

# ICARUS

**FREE CONTENT FRIDAY**

**DECEMBER, 2020**

## **SETTING SUGGESTION**

Written By: Maeglin Lossehelin

Graphic Design and Layout: Alex Huilman & Christopher J. De La Rosa

## THE WORLDWOOD

*In the wake of a catastrophic scientific endeavour which caused years of massive global storms and climate change, the entire planet's ecosystem shifted, settling into a state of calm amidst a planet-wide rainforest, the Worldwood. The cities and buildings of the old world are ruined and overgrown, all but a few which poke out from beneath the canopy of treetops known as the Green Sea. "Sailing" over the Green Sea, great ships have been constructed with articulated legs to grasp the highest branches of the Worldwood. Most of the knowledge and technology of the old world has been lost in the cities beneath the boughs, but some artifacts have been discovered in the ruins of the previous capital city of Pinnacle, and are believed to be the work of magic. Upon the buildings of Pinnacle was built a network of wooden huts and walkways known as Icarus.*

### IMAGERY

Planet-wide rainforest, machines crawling over treetops, new wooden cities atop old metal cities, stormy weather, ruins of futuristic buildings, sci-fi devices, vehicular combat

### RESOURCES & TECHNOLOGIES

Remaining old buildings, scanning devices, canopy ships, Worldwood, pulleys and pivots, iron age level of knowledge

### NAMES

Ahrimand, Allacor, Brutis, Constans, Desius, Ethrica, Felix, Ganica, Ilyana, Lerric, Lodhan, Ohri, Penelope, Quinne, Rolstin, Saradon, Selkar, Tullium, Ulysium, Victonica, Yorric