



TRITARIA MAJOR

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INTRODUCTION

Deep beneath the waves of the Continental Sea, far from any of the other major continents on the surface of Rhyonis, there lies the largest concentration of Life Essence outside of the Life Glade. This coral locked bastion of life is known as Tritaria Major and is home to truly countless individuals, be they animals, sentient plants, or aquatic humanoids. Nowhere else in Rhyonis would one find a more colorful spectacle and celebration of life like the bustling submerged streets of Tritaria where fish and elf and mermaid and Wataquan live alongside one another in beautiful coterminous harmony. Tritaria is a veritable paradise that lends its beauty as home to all peaceful creatures of the deep. Though it isn't nearly as large as the continental landmasses known as Ish-Gahn, Qarte, Theurgius, or Arhan-Zoul, Tritaria boasts just as much adventure and life as any of its cousins above the waves. It is run by a well-rounded congregation of noble families that work together to ensure their people remain happy, safe, and cared for, protected from the violence of those that would seek to bring them harm. Most notable among these threats, the Creation God they all owe their nautical existence to, who would happily destroy them if given the chance; Kyah.

FLAG

Four purple coral spires closing over the exterior of a massive grey and pink brain coral.

PRIMARY RACES

Wataquan, Sea Elves, Mermaids, and nautical creatures

GOVERNMENT

THE CORAL COURT

Tritaria is ruled by four ancient noble families that have run the continent since its founding in the year 1200. Their collective rule is known as the Coral Court and while they have their family homes where they live full time, when matters of the Court need to be addressed, they convene within the Crowning Keep at Tritaria's center.

WAILYS-WATAQUAN

The Wailys family is one of the most well-known families across all of Rhyonis, but not for entirely positive reasons. Their home, Wailys Rest, is located in the Northwest quarter known as the Spring Quarter of Tritaria Major. They are extremely regimented and run the

military of Tritaria Major, acting as the lead defense force for the continent. Not only are they extremely aggressive and hostile, but they are also prone to casting out anyone who can't pass their physical exams. They believe their family to be the most powerful and important among the Coral Court, which often causes them to bump heads with the rest of the governing body.

MARITIS-WATAQUAN

The Maritis family lives within the illustrious Maritis Manor in the Summer Quarter located in the Southwest section of Tritaria. They collect herbs for medications as well as food to provide for the entire continent as their soil is extremely rich and able to propagate into many different types of flora and plant life. They are generally the most altruistic family of the Coral Court, eagerly providing for their people as they are able to.

KIONA-SEA ELF

The Kiona family leads educational advancements for Tritaria Major and also cleanses pollution across the world. They are openly accepting anyone with promising talent but extremely judgmental, refusing to take anyone into their halls who doesn't stand up to the measure of their intense scrutiny. They live in the Southeast section of Tritaria known as the Autumn Quarter within Kiona Castle.

CRESTPLUNGER-MERMAID

The Crestplunger family is responsible for interning the dead and taking care of the remains of the fallen. They live in Crestplunger Palace within the Winter Quarter found in the Northeast section of the continent where the majority of the grave markers are found for the entire population. The Crestplungers are not only the oldest family in Tritaria Major, but they are also the most respected as they care for everyone without prejudice.

PRIMARY EXPORTS

Sands of St. Nihaan, weaponry, coral, seafood

ROUGH POPULATION

Over 1 million humanoids

Roughly 200 million animals and creatures

CULTURES AND CUSTOMS

WATAQUAN

The Wataquan are the most human-like of the aquatic humanoids that call Tritaria Major home and are the reason the continent was founded in the first place. They have innate control over water and are powerful warriors and leaders, actively working towards the betterment of their people, be they other Wataquan or all of Tritaria's population.

SEA ELVES

The Sea Elves are the closest allies of the Wataquan, living alongside them in near perfect harmony. While they don't rule the sea as kings or queens, they are regarded as respected governing officials. They tend to take up positions of leadership and diplomacy, acting as far-reaching envoys to parlay with Ish-Gahn; home of most elvan races and the closest continent to Tritaria Major.

MERFOLK

Merfolk are an extremely diverse people with both humanoid and bestial qualities but are much more civilized than their appearance may suggest. They range in a wide variety of sizes, shapes, and colors, exhibiting features similar to the Wataquan but also the aquatic animals they have a deep connection with. Many Merfolk inhabitants of Tritaria are druids that help the animal population thrive among the advancement of Tritaria's civilization, as well as foster propagation of the herbs that surround Tritaria and help defend it. It is from the ancient Crestplunger family that most other Merfolk families stem from, and they were the initial inhabitants of the region that would eventually become Tritaria Major.

