

Phudge

# Mundus Senecit: Awakenings

World Book

by

Phillip Webb

Version 0.1



## About Fudge

Fudge is a role-playing game written by Steffan O'Sullivan, with extensive input from the Usenet community of rec.games.design. The basic rules of Fudge are available on the internet via anonymous ftp at oz.plymouth.edu, and in book form or on disk from Grey Ghost Press, Inc., P.O. Box 838, Randolph, MA 02368. They may be used with any gaming genre. While an individual work derived from Fudge may specify certain attributes and skills, many more are possible with Fudge. Every Game Master using Fudge is encouraged to add or ignore any character traits. Anyone who wishes to distribute such material for free may do so - merely include this ABOUT Fudge notice and disclaimer (complete with Fudge copyright notice). If you wish to charge a fee for such material, other than as an article in a magazine or other periodical, you must first obtain a royalty-free license from the author of Fudge, Steffan O'Sullivan, P.O. Box 465, Plymouth, NH, 03264.

## Disclaimer

The following materials based on Fudge, entitled Mundus Senecit: Awakenings World Book are created by, made available by, and Copyright (C) by Phillip Webb, and are not necessarily endorsed in any way by Steffan O'Sullivan or any publisher of other Fudge materials. Neither Steffan O'Sullivan nor any publisher of other Fudge materials is in any way responsible for the content of these materials unless specifically credited. Original Fudge materials Copyright (C)1992-1995 by Steffan O'Sullivan, All Rights Reserved.

## Thank You

A big thank you to my prelude players of The Blackguild. Your input has helped to shape and bring to life the world of Mundus.

## Version History

0.1 May 13, 2010. Initial version.

# Table of Contents

|                                   |    |
|-----------------------------------|----|
| About Fudge.....                  | 2  |
| Disclaimer.....                   | 2  |
| Thank You.....                    | 2  |
| Version History.....              | 2  |
| Introduction.....                 | 4  |
| What is Mundus Senecit?.....      | 4  |
| What is Awakenings?.....          | 4  |
| What is in this book?.....        | 4  |
| The World of Mundus.....          | 5  |
| Magic in the World of Mundus..... | 6  |
| The Viridean Empire.....          | 7  |
| The Gods of Mundus.....           | 8  |
| Shayla Mother of the Hearth.....  | 8  |
| Talon Master of the Wild.....     | 8  |
| Immorta Daughter of War.....      | 8  |
| ?? Father of the Fields.....      | 8  |
| Eastern Protectorate.....         | 9  |
| Trent.....                        | 9  |
| Kaolen Keep and Surrounds.....    | 10 |
| Location.....                     | 10 |

# Introduction

## What is Mundus Senecit?

Mundus Senecit is a fantasy setting where magic has mostly left the world and everything has grown old and tired. At the centre of the world lies the once mighty Viridean Empire - crumbling, decadent, and looking unlikely to stave off a coming dark age.

## What is Awakenings?

*Awakenings* is the story of an unusual group of young people, all with the rare spark of Magic. The characters begin on the fringes of the crumbling Viridean Empire where they come into more control of their magic and head out into the world.

## What is in this book?

This book contains information about the world of Mundus Senecit and particularly the areas that the *Awakenings* story takes place.

# The World of Mundus

- The world grows old
- Things are running down

## Magic in the World of Mundus

- Has mostly faded from the world
- Power takes time
- Magic is not easy
- A darkness has drained the magic from much of the world
- Magic can be mastered with a systematic approach

# The Viridean Empire

- At the height of their power they merged magic and technology
- The empire is becoming frayed at the edges
- Decadence is rife throughout the empire
- Peace has lead to complacency

# The Gods of Mundus

The world has a handful of gods that have little direct influence on the world.

- Manifest mainly through visions
- They send messages through their totem animals
- They don't care about us anymore
- The Viridean Empire has suppressed the old ways
- A lesser Panther aspect has grown to greater power

## Shayla Mother of the Hearth

Shayla is ...

## Talon Master of the Wild

Talon is ...

## Immorta Daughter of War

Immorta is ...

## ?? Father of the Fields

?? is ...

## Eastern Protectorate

The Viridean Eastern Protectorate is a forested area.

### Trent

Trent is the capital of the Viridean Eastern Protectorate Territory and is located in the central North East of the protectorate.

It was sacked after a surprise attack at the beginning of the Northlander invasion.

## Kaolen Keep and Surrounds

Kaolen keep is the holding of Baron Kaolen.

- There has always been something here
- On the edge of the empire
- The Baron is a good man
- Sir William is a forthright bullheaded and trustworthy knight
- Everyone has their purpose in the keep
- The keep is a hub for the nearby farms

### Location

Kaolen Keep is located in the South West of the Viridean Western Protectorate territory. It is situated near a strategic pass through the hills beside a river along which runs the road to the Viridean Empire.