

Hello everyone! We're excited to announce a new mod project called *Defiance of Rhotalon*, a fantasy total overhaul mod made in an original universe as a collaborative effort by our team. This post will elaborate on the details of our setting, what we hope to achieve, and where you can find more information. Discord link: <https://discord.gg/MYPa9SqF3h>

What is the setting like?

Defiance of Rhotalon is set on the continents of Pan and Nos, collectively referred to as Pan-Nos. We don't intend to represent a full globe, but are instead focusing on a zoomed in area, similar to how Voltaire's Nightmare consists of Europe and surroundings. The setting is a diverse, multi-racial setting, with our current plans including 16 playable races, including fantasy staples such as dwarves, orcs, and elves, but also some rarer sights such as beaverfolk, ratfolk, and Kairouleans, a race partially inspired by the Na'vi from the Avatar movies. These races live among each other and intermingle heavily; you can expect ethno-states to be very rare and instead most provinces and nations will be made up of a multitude of races. Magic exists, and so does a global Pantheon of gods. These gods influence the world but not directly; they have made some of the races, shaped the terrain and give blessings to their followers, but you'll never see one of these gods leading a country in game.

One of our most unique features will be an underground region known as **Hypogea**. You may be familiar with this concept in other fantasy settings, such as the Serpentspine in *Anbennar* or the Skaven area in the Crusader Kings II mod *Geheimnisnacht*, **Hypogea** is more like the latter. It is a region that, while initially isolated, is accessible from all other continents through cave connections (Mechanically speaking, straits between provinces). **Hypogea** is inhabited primarily by Fishfolk, Ratfolk, and an intelligent undead race. The latter was formed when early Hobgoblins were tricked when one of the gods pretended to be another and led them into the underground for a quest; here some of them would succumb to a curse of eternal hunger and ambition for more, leading to the creation of a magocratic undead empire.

History

Three empires have dominated most of recorded history. These are: **Eregaptis**, An Elven & Dwarven empire based on a fertile river similar to ancient Egypt. **Rhotalon**, an empire inspired by the Roman and Byzantine Empires, born from a union of Owlfolk city states and legions of Hobgoblin soldiers, who would rise to conquer much of the known world and has lasted for almost 4 millenia. And lastly **Chech'och'el**, the failed divine project of B'ihom K'anti', a sage turned hero turned god, who merged their own divine abilities and imperial governance into a structure wholly unique - prosperity beget Prosperity, and as the wheel turned, their power grew, until they had reached the very heights of divine power.

Each of these empires has fallen or declined in recent history. **Chech'och'el** fell in a plot turned divine coalition, and B'ihom K'anti' was struck down in open battle, an event that sent ripples across the continents, and brought devastation to many. Hundreds of years have passed, but their shadow still hangs long over much of the continent. **Eregaptis** has experienced instability due to incompetent rulers and decadent court politics, which has caused religious upheaval in the capital, upset the guilds and alienated much of the nobility; only a truly capable ruler can navigate this political landscape. **Rhotalon** has been on a

slow, yet manageable decline for centuries. This would all change when the **Exelphic Federation**, an Elven nomadic empire that attacked the Empire during the rule of a weak emperor. Much of its land was lost either due to direct conquest, local revolts, and mercenary uprisings. But **Rhotalon** is not truly defeated. It still holds the largest city in the world and a competent Hobgoblin emperor has risen to the throne. The decline of these empires may seem dire to its inhabitants, but to those outside it a world of opportunities, change, and potential has opened. The world of Pan-Nos is all about the legacies these empires have left, and whether nations can live up to them, or perhaps seek a new path entirely and rise beyond their legacy.

What will the gameplay be focused on?

We plan to have the world be dynamic in a way that every game feels unique. This will be done through narrative events. Some of these will happen most games, while others only happen once specific prerequisites are reached. You can think of things like nations that arise through events, religious reformations, off-map invasions similar to Crusader King's mongol empire, migrations of people into new regions and the effects it brings with it, a dynamically arising Steppe empire that will challenge surrounding regions, to name a few examples. We plan to make content wide rather than tall; Instead of mission trees that you enjoy only once for a specific nation, content is going to be focused on systems and shared content, to be accessible for a wide range of nations. Europa Universalis IV is by nature a sandbox game, and we plan to stick to this design choice.

Where can I find more information? Is there a roadmap?

We've made a basic lore primer [here](#), detailing the races and giving an overview of magic, religion, and the various regions of our map. Most of our activity is organised in our discord, where you will find links to our information files, You can join our discord [here](#). We're happy to answer questions and talk about the setting! We also have a [wiki](#), which while **heavily WIP**, is being worked on to encompass the setting's most important information.

As the project is only in its infant stages, we won't make any empty promises when we plan to finish certain content. However, a brief overview of our initial priorities is as follows:

- Get our map in a working condition, specifically the provinces and terrain maps.
- Set up the cultures, religions, and nation borders.
- Implement our racial system.
- Add ideasetts to major nations.
- Add the most important narrative events.
- Implement a basic version of our estates & government reforms.

Once these things are done, we plan to gradually improve and enrich the setting and mod. More events, regional systems, government reforms, mission trees, you get the idea.

This sounds cool! How can I help out?

There's two primary things you can do to help us flesh out this project. First, share this announcement or the discord link! The more people that get interested, the better. Second, if you'd like to help personally with the development, you can apply through the form in our

discord. Being a capable modder is *not* a requirement, we are happy to help you learn! Our aim is to create a work environment that is collaborative and fun to work with, and where we can trust team members to work autonomously. While being a modder is not a requirement, we are in need of certain skills, namely:

- Artists, specifically for flags!
- People with that have experience in modifying the eu4 map/
- Worldbuilders that enjoy working on a collaborative project
- People that have experience coding more complicated eu4 mechanics.