OTHER PEOPLES

There are few other humanoid races that are able to call Tritaria home as it is completely submerged, but there are terranean envoys that visit, and stay within, the air-filled chambers of the Crowning Keep. These people draw a great deal of wisdom and inspiration from the Tritarians and are thoroughly vetted before being allowed to enter the Keep via the singular Arelyum Outpost it contains.

LANGUAGES

Commontongue, Elvish, and Torrentian are the most frequently spoken languages within Tritaria Major, though Torrentian is the native tongue for all Tritarians.

FAITH

KYAH

It comes as no surprise to anyone that Kyah has a great deal of influence over the continent completely engulfed in water. Though it is more for the sake of appeasing Him than idolization, the Tritarians worship the Rider of Wind and Waves to ensure that their home remains intact against the brutal devastation He may pose if they were to deny Him. The open worship of Kyah is heavily monitored though as granting Him too much power would surely spell devastation, so the Coral Court and priests of Kyah grant him just enough praise to keep themselves safe.

SIESMET

Alongside Her Creation God sibling, Siesmet is worshipped greatly within Tritaria as She actively works to counterbalance Kyah's rage. Her power and production of Life Essence neutralizes Kyah's corrosive waters and infuses the sand surrounding Tritaria with great deals of energy to support all of the Tritarians.

CITIES AND REGIONS

THE CROWNING KEEP

The center of leadership for Tritaria Major, the Crowning Keep is the literal center of the continent, being a massive fortress of calcified coral and plant life. It is a beautiful, sprawling shell of colorful wonder in which the Coral Court works to create new laws and delegate the responsibilities of the noble houses to care for their people. Not only does it span outwards a great deal at its base, but the countless rooms and corridors within it sprawl upwards to almost crest the surface of the Continental Sea

THE SPRING QUARTER

Overseen by the Wailys family, the Spring Quarter is a massive training ground where the military of Tritaria trains its warriors. Among the rail lined city streets and causeways, one could find spring loaded targets, projected illusions, and various obstacles to keep soldiers on their toes and in peak physical condition for any threat or adversity. The Spring Quarter is the least populated section of Tritaria when it comes to civilians, but those that do live here are typically military families who grow to join the military themselves. There is almost a zealous dedication to Tritaria Major within this quarter, but it can't be refuted how loyal the inhabitants are to their home.

WAILYS' REST

The honored home of the Wailys family is a large mansion with countless offices and dorm rooms as well as the homestead for the family itself. New recruits are offered a chance to stay with the Wailys family for a brief time to undergo special training regimens as well as partake in wonderful feasts and networking events. It is regarded as a great honor to be invited to stay within Wailys' Rest and every soldier who has taken the family up on the honor has risen to great ranks within Tritaria's military. The current Ladies of the Wailys family are stoic Wataquan women who share a love for each other as passionate as their love for Tritaria and look favorably upon anyone who can come close to matching their devotion to the protection of their nation.

THE SUMMER QUARTER

Overseen by the Maritis family, the Summer Quarter is bright, colorful, vibrant, and far more diverse than any of the other quarters of Tritaria. Its Current Core produces warm waters that draw in tropical fish from across all of Rhyonis. This makes the quarter a veritable paradise from humanoids and animals alike, as well as a breeding ground for a plethora of herbs that can be processed for medicinal or food purposes. The Summer Quarter is the wealthiest of the quarters as it provides material for not only the rest of Tritaria Major, but all of Rhyonis as well. The food and herbs they grow aren't found anywhere else in the realm and are an invaluable commodity.

MARITIS MANOR

Hailing from Maritis Manor, an illustrious multi-leveled marvel made of marble and gathered shells, the Maritis family harvests food and herbs and tends to the wide collection of animals that come to call it home as well. The Manor is the second largest structure in all of Tritaria Major (behind the Crowning Keep) as it is not only home to the Maritis family, but their workers and countless animals as well. These denizens of the deep are invited to make their homes within the exterior walls of the Manor, giving it bulbous, amorphous proportions. The family itself is extremely welcoming and free-spirited, believing the only way to create a happy and healthy community is to keep a truly open mind and heart to all those in need. They work alongside all of the other families very closely as their harvests are imperative for the rest of Tritaria's functions. Known to be the most receptive to insights from the other families, Maritis' often side with whatever proposal will benefit all Tritarians the most when debates come about within the Crowning Keep.

