

Dungeons of Drakkenheim: Setting Overview.

1. Year 0: The land of what is now known as Westemar was ruled by Ruthless mage born tyrants that called themselves the Sorcerer Kings.
2. Year 1: Saint Tarmas followers harness the power of the Sacred Flame to start a 300 year conflict to dethrone the Sorcerer Kings.
3. Year 300: The tyrannical rule of the Sorcerer Kings finally ends, and the Sacred Flame starts persecuting and eliminating any and all mage-born. After that, Westemar was ruled by non-mage-born nobility, approved and backed up by the clergy of the Sacred Flame, and enforced by its military division the Silver Order.
4. Year 500: The last surviving mages form a secret society to protect themselves called The Amethyst Academy.
5. Year 600: The Sacred Flame finds the Amethyst Academy out and orders the Silver Order to persecute and eliminate them all. During these years the Amethyst Academy uses their magical services to gain favor within the nobility, which causes a slew of civil wars within the nobility of Westemar between those backing the Sacred Flame and those supporting the Amethyst Academy.
6. Year 743: in order to stop the fighting between the nobilities due to their alliance with the clergy and mages, the Edicts of Lumen are established, which are 6 Articles that limits, suppresses and controls the magical endeavors of the Amethyst Academy under the supervision and authority of the Nobility and the Clergy.
7. Year 965: After centuries of monarchies coming and going in Westemar the last one takes the throne in this year, the House Von Kessels are established as the new rulers of Westemar and are crowned at Castle

Drakken in Drakkenheim (Westemars Capital).

8. Year 1093: A paper by Lucretia Mathias is published, predicting that a great calamity will fall over Drakkenheim, ushering the arrival of a new divine faith on the land, The Sacred Flame don't take lightly to Lucretia's predictions, so they go and suppress her teachings while trying to hunt her down.
9. Year 1111: The meteor falls on Drakkenheim, and with it came a strange purple material known as Delirium that slowly started to spread across the streets of Drakenheim, contaminating the atmosphere around the city, causing living creatures to fall terribly ill with no hope of a cure, and causing horrible mutations to mind and body to those that were not strong enough to resist its effects. During the fall of the meteor, the doors to Castle Drakenheim are closed shut with the royal family inside, and haven't been opened since.
10. Year 1114: For 3 years the remaining militia of Drakkenheim tries to mount 3 military expeditions to Castle Drakkenheim to reclaim the building and save the royal family, but to no avail, the contaminated Delirium is too much for the unprepared soldiers. Meanwhile, Lucretia expanded greatly on her work in order to establish a new faith organization dedicated to worshiping the meteor that appeared in Lucretia's vision all those years ago called, The Followers of the Falling Fire.
11. Year 1115: With no true ruler in sight, the militia calls upon 2 members of the Von Kessel family that were not present during the fall of the meteor Cecilia and Manfred Von Kessel, that use the remaining resources of Westemar and its forces to wage a bloody civil war that leaves the country in shambles.
12. Year 1119: Cecilia and Manfred are mysteriously assassinated, causing the civil war to fade away. Meanwhile word about what happened to Drakkenheim is starting to spread across the continent and beyond, most importantly about the mysterious material Delirium, and not only how dangerous it is, but also how valuable it is to some people and how

much they would be willing to pay for a few samples of it.

13. Year 1121: With Drakkenheim in ruins, bursting with Delirium, and adventurers from around the world gathering in Emberwood Village with prospecting intentions, a group rises from the shadows to establish a form of dominance in the streets of Drakkenheim known as the Queens Men.
14. Year 1123: In response to the rise of the Queens Men, and with the hopes of launching a 4th and possibly final assault to take back Castle Drakkenheim, the Hooded Lanterns are formed.
15. Year 1126: The game starts.

Factions and Goals.

1. Amethyst Academy: The magical casting guild that has interest in studying Delirium and its arcane shifting properties in order to harness it and use it to further Arcane understanding.
2. Followers of the Falling Fire: They view the Meteor as something that needs to be prayed to and venerated, not feared, for the meteor contains the truth and the light that will guide its followers into preparing in case another calamity falls on other lands.
3. Hooded Lanterns: They want to find the lost relics known as the Seals of Drakkenheim, and a suitable heir to the Westemar throne, so that they can crown them and establish order across Westemar.
4. Queens Men: To them Drakkenheim is perfect the way it is, chaotic, no valid authority, and ample opportunities to make big coin, so it's in their best interest to keep it that way, and stop anyone that thinks about bringing a sense of order back into Drakkenheim.
5. Silver Order: They see the Delirium as malicious and evil, and should be erased from the face of the earth, and they will not stop until they have destroyed every last gram of Delirium from Drakkenheim.

Map of Westemar.



Edicts of Lumen.

The Edicts of Lumen comprise six main articles:

- The **Articles of Inheritance** bar all mages from holding noble titles or owning land.
- The **Articles of Neutrality** require the Amethyst Academy remain neutral and impartial with regards to the social, economic, and political affairs of the continent, but also grant protection under the law to all mages.
- The **Articles of Guardianship** grant the Amethyst Academy the authority to take any child born with magical capabilities as wards to train in magic until they come of age, including mageborn of noble houses and royalty.
- The **Articles of Enterprise** permit the Amethyst Academy to operate as a self-governing mage guild to control the sale of magical goods and arcane magical services throughout the continent, but they may not discriminate or charge their clients differently.
- The **Articles of Malediction** disallow the Academy from teaching magical practices such as summoning demons and creating undead, and forbid mages from using magic to directly influence or control members of the nobility or clergy.
- The **Articles of Umbrage** detail a complex system for resolving minor infractions in a peaceful manner, reparations for damages for more serious violations, and the circumstances when parties may use violent force to enforce compliance.