The World of Bellum

The sound of cannon fire and explosions ring within your ears, the blinding light of magicks streak across the battlefield skies and crash into the battleworn terra. The smell of Brimstone fills your nostrils as another obsidian portal sparks to life, piglin and blaze soldiers pour out reigning fire and the smell of hot arcane metal horrors following them in every step. The warcry of Enderman fills the air while Deepling tridents find homes within the Brimstone, the chanting of their warlocks bringing pillars of the abyss and void onto the battlefield. You gaze in horror before you scramble back onto your feet and flee, seeking a new home somewhere within this neutral territory, this "overworld" where this war of dimensions can't reach you.

For now…

Bellum is a reality where its realms war with one another over resources within the Overworld. One side for its continued survival, the other craves excess to feed itself more and more.

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The OverWorld

Long ago, long before the war, this realm faced a revolution. The standing monarchy fell and in it's wake rose three cities.
To this day the cities stand, working together in tandem to make each other stronger, led by Lords and Senators.

Protecting this realm is a smaller military led by The Commanders' Triumbral, that covers every base from the sky, land and sea. The lower ranks of the military act as law enforcement, maintaining order and acting as a friendly face people can feel safe asking for help.

The Lords of the cities are followed by their Advisors, heads of infrastructure, representatives of the people and then the military, enforcing law.

Bartering is an important part of life here, goods and work trading hands everyday.

While worshipping all three gods, the Overworld primarily worships Entropis, the deity of life and death.

Lyra

The city of political assembly and top education. Business owners handle distribution of goods, workers and the routes they take. Scholars record history, learn medicine and become future leaders.

Alexander

The city of Industrialism and infrastructure. Armour and weapons are forged, as well as building everything in between, from houses to wagons. Soldiers are trained to protect.

Rhea

The city of farming and textiles. Farmland stretches for miles, animals grazing in fields. Fresh baked goods are loaded into wagons alongside soft woven fabrics. Green grass and wild flowers seem to spring up under the footsteps of those working.

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Infra

The roar of the crowd thunders around the arena, the light of the sconces gleaming across the fighter's ancestral armor before the first clash. Champions of their respective houses proving why they're the ones wearing their house's armor, and not some weaker urchin. The dream of watching those fights fills your head as you stand outside the Arena, carrying around your stock of goods you and your family collected during the last Ashen Hunt, hoping that it'll make you some great trades when the Heat Exchange begins in the Bazaar.

The dream of the Arena fills your head once more, the rush of battle, honoring your House with victory within its walls. Maybe someday the Champion of your House will pass the torch to you, maybe soon you'll be in the Arena. As House Champion.

Welcome to Infra, the Kingdom within the Nether Realm of Bellum, where an individual's power and honor is respected above all.

Infra is ruled over by the Apexis. At present there are two Apexis, The Brute Pigman, Tusk the Gilded, who is joined by Ifrit, the Pyromancer Blaze. The Apexis are the top of the hierarchy within Infra, followed by the Heroes, who act as Second in Command & Advisors.

Next follows, the Upper class, called Champions (these being separate from House Champions.) The Fighters make up the Middle Class, and the Lower Class is referred to as The Audience. The Audience is mostly made of the citizenry of Infra who do not fight with Melee nor Magic.

Within the Military of Infra, this same hierarchy is followed with only the exceptions being the two Military Ranks, Heralds and Heads. Heralds are the Military Advisors to the Apexis, and the Heads serve under them as Captains of the military.

Infra is a Roman inspired culture focused on an individual's power & strength, this power is then flaunted and shown off to the public in the form of fights within the Kingdom's Arena. This power is also used to bolster one's own honor and the honor of either their House or Family, the strongest of their

House being the one who is entrusted with wearing the “Ancestral Armor” of the House and becoming the “House Champion” or “Champion of the House.”

Even though Infra does worship all three of the gods, they mainly worship Carnis, as they view them as the strongest of the deities as Carnis is the god of Substance. Worship for Carnis is done in multiple ways, Festival of the Ashen Hunt, Tribute Fighting and an act known as the “Drums of War.” The Ashen Hunt being where the Apexis lead the Kingdom’s fighters in the hunt for creatures in mass, when the hunt concludes they collect and offer the fats of those hunted to the Gilded Hearth. A special Hearth said to have been granted onto them from Carnis himself, a Hearth that gorges itself on the fat of beasts and the Honor shown throughout the Kingdom. As it is equally said to become hungry should true dishonor and betrayal cast its shadow upon the Kingdom in equal, and so does the Apexis deem it worthy to continue their hunt into the Overworld. To gorge and feast on the beasts within that realm, should they gain further glory to feed not only their own Honor, but to further feed their Gilded Hearth. Shall it never hunger, shall it never know its bitterness.

