

Spell Dancer World Information

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The World

The world where Talie and the other characters of Spell Dancer live is known as Telaria or, to the less educated folks, that big round green and blue thing. Being a world of fantasy, monsters, magic, heroes, and adventures, years aren't merely counted or named after animals. Instead, they're divided into periods named after whatever evil villain, powerful monster, or sealed demon lord was trying to take over the world at the time. This practice started shortly after the beginning of recorded history in the time known as Sealed Lord of Supreme Evilness 1, the first year being the year the evil made itself known to the people at large and then continuing until the rise of the next villain/demon/whatever (with periods often continuing long after their namesake's defeat). For example, Talie was born in Great Dread Lord Fred 15, fifteen years after rise and subsequent fall (and a very rapid fall it was) of The Great Dread Lord Fred, and left home to train as a Spell Dancer in The Evil Nameless Blob Thing 7.

The known world is made up of one large continent named The Continent (the guy who named it wasn't very original), and various islands both large and small. The majority of the land is controlled by four different kingdoms named Sellendion, Autiok, Gademin, and Thoriston but more commonly referred to as Kingdom 1, Kingdom 2, Kingdom 3, and Kingdom 4 respectively.

Monsters are extremely common in all parts of the world and there are many who make a living fighting them off to protect the weak and the wimpy. Users of swords, spears, bows, and the like often train in various professions such as Generic Knight, Sneak Thief, and Training Dummy, among others. These jobs are collectively referred to as the Weapon Master Class.

Magic is a common and powerful force as well. With intense training, people are taught to harness and command raw magical power by the movements of their bodies and are therefore known as Spell Dancers. Popular jobs in the Spell Dancer Class include Super Magical Medic, Elemental Death Dealer, and Voodoo Junkie.

A lesser known power, the technologically driven jobs of the Tinker Class are rapidly gaining popularity among the mentally elite, although many of the greater technological advances are either still highly experimental or partially powered by magic. Mostly used for battle, some creations have worked their way into public use. Common Tinker jobs include the Curious Ignoramus, Gunner, and Mad Scientist.

Conflicts

#1 Although the ruling families of the four kingdoms tend to be on good terms, even allowing free travel between their kingdoms, this can change rapidly. More often than not one kingdom or another is taken over by the current evil monarch/fiend/thingy and then starts a war with one or more of its neighbors. While these issues are often cleared up fairly quickly after the evil whatever-it-is's defeat, they can occasionally lead to long standing grudges and rivalries such as the mass chicken theft incident which led to the infamous Rotten Egg feud between Autiok (Kingdom 2) and Thoriston (Kingdom 4) that has lasted from Dark Lord of Kittens 11 through the present.

#2 There is also an ancient grudge held between the inhabitants of The Smoking Hot Island of Fire (off the south coast of The Continent) and The Totally Cool Island of Ice (off the north coast

of The Continent) as to which of their patron elemental gods is the strongest. However, due to the great distance separating the two islands, little trouble has come from this aside from some name calling and nasty letters. All attempts at a decisive end to the conflict have failed as people from TTCIOI have had their ice melt long before reaching their rivals' homeland while those from TSHIOF who have undertaken the long journey north have a tendency to turn around because 'it's too cold'.

#3 The only other conflict worth mentioning is the seemingly eternal war between the four kingdoms and The Spooky Land of Evil Stuff occupying the western wastes of The Continent. Being a land of evil, it's home to many monsters, criminals, and others who aren't powerful enough to try and take over the world but like to cause trouble anyway. As such, they often send armies and raiding parties into one kingdom or another while the kingdoms in return send out armies and heroes of their own. However, due to TSLOES's inhospitable terrain, it has never been successfully conquered or destroyed. When asked as to why there is no end to the fighting, the king of Kingdom 1 stated, "They're evil so we have to attack them, it's like a law or something." When the same question was posed to an inhabitant of TSLOES he replied, "We're evil so we do evil things, duh."