THE AUTUMN QUARTER

Overseen by the Kiona family, the Autumn Quarter is essentially a giant university in which people from across the entire realm come to study. It is a bustling community within Tritaria full of scholars and druids that all seek to further their environmental understanding and cleanse the world of pollution. The relatively cool waters of the Autumn Quarter's Current Core keep it somewhat calm and tame, but the sheer amount of activity here keeps the water moving in volatile currents so there is never any stagnation. In addition to educating students within the various buildings of this quarter on a myriad of topics, the primary focus of the Autumn Quarter, and the Kiona family, is to neutralize various toxins that find their way into the waters of the Continental Sea. Be it humanoid waste, run off from crafting, magical spills, or miscellaneous trash, the Kiona family cleanses them all and redirects clean, pure water back into the realm.

KIONA CASTLE

Serving a multitude of purposes, Kiona Castle is the home of the Kiona family as well as the center of education in Tritaria Major; the largest scholastic facility in the entire realm. It also is the largest refinery in all of Rhyonis, focusing on cleansing pollutants and toxins from the realm as part of the Kiona's initiative to keep Rhyonis as pure as possible. The vast majority of the Kiona's work takes place within their Castle and they invite the most promising students to stay with them there to learn their skills directly. Despite their efforts to cleanse the waters of the Continental Sea, the quarter they oversee is often regarded as the dirtiest as they draw in the toxins from the entire Sea. This cakes the Autumn Quarter in a layer of ooze and slime, but the Kiona and their students work together to constantly cleanse their home and the realm as a whole.

THE WINTER QUARTER

Overseen by the Crestplunger family, the Winter Quarter is the most colorless of Tritaria's quarters but serves one of its greatest purposes as it is the graveyard of the Tritarians. This quarter is extremely cold, thanks to its Current Core, which freezes portions of it in large icy chunks. This not only draws thicker, blubbier animals to it to live within, but also creates the ideal temperature for the corpses interred within the soil. These factors, and the funeral practices of the Crestplungers, ensure the body slowly rots to return to the realm. They believe that by nourishing the living, the deceased's Life Essence is able to truly return to the Life Pools beneath Rhyonis' roots.

CRESTPLUNGER PALACE

As the homestead of the Crestplungers, who care to the nation's dead, their palace is also a temple to Alaxendaria, Creation Goddess of Death. While She doesn't have a great deal of worship across all of Tritaria Major, She does receive recognition within the Winter Quarter as Her power is so prevalent. This recognition is felt nowhere as heavily as it is in the halls of Crestplunger Palace, often regarded as looking like an urchin with the countless, spiny graves sprouting from its exterior.

POINTS OF INTEREST

THE BARNACLE BASTION

The third line of defense for Tritaria Major is another shell-like structure within the Coral Shell known as the Barnacle Bastion. It, too, is a dome that covers all Tritaria Major, but is comprised of countless barnacles that have fused together to encase the continent within. Though made of hardened barnacles, the Bastion is softer than the Shell but is sharper and more deadly due to the whipping waters that separate its exterior from the interior walls of the Shell.

THE CORAL SHELL

The Coral Shell is the outermost portion of Tritaria Major; a massive dome that is connected by the Substrate Spires from which it is grown. Though it is large and imposing, it is actually comprised of countless smaller living organisms that make it the first defense of Tritaria. It acts as a home for many creatures and the wall that keeps all of Tritaria contained and safe from intruders. The only portion of the Coral Shell that is not solid is the large circular opening directly above the Crowning Keep known as the Pupil. This hole allows sunlight to be filtered through the waters and refracted across all of Tritaria Major via the reflective shells affixed to the Shell and Keep respectively. The Shell itself is made entirely of coral that is tended to by the Tritarians and constantly built upwards to cover more of Tritaria to increase its defense.

CURRENT CORES

Within each quarter of Tritaria Major, there is a magical source of water that exists within the base levels of the quarter beneath the sandy floor. These are known as Current Cores and are responsible for producing water for the entire realm and distributing it across all of Rhyonis to create the currents of the Continental Sea. Not only do these currents extend to cover the realm, but they also act as a beacon for animals and humanoids drawn to such

waters, calling to them and drawing them into the various quarters of Tritaria Major to call them home. Current Cores also effect the rest of the Continental Sea, resulting in a phenomenon known as Portal Currents. These Currents allow those who know how to use them to travel about Tritaria Major and the Continental Sea almost as fast as teleporting.

