Namespaces

Worldbuilding

- **world** : General concepts in the world
- **geography** : Locations in the world
- **geography:settlement** : Settlements in the world, includes the Great cities
- **npc** : Any character that exists in the world.
- **organisation** : Pages about organisations
- **organisation:faction** : Factions are present in all cities and are major players in the world. Players can gain progression with factions
- **organisation:house** : Houses are small organisations that are important within 1 city. They are not necessarily called houses in every city.
- **pantheon** : Pages for the gods in the world.

Gameplay

- **gamplay** : General gameplay explanation pages
- **secrets** : Things only for the GM
- **Player name namespaces** : Secrets shared btween the player and the GM

Wiki

- **wiki** : Actual wiki admin pages
- **Forms** : Forms for creating new pages
- **Templates** : Pages that serve as a default for other pages. Some used as a default for forms
- **templates:infobox** : Templates used by page groups to show an infobox with the info from a struct
- **templates:list** : Used to create a list on a page.

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