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WORLDBUILDING

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Worldbuilding Samples

Unirath

From: The Red's Universe

by Jenna Eatough

Genre: Fantasy

Unirath, a tiny speck lost in the depths of the sea, is torn by divides. From the Depths to the Stacks, two different cultures rule the land.



History

Unirath is the smallest of the ten realms.

Laying in the middle of the ocean with only a scattering of hills and plenty of swamps, the island was considered undesirable. The few who called it home were largely ignored and by size and resources should never have joined their ranks.



However, during the first dark wars when Westergras forged their alliance with the Fae, the Ring nations turned their attention there and to Unirath. Located at a midway point between Westergras and the Ring, Unirath leveraged its position as the only safe harbor. Using this leverage, the upper class of Unirath pooled their resources and hired the Drilani wizards to employ their earth magic upon the island, shaping it to their visions.

First the docks were constructed, solid stone bulwarks extending like fingers into the ocean and offering mooring to a greater number of ships. Then the Stacks were raised, becoming the greatest creation of the Drilani outside their own halls. Pillars of stone, pulled upward from the ocean's floor and topped by platforms upon which the upper class, the patricians, built their homes. The towered so high that lifts were created to move the prominent citizens and visitors from the docks to above, a trek that would take hours otherwise.

The Stacks with the rising of the stacks, however, came the creation of the Depths. This became the realm of those left behind from the brilliance of light, living in a perpetual

twilight where the sun only falls upon most of the island at dusk or dawn. The stacks became the domain of the poor, the rowdy, and the disreputable. Visitors there must watch out not only for the grounds uncertain footing but for those waiting for opportunities.

The Circle Marks

From: The Red
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The Circle stretches across all the realms, seen and unseen. While you know they are there, only a few truly see their marks.



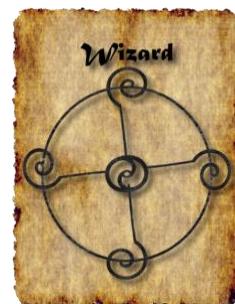
History

Circle marks were nothing new. Being the pre-eminent band of scoff laws, they needed ways to communicate with each other, and each Circle developed their own. However, the marks in Westergras were taken to another level under the direction of that Circle's Master and with the assistance of her hedge wizard. Here the marks are not insignificant scratches but truly invisible to disenchanted eyes.

Upon joining the Westergras Circle, pads are trained first in the meaning of the marks, carefully taught within their halls. Once they have proven their loyalty to the guild, the Circle's hedge wizard enchants their sight allowing them to see the marks throughout Gazra, capital of Westergras, which aid with everything from marking escape routes to warnings about magic's presence and traps. Only then is a pad given a milky white stone with which they can create or alter marks.

The Marks

The Wizard Mark: Wizards are annoyances when you're trying to remain undetected, and beyond the few hedge wizards employed by the Circles most often cause members grief. Knowing their location, or the presence of major spells can save lives. When the Wizard mark is drawn, they know to be cautious, and depending on which spiral is shaded a member can tell which type of magic to expect. In Westergras, the common most shaded spiral is the center for Gazrea is the home of the Ethrael Wizards.



The Latch Mark: Gazra is a city of secrets and built by the competing desires of the nobility, royalty, and Ethrael wizards. As such, many hidden stashes and passages are scattered about the city. For Circle members finding the opening to such places can mean everything from raiding stashes to survival. When a member discovers such a latch, marking it lets the next know where to find it quickly.



The Circle Mark: Each Circle has its own design, and members know to look out for their circles pattern to mark entrances to halls scattered across that Circle's realm. They mark home and safety. A rival Circle's mark appearing in a city is literally unknown, and the consequences of such a mark are usually dire.

