

FAELON WRITER'S GUIDE 24-1

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This guide is designed to help those who wish to write fiction whose setting and characters are from the World of Faelon.

There are five categories of such fiction.

Category I. Fiction written by DGS company members and those under contract to DGS.

Category II. Fiction written by a non-member (fan) that is attempting to get or has received official recognition by DGS. This is known as official fan fiction. This may be solicited or unsolicited.

Category III. Fiction written by a fan that, while not seeking or receiving official recognition in some way, does not violate any major plot elements of the World of Faelon background. This is known as unofficial fan fiction. This category of fiction may be posted to DGS social media and reside there.

Category IV. Fiction written by a fan that violates some aspect of the World of Faelon background. This is known as disapproved fan fiction. The writer is free to post this in or on non-official DGS venues, but it will not receive any recognition from DGS and we will not host it. However, we also will not contest the writer's product so long as no commercial use is made of it.

Category V. Fiction written by anyone without a contractual relationship with DGS who is attempting to make commercial use of fiction using any of the intellectual property of DGS. This is known as illegal fiction. We will guard our intellectual property, and the rights associated with it, jealously.

So, you can write a story about Faelon and if it stays within the broad guidelines of the World of Faelon, we will permit it on our forums.

If someone would like to try and get their work published in one of our products or otherwise receive recognition and being "official", the work must meet these guidelines.

1. Be entirely within the framework of the World of Faelon, as determined by DGS.
2. Be subjected to our editing process.
3. Become our exclusive property.
4. Be well written.
5. "Fit" the product under consideration.

THE WORLD OF FAELON (FAELON)

Faelon is a body of work. It will grow over time. At any given time the IP of the World of Faelon consists of such things as:

- Background information from the World of Faelon on World Anvil
<https://www.worldanvil.com/w/faelon-dgsgames>
Note that some levels of information on our World Anvil world are available only to our Patreon subscribers. For information on this, please see:
<https://dgsgames.com/world-of-faelon/>
- Background information in our published products.
- Background information contained in play aids and discussions on our forum and other official venues.
- Collective answers to questions from DGS members about the background posted in or on our official venues.

There is also planned and unreleased information on the World of Faelon that is not published nor revealed to the fans because Faelon is a dynamic place that grows and changes over time as its story is told. This information is for the company to reveal as it sees fit and can only be used by the fans once published.

FICTION GUIDELINES

Fiction written about and in Faelon must meet these minimum guidelines.

1. It has to be a great story consisting of interesting and deep characters. It can have tons of action, but it should be like Aliens, not Aliens 3. Spiderman, not Green Hornet.
2. It can have humor and comic relief, especially to take the bite out of dark and serious plots. But Faelon is not a comedy and its residents are not cartoonish.
3. The people of Faelon are not intrinsically good or evil and do not emit auras of either. They are what they do.
4. There have been Nine basic languages developed for Faelon, and multiple variations of those languages. The language information will be constantly updated and will reside in the Faelon section of World Anvil. This will include a basic language document and name generators for each language. Names do NOT have to only come from the name generators, but they do have to work within the framework of the language. You MAY propose new words or roots for things not yet defined in a language, but any that are chosen become the property of DGS LLC.

5. Faelon consists of a number of factions populated by various races of men. These factions and races are described on the dgsgames.com website. References to these factions and races will need to be correct and the characters of any story will need to fit inside the characteristics of their race and faction or their will need to be clear story-based reasons for deviations that make the story interesting without violating the overall background.

