

Codex Matanitus (Title TBC)

Tyler Lauf, Floyd Dawn

June 12, 2025

Contents

1	Groundwork	1
1.1	Time	2
1.1.1	The Raw Numbers	2
1.1.2	The Calendar	2
1.1.3	Eras	2
1.1.4	The Months (Post Third Era)	2
2	World Wonders	3
2.1	Prehistoric	3
2.2	Classical	3
2.2.1	Sohog City Walls And Moat	4
2.2.2	Akkakra Moving City	5
2.2.3	Baye Megacity	6
2.2.4	Great Bulwark Construction Site	7
2.3	Medieval	8
2.3.1	Great Bulwark	9
2.3.2	The Great Lighthouse of Vivildria	10
3	Deities	11
3.1	Titan Council	12
3.2	Grand Stag	13
3.2.1	Bliss	13
3.2.2	Mange	13
3.3	Phee	15
3.3.1	Rite	15
3.4	Ludus	16
3.5	Yygdraliz	17
4	Peoples	18
4.1	Humans	19
4.1.1	Common features	19
4.1.2	Everanian Humans	19
4.1.3	Svogardian Humans	19
4.2	Sohog	20
4.3	Raki	21
5	Continents	22

CONTENTS

ii

5.1	Checcela	23
5.2	Akasia	24
6	Major Cities	25
6.1	Sohog City	26
7	Notable Figures	27
7.1	Kruh	28
7.2	The Fungus	29
7.3	Kreet	30
7.4	Mikaya	31

Chapter 1

Groundwork

1.1 Time

1.1.1 The Raw Numbers

A year is 366 and a quarter days long.

A day is 24 hours long

1.1.2 The Calendar

The traditional Sohog calendar has 13 months of 28 days each, with an extra period of 2 days between years, called "Kugari", increasing to 3 days in the case of a leap year.

Prior to the Third Era, the first and last two months of a year were simply called "Winti" (Kalkari:"Mitsi")

1.1.3 Eras

1.1.4 The Months (Post Third Era)

Lukaraktsa

Kotskaum

Mumi

Yyg

Patron Deity: [Yygdraliz](#)

Stagdas

Patron Deity: [Grand Stag](#)

Utskilo

Ruakogi

Patron Deity: [Phee](#)

Akogi

Mikyaya

Katsamitsu

Lutsan

Patron Deity: [Ludus](#)

Korooru

Laugralao

Chapter 2

World Wonders

2.1 Prehistoric

2.2 Classical

2.2.1 Sohog City Walls And Moat

Location: New Tiastreth, around the capital

Existed: Unknown year, 2E to 98, 9E

The Moat and Walls of the Sohog capital in New Tiastreth.

2.2.2 Akkakra Moving City

Location:

Existed: 124, 4E to 4, 5E

The Capital Zone of the Kruhnian Empire.

2.2.3 Baye Megacity

Location: Between Whitesand and Creekwood

Existed: Unknown, 2E to Unknown, 2-3E

Giant ruins, Possible Lost ancient Civilization, though no written work survives

2.2.4 Great Bulwark Construction Site

Location: Troll Country

Existed: Unknown year, 6E to 70, 9E

became the [Great Bulwark](#) when completed (93, 9E)

2.3 Medieval

2.3.1 Great Bulwark

Location: Troll Country

Existed: 97, 9E to present day

Completed with the aid of Goblins to keep out Gnolls, houses the country of Blyakjia

2.3.2 The Great Lighthouse of Vivildria

Location:

Existed: 30, 12E to ??

Large automaton lighthouse, sentient and devoted to Vivildria

Chapter 3

Deities

3.1 The Titan Council

The Titan Council are the Gods that took part in the creation of Matania, the original main gods that are responsible for all that has come to Matania, as well as some of the strongest beings in the known universe. The Titan Council is called this because they are the main council of Gods, forming a hierarchy among other divine magic users and a form of pecking order, the less accepted a god is, the more likely the other gods will headhunt them as divine magic is stronger the more concentrated it is, the more divine magic users born weakens every other god.

