

Seasonal Locations in the New World

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Manuscript submitted 07/19/N1

Abstract. In this report, we explain how the new world does not follow the same seasonal pattern as the old world. Most notably is the lack of season cycles. Instead, each of the four lands of this world resembles a season from the old world: Kiristym is fall, Wyrmostym is winter, Flostym is spring, and Avistym is summer. With a constant season on each land, its effects are strengthened; for example, spring is a season of growth and change, and Flostym embodies spring to such an extent that its lands are ever-changing. Unsurprisingly, much of the material in this report is in fact well-known to the natives of this new world, but this is completely new information for the inhabitants of the old world, including Nabatans.

Revision #1

Created 2025-12-28 00:12:33 UTC by Syrin

Updated 2025-12-28 00:13:04 UTC by Syrin