narok is the primary source of charcoal in the region, and its coal is a highly sought-after product, owing to its marvelous ability to burn longer and hotter than other coal from the area. The inhabitants of Narok rely on trade and hunting for most of their food, as the village lies within a dense forest.

In the early years after its founding, there were several incidents linked to a Hell that lies half a day's march away from Narok. This area is now superstitiously avoided.