THE KYAHAN CATHEDRAL

Within the peak of the Crowning Keep, there is the largest temple to Kyah across all of Rhyonis known as the Kyahan Cathedral. It is known as a marvel of artistic genius, being comprised entirely of Sands of St. Nihaan, granting it a beautiful prismatic hue as the light of Balasar shines into Tritaria Major through the Pupil. Within the Cathedral, worship and reverence are paid to Kyah to appease His rage and ensure His wrath is kept contained within the Abyssal Trench, lest He destroy Tritaria and the realm as a whole.

THE PUPIL

Directly above the Crowning Keep, the capital of Tritaria, is a large circular hole within the Coral Shell known as the Pupil. The Pupil allows the light of Balasar to filter through the waters of the Continental Sea with perfect clarity to shine brightly across the entire continent. The Pupil has steadily diminished in diameter as the Coral Shell has grown upwards but has remained at its current size for nearly a millennium for fear that covering more of it will darken Tritaria Major and greatly disrupt the delicate ecosystem within.

THE SEAWEED FIELDS

Just outside of Tritaria Major are miles upon miles of fields of seaweed and nautical vegetation known simply as the Seaweed Fields. Within this expanse, countless creatures have made a home for themselves, most notably the more violent marine humanoids such as kua-toa, merrow, and sahuagin. These entities, referred to as Kydazins for their devotion to the Creation God of the Seas, are not welcome within Tritaria as they are vicious and cruel, reveling in cannibalistic tendencies or brutal war practices on the surface dwellers of Rhyonis. There is a great deal of unease between the Tritarians and the Kydazins, so there are always conflicts between the opposing forces.

THE SUBSTRATE SPIRES

Regarded as “The Bones of Tritaria” the Substrate Spires are massive, curved pillars around which the Coral Shell grows. These three spires are made of reinforced calcium that is harder than steel and grows directly from the floor of the Continental Sea. They are extremely thick and dense, but porous and hollow, allowing for millions of alcoves that house fish, crustaceans, plants, and even some small humanoids. The Coral Shell itself

has been steadily built to connect all three of the spires and they are a seamless unit that keeps the denizens of Tritaria Major safe.

TRENCH WALKS

Dividing the four quarters of Tritaria are long straits known as the Trench Walks. These wide, yet narrow in comparison to Tritaria's full breadth, walkways are miles long and extend from the exterior of the Coral Shell directly to the Crowning Keep. There are four in total, one from the north, east, south, and west, and each one is several entrances and exits that allow those who tread the Walks to leave Tritaria Major or enter the Crowning Keep or a specific quarter of the continent. Each Walk is over seen by guard towers that are ran and overseen by the Wailys family to ensure no nefarious activities take place within them. There is practically no cover and nowhere to hide within a Trench Walk and they are ominously quiet at all times, even those that move through them frequently are unsettled by the constant feeling of surveillance that accompanies a trek within them.

TRITARIA'S TITANS

Scattered across all of Tritaria Major, within the Seaweed Fields, various structures, the Trench Walks, and within the various quarters, there are colossal statues that stand ever vigilant against crime and villainy within Tritaria. These statues are known as Tritaria's Titans and are magically operated to move and attack anything their operator's command. There are activation switches in designated locations across Tritaria, primarily in the Noble Families' homes, but also within the Crowning Keep that can be utilized to launch the Titans into action. It is only under very dire circumstances that they are activated as they are so large and deadly that, without proper care, they could cause great collateral damage.

THE WHIRLING WASTES

Between the Coral Shell and the Barnacle Bastion is a wild zone of swirling waters and violent currents that threaten to tear anyone who treads there to shreds. This dead zone is known as the Whirling Wastes and is one of the greatest defenses of all Tritaria Major. It is almost completely impassable, moving along the entire interior of the Coral Shell, even below the Pupil, to allow no passage. It is only at the crux of the Trench Walks that the Wastes calm enough to allow passage. Some believe that the Current Cores are conscious enough of their currents to create the waters of the Wastes, but this defense is created by the Kyahan priests who use their divine magic to protect Tritaria from interlopers.

