

THE WORLD OF URATHIA

A record of the creation, the doctrines, and the powers that shape our realm.

THE WORLD

The world, Urathia, was created long ago by the Five Gods:

- **Hestia**, the Goddess of Love and War
- **Atticus**, the God of Destruction and Creation
- **Geralt**, the God of Hunting and Sport
- **Herminone**, the Goddess of Evil and the Dead
- **Jackulos**, the God of Peace and Intelligence

These Gods all ruled equally, but were also all created by Atticus. After he created the world, he went into deep contemplation. Once he did, the other four gods fought over what was left. This was how our world was created.

The clashes brought more gods to life, and with those gods, the world's crust, oceans, and the Hails and Havens were created.

Millions of years later, the world is now in a state of "peace"—but one wrong move could bring it all down.

A boom in adventurers and mercenaries has begun, and you are the beginning of that boom.

THE FIVE DOCTRINES

The Five Doctrines are essentially the rules governing how the world works and interacts. They are loosely based on the Five Gods, but to understand how the world functions, you must first know which Doctrine is which.

- **The Sword:** The Doctrine of the Sword is simple, and it is what most warriors follow. It dictates that every blade, piece of armor, and technique was created by Hestia. You must follow the path of the blade until the end. You are a warrior of the blade.
- **The Magus:** The Doctrine of the Magus is much different. You focus on your mind, the knowledge of the world, and a relatively recent advancement: magic. A Magus is no mage, and a mage is no Magus. A Magus is one who follows the teachings of Jackulos to a T. Violence is only a means to an end; you care more about how the world works.

- **The Creator:** You follow the teachings of Atticus, creating things—and creating things that destroy. An artificer is a good place to start, but eventually, you become more godly than mortal.
 - **The Death:** You specialize in killing in every way possible: poisons, blades, and natural disasters. You only care that your opponent is dead, no matter the cost. You are not a warrior; you are a murderer. Match this with the actual teachings of Lady Death, and you become the bearer of Death's army. Terrifying.
 - **The Hunter:** You hunt. And hunt. And hunt. All you care about is effectively hunting prey, as well as competing to become the best athlete the world has ever seen. You can encapsulate a lot from the other disciplines, but your only goal is self-betterment and survival.
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THE FACTIONS

- **Urathian High Council:** The world is ruled by kings, queens, emperors, and warlords, but everyone knows there must be some sort of rules. A democratic society of every single ruler who decides to join became the Urathian High Council. However, it has been on the decline for quite some time.
- **The Namgung Clan:** The leading house of the Sword Doctrine.
- **The Powell Family:** The leading house of the Magus Doctrine.
- **The Balor Household:** The leading house of the Creator Doctrine.
- **The Varrick Assassin Family:** The leading house of the Death Doctrine.
- **The Hépíng Martial Clan:** The leading house of the Hunter Doctrine.

CAMPAIGN EVENTS:

The Legendary Prodigies escape the Ball—maybe.