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Constelli

You turn your gaze from your grimoire and stare into the endless void that surrounds the island you call home. All your life you’ve counted the stars that make up the formless ocean, distracted by its pull between Ceremonies, Recitals and even during the Gala. When you’re awake you study the magic that chose you when you first received your Grimoire, how ironic that even when you aren’t starring the Void still keeps your gaze as your study the magic that’s bound to its embrace. You stare off to catch a whale as it swims through the void on its way to who knows where.

It is only when you perform your magic during the Spell Script Ceremony do you feel its embrace. As you manifest it through your magic for the Kingdom and the Crystal Hearth to feel its cold as you do, as the long bellow of the void calls to you, calls you home.

Welcome to the Mageocric Monarchy of Constelli, the Kingdom of the End that has its roots deep within crumbling islands of the Void and within Magic. Magic is a highly common part of everyday life for Constellans, every action, every chore and every meal was and is made with some degree of magic. Upon entering their academic years as a kid, a grimoire is traditional to choose its wielder to get them started upon their path as soon as possible. From there every student is taught History, taught Spellcraft, Script and Swordplay for those who go down the path of Spellblade Magecraft. From there mages are selected to participate within the Feasting Gala, a ceremony where the Kingdom congregates to flourish their prowess with each other, and where those selected perform their magic for the Crystal Hearth. Through specially crafted script do their magic truly fly and sing before the Hearth to sate it, all so it may keep the islands afloat within the void ever longer.

Constelli is inspired by Grecian Academia, amongst the Kingdom's landscape you'll find towers that rise and rise a top and branching off of one another high. The Hexcast Academy where magic is taught stands out amidst the building that surrounds it, amidst the campus you'll find many of its students both studying and practicing their magic in a myriad of ways. Not far from the Academy you'll find the Constelli's own Stadium where battle of word is done, it is common for disputes to be settled with word rather than violence, however not every gets settled through words alone.

Within the outer rim of the Kingdom you will find the multitude of buildings and encampments belonging to the Void Battalion, the military of Constelli, all led by the one referred to as the Void Mage right hand of the Magus herself. Within these encampments you'll find many void soldier training and preparing themselves with spell and blade for what battles lie ahead.

Within Constelli, you'll find that its populace mainly worship Iris the Deity of the Scales. Here Iris represents Hope & Possibility, as it was Iris who gave them the hope of surviving within the void by giving them the charge of the Crystal Hearth. A type of Hearth skin to the Gilded that Infra possesses, but this Hearth feeds on the variety of magic casted onto it as it translates it into the very song of which it once sung onto the people to preach to them of Iris. Through the consumption of this shared magic and song, directed by Constelli's own Conductor Priest, the Crystal Hearth shows its true power of keeping the islands of the End from crumbling further into the Void. Even with the hope that

comes from the Hearth of their Kingdom, the Magus and her advisors have deemed it worthy to expand into obtaining and trading resources within the Overworld to bring back into the End to utilize in better stabilizing their home.

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The Harmony

A Triumbral of gods oversees the world of Bellum.

Carnis.

The god of Substance. The physical and material. The overseer of Infra, guiding all to honour.

Booming percussion and the fats of animals feeds The Gilded Hearth, fresh from The Ashen Hunt.

Iris.

The god of the scales. Chance and Destiny. The overseer of Constelli. Showing all that fate can always be in their hands, although it comes with consequences.

Powerful vocals and newly learned magic into the flames feeds The Crystal Hearth, during The Feasting Gala.

Entropis.

The god of the celestial. Life and death. The overseer of the overworld. Leading all with love of what was, is, and will be.

Airy Strings and fond memories of food, love and life feeds The Flowering Hearth. Shooting stars raining from the sky during The Astral Convergence.

While each realm has the respective god they worship most, each realm has heart and hearth for all three gods. Festivals, holidays, rituals, magic. Everything has a place where it was meant to be. Give and take, balance, make the world stable.

After all, what is a person if not a piece of everyone they've ever met?