Faelon Basic Reference Terms

Faction	Noun	Adjective/Person	Plural Persons	Race	Language
Kingdom of Falkaar	Falkaar	Falkaaran	Falkaarans	Faeler	Faelish
Kingdom of Haradel	Haradel	Haradelan	Haradelans	Faeler	Faelish
Khanate of Grular	Grular	Grular	Grular	Symker	Symkish
Khanate of Kandor	Kandor	Kandoran	Kandorans	Symker	Symkish
Kaliphate of Koronna	Koronna	Koronnann	Koronnans	Chaler	Chalish
Free City of Kuzaarl	Kuzaarl	Kuzaarik	Kuzaariks	Kuzaarik	(Symkish)
Kingdom of Mershael	Mershael	Mershaeli	Mershael	Mershael	(Faelish)
Isles of the Shakrim	Shakrim	Shakrim	Shakrim	Shakrim	Chalish
Sultanate of Symidia	Symidia	Symidian	Symidians	Symker	Symkish
League of Thormenal	Thormenal	Thormenalan	Thormenalans	Faeler	Faeler
Traazorite Empire	Traazor	Traazorite	Traazorites	Chaler	Chaler
Realm of Trilias	Trilias	Trilian	Trilians	Trilian	Trilian
Tribes of the Urdaggar	Urdaggar	Urdaggar	Urdaggar	Faeler	Faelish
Confederacy of Varkraal	Varkraal	Varkraalan	Varkraalans	Symker	Symkish
The Azura	Azura	Azuran	Azura	Azura	Loowakoz
The Ankala	Ankala	Ankalan	Ankalans	Chaler	Chalish
Demons of Karelton	Karelton	Demon	Demons	Demon	Uku'isk
Province of Izchak	Izchak	Izchaki	Izchaki	Chaler	Izchan
The Collective	Collective	Collectivist	Collective	Faeler	Faelish
The Ravenblade	Ravenblade	Ravenblade	Ravenblades	Faeler	Faelish
Bandits	Bandit	Bandit	Bandits	Diverse	Faelish
The Eclipse	Eclipse	Eclipse	Eclipse	Chaler	Chalish
Darkgrove Demons	Darkgrove	Darkgrove	Darkgrove	Demon	Uku'isk

Please note that other factions can be found within the Freeblades Unsancioned PDF found at www.dgsgames.com under the "downloads" section.

6. Religion plays a central role in the lives of many of the people of Faelon and references to religion will have to fit within the guidelines of the SUPERNATURAL IN FAELON guide and its updates.

7. Magic. Magic in Faelon has been sundered by the creator into two forms: energy and spirit. A story must take place within the framework of the Sundering (see also SUPERNATURAL IN FAELON), the types of magic and how magic works in Faelon.

8. Scope (Micro vs Macro). We prefer stories to be micro in scope: a mission by a Freeband, a battle, a journey or quest. Stories of major political or religious intrigue or wars and campaigns are problematic because those grander schemes are the themes that will play out as our products are released. We are not saying no outright to such a work of fiction, but to have any chance of being category II or even III fiction, the author will have to work very closely with the company as time permits.

9. Game Rules. Action in the story must abide by the rules of our various games. Conversely, a fan should be able to play out the action of a fiction story using the applicable DGS game.

10. Creatures of Faelon. Non-sentient creatures (and those sentient beings from other worlds or living outside the boundaries of the factions) are described on the dgsgames.com site and in our various products. A writer must be familiar with the ideas and respective roles of Ta'ar, Meol, Zarn, Azal, Drameol and Ormiryn.

- A. Ta'ar: Ta'ar are the "people," the eight races of Faelon: Chaler, Faeler, Kuzaarik, Mershael, Shakrim, Symker, Trilian, and Azura.
- B. Meol: Meol are animals you and I would consider normal: dogs, birds, deer, snakes, fish, rats, etc. Faelon is rich in animal life.
- C. Zarn (dinosaurs): Zarn are reptilian holdovers from the distant past. They range in size from the tiny Kressarj to the ground-shaking Shalezor. The thing that distinguishes the two continents most greatly is that horses are not indigenous to Ryshael. Instead, the southern continent is home to a variety of zarn and other creatures similar to those from earth's prehistoric past. These saurians serve in the same role as the horse of the northern continent, as beasts of burden and weapons of war.
- D. Azal (Demons): Azal are the denizens of Karelion. The Azal are indigenous inhabitants of Karelion, the Spirit World. Many sentient Azal are jealous of the stability and riches of Faelon and attempt to cross over and take power.
- E. Drameol (Half-demon, half-animal): Drameol are the product of some sort of crossing or mixture of a Meol and an Azal. The result is a creature that can live in Faelon permanently but that picks up some abnormal characteristics. Examples would be the Witchcat, a panther-like creature that can see into the Spirit World and the War Spider, an enormous arachnid with an armored hide.
- F. Ormiryn (Devils): The souls of those who have done evil depart Faelon to reside in Kashorm ("hell"). There they are twisted and scourged by the Kehinnin into the Ormiryn. The Kehinnin bide their time building their army of Ormiryn while they wait for the right moment to renew their rebellion against the Gods. From time to time Ormiryn are sent to Faelon to do the bidding of their masters.