3.2 Grand Stag, The Beautiful

3.2.1 Bliss

For the great deeds you have done to nature, you will awake one morning, and take a walk in the earliest hours of the morning, at some point before you, will appear a stag of far-above average build with plants and flowers blossoming within its antlers, it will be surrounded by other grazing animals that will not be phased by your presence. You will be overcome with a major desire to approach the stag, which will be staring directly at you, when you touch the stag, you will feel pure bliss and joy until the sun sets, and you will also receive The Blessing of the Grand Stag. It will continuously visit you yearly if you continue your good deeds to nature, where you will grow closer to the Stag and your feelings of pure bliss and joy will begin to last longer within the following years. Those who grow particularly close to the being are said to be gently ridden into a peaceful afterlife by the being, disappearing into the woods at old age, never to be seen again, their clothes neatly folded in areas nearby where they were last seen with animal tracks in formation in close proximity. It is rumoured that if a male and female who are both visited by this being have a child together, the child birthing will be painless, do no damage to the mother of the child, and the child will also be protected by nature until it is old enough to make its own decisions, children birthed under the protection of the Great Stag are faster, stronger and more intelligent on average, however the benefits can be harshly revoked if the child should anger the being. Couples that are both blessed by the being will also pass onto the afterlife together, where they can communicate with their children from the afterlife by appearing in the stars or aurora borealis, provided that the child is also blessed by the Grand Stag.

3.2.2 Mange

For those who have done horrendous damage to nature, the being will appear in its normal state to begin with, however it's plants will be dying on it's antlers. People who are visited by this being will be visited by it at twilight, and it will appear daily, only seen by the people it is visiting, even if there are other people present in the room with the person it is visiting. The Stag will continuously grow mangey and skeletonized as the days progress, if you do not repair your damages to nature, it will eventually reach a fully skeletonized state. Every day, the stag will appear at twilight until it is fully dark outside, and every day it will either stare directly at you, or turn it's head towards you before disappearing into the night. If it is to reach a fully skeletonized state, you will have horrendous nightmares and be driven into madness. Once you have fully developed the Grand Stag's Brain Mange, you will be overwhelmed with the desire to run into the wilds, without stopping for food, water or rest, you will ignore harsh terrain and damaging yourself whether it be running barefoot over glass or through a battlefield, you will not stop sprinting. Once you are in a remote, wooded location with a clearing, you will be attacked and killed by a predatory animal. Once you are killed, you will decompose unusually fast and fertilise the surrounding area much more than any other corpse normally would. Once your body has fully decomposed, your skeleton will be collected by the being, and the only thing that will remain of your body will be a flower that sprouts where you died.

This will be a flower of magical properties, used for its great healing properties, however it is the only way for this flower to sprout. People who are blessed by the Stag will know the location of their nearest flower.

3.3 Phee, The Celebrator

Goddess of fire, the Sun, and celebration. Phee is known for both her temper, and her fun-loving nature. Her form is easily taken as human, with red hair, white skin and blue tattoos, blending in easily with the early Albionic tribes. She is rumoured to always be present in Matania during times of celebration. Phee is also rumoured to have close relations to the [Grand Stag](#), and they are sometimes witnessed together.

3.3.1 Rite

At the start of her month [Ruakogi](#), Phee worshippers gather and hold a grand celebration around a bonfire, with much merriment and flowing drink. Following the end of this, each worshipper takes a part of the flame away with them and must keep it lit throughout the month. The flame is not one of regular fire, as it will only be extinguished when there hasn't been enough celebration or passion near to it.

An individual taking part in this rite may be challenged.

The Challenge consists of placing your hand into the flame, and removing it from its vessel, holding it only in your hand, then returning it to the vessel, without being burned.

Partaking in this Rite grants (for the duration of the month):

- Manual manipulation of flames (carrying, holding, etc.)
- Immunity from burns
- Can heat objects via touch

3.4 Ludus, The Gambler

3.5 Yggdraliz, The Prankster

Chapter 4

Peoples

4.1 Humans

4.1.1 Common features

4.1.2 Everanian Humans

4.1.3 Svogardian Humans

4.2 Sohog

4.3 Raki

Chapter 5

Continents

5.1 Checcela

5.2 Akasia

Chapter 6

Major Cities

6.1 Sohog City

Chapter 7

Notable Figures

7.1 Kruh, The Momentous

Species:

Birth Date:

Death Date(s): Too many

7.2 The Fungus

7.3 Kreet

Species: Archant Queen

Birth Date: 10th Mumi, 1 (5E)

Death Date(s): 15th Mumi, 24 (5E)

Creator of Sohog(Tiastrethan?) Fire (Makeshift Napalm)

7.4 Mikaya, The Explorer

Species: Mozzerai

Birth Date:

Death Date(s):

- Writer of some of the final surviving documents in ancient Kalkari