Technology of Bellum

Fifteen hundred years ago, technology and technomancy were commonly practiced across the realms of Bellum. The realms had decided to come together to attribute their resources and knowledge to create this practice not only in the Overworld, but to introduce the magic's greatest creation, The Harbinger! Inspired by and styled from the Nether's Wither, The Harbinger was built to keep peace among the realms… However, upon the activation of its systems, it awoke, only to attack its creators! Untold devastation was spread across the Overworld, losses of homes and families no one dared speak of, either out of grief… Or fear. This led to the Harbinger being shut down and sealed away for good. And so, the knowledge of technomancy, and the deadly Harbinger, were purposely forgotten by those left alive.

In this day in age, it is rumored that to use technomancy is to bring upon the "Devil of Metal," and anyone caught with such knowledge of this magic is shunned by their community. Though, exceptions have been found to this rule in order to simplify the lives of the people of Bellum, such as for plumbing and other appliances. Even still, the use of technology is rarely used beyond these exceptions, in fear of the Harbinger…

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The War of Bellum

The War of the Realms between the Kingdom of Infra and the Kingdom of Constelli is a war over resources within the Overworld. From what it is known, the Kingdom of Infra wishes to have the resources of the Overworld for the sake of feeding its audience and that of the fighters of the Arena. Meanwhile the Kingdom of Constelli is desperate for resources as the realm of the End is crumbling within the void, even though they stave off the Crystal Hearth with what they can offer through magic, they do not have much land to produce the resources they require to survive. Therefore they search for such resources within the Overworld, unwilling to share said resources with Constelli after past History involving the Harbinger, most negotiations have broken out into full war.

Battles between Infra and Constelli have broken out across the Overworld as the residents of the realm have chosen to remain neutral, albeit they all still supply both sides with their resources. Many villages, settlements and cities have fallen, been destroyed or were transformed into outposts for either kingdom.

Where We Are Now...

As of the beginning of HearthSMP it has been five decades within the reality of Bellum since **The War of Realms** began, battles have taken place all across the Overworld that have been both small and large in scale, the largest of them having destroyed the land they took place upon. You the player(s) are a refugee from any of the three realms, the Nether, the End or the Overworld. You are on the run from this war as you and others are trying to escape its maw and all congregate within the desolate remains of a former village. Here within the shattered remains you all have a chance to rebuild and make something new for yourselves, a new start, but what will you all build?

A brighter future for all? Or will you spark another flame to fan in this war?

Character Creation Rules

➢ Members of HearthSMP are allowed to have their character be *formerly* of any of the armies belonging to any of the dimensions within this war, just remember that every character within the community have to at the very least get along.

➢ Members of HearthSMP are allowed to have relations to any of the armies as long as it is known that said character they are in relations with will stay an NPC and will not be played by another member.

➢ Members of HearthSMP may have *long-lived* characters, but cannot have *immortal* characters or characters that cannot be killed or harmed in any way, shape or form.

➢ Character lore will not be centered around the existence of technology within the world of HearthSMP, the exception being the technology of luxuries such as plumbing, lighting, etc. If a member would like to know if such technology falls under approval or not for lore purposes, open a ticket!

➢ The dimensions have been warring for five decades now, characters will have been affected by this war in some form.

➢ Characters *will be* aged 18+

➢ Shortest character can be is a block and half tall, while the tallest a character can be is three blocks tall

Hybrids

Hybrids are a semi-rare phenomenon.
Long ago many magic users fused themselves with animals and beasts to gain power, obtaining the abilities and traits of the animals that became part of them. Some Hybrids soared through the air, others ran fast or could breathe under the water.

As generations went on, the descendants of hybrids maintained these traits, and even gained others. Leading to Hybrids of two or more animals.

Hybrids of three different animals are extremely rare and referred to as “Chimeras”. Their Hybridised magic is typically more unstable, leading to more instinctual behaviour associated with their animal counterparts. Other hybrids deal with this as well to a slightly lesser degree. This is the limit of hybrid magic.

More than 3 animals causes the body to be too unstable, leading to the person’s death.

- You may not play a hybrid of more than 3 animals
- “Chimeras” will be a very limited option
- You’re welcome to play other mythological creatures as hybrids such as unicorns, Fae, etc. as long as you are being respectful of any and all cultural attachment to that creature. This is case by case and will be assessed individually

If you have questions or wonder if your character is ok to apply with, open a ticket in the discord!