

The basic premise- the party will be part of basically an elite security force in a steampunk world, it will be their job to maintain peace between the 5 cities

MAIN CITIES

- **Genesis- Center**

- The center of ironvale, has influence from all other cities. This gives it an extremely chaotic feel, as trees the size of apartment blocks, underground caves for those sensitive to sunlight, and steampunk-esque houses all share space within one city. It is the largest city in all of iron vale. and is basically the capital of the world. The janissaries are located here.

- **Meso Arcadum - Technology**

The flying city of technology. Most technological advances come from this place. It is extremely capitalist and is mostly run by a bunch of companies, though Mr.Meso gets the final say. There are 3 main wealth levels in the city, the rich are on the highest barges and buildings at the top of the city near the center, the middle class lives near the outskirts of the cities, and the lower class lives underneath in the massive expanse of gears, pipes, and metals. Led by Mr.Meso

- **Yellowvere- Magic**

- The snowy city of magic. It has a heavily medieval vibe with most people serving under or at least associating with any number of the large noble houses that populate it. Has two magical academies: Yellowvere Academy and "the" academy, which are locked in a bitter rivalry over the proper usage of magic. Yellowvere's most powerful family is the Spellhops.

- **Indus mare - Religion/martial conflict**

- The dual holy city in the sands. Indus mare is divided into two, above the surface, some of the most powerful and deadly warriors train themselves, while below the surface, holy people work their divine magics in the peace and quiet of the caves below.

Led by the arch paladin of Solaris, Demetri Heavensward

- **Nile Akhir - Spiritual/hunting**

- The tribe and tree city. Nile Akhir is technically a reference to the mega city built within the largest tree in Ironvale, but in practice, it refers to the entire rainforest and all the tribes surrounding it. There are a number of tribes/ farming villages within Nile Akhir, all of which work to produce food for all of Iron vale.
Led by the accountant

SUB CITES

- **Draco spire**

- A spire built into a massive floating chunk of rock, where most dragons reside. The dragons are a prideful race so they rarely let any other race into their homeland.

- **The not-alive lands**

- A mostly dead wasteland where the undead reside. It was once quite empty and barren as only fleeing undead had any reason to head to the cursed lands, But after the persecution of the undead during the war of crimson scythes 30 years ago, a great number of undead now reside and have made a society there. They are justifiable isolationists and suspicious of outsiders.

MAIN GODS

The gods of Iron vale are separated into 5 pantheons

Light pantheon

- Pantheon of things such as justice, just warfare, honor, redemption
- One of the most worshipped pantheons
- The main god is Solaris, who is depicted as a bright shimmering orb with golden wings and a crown. They are known for their passion and zealotry for doing good deeds

Grey pantheon

- Pantheon of balance, serenity, and understanding
- While not widely worshipped, this pantheon is one of the most powerful
The main god is grey- they act as a balancing force between all the pantheons.

Dark pantheon

- Pantheon of things such as unjust vengeance, cruel warfare, ect.
- Not openly worshipped, as they are in fact evil gods, and while not technically illegal, inquisitors from indus mare often hunt their worshipers for sport.
- The main god is Molaris. Molaris was known for tempting souls to do great evil, but he has fallen silent within the past 100 years.

Nature Pantheon

- Pantheon for all things nature and life based such as, Life, animals, the sea, the land, the sky, etc. Has two main gods
Feya- sometimes called the gardener, Feya seeks to bring harmony to all parts of nature.
Vulatre- A nature god that seeks to enforce the food chain and survival of the fittest

Death pantheon

- A pantheon contains gods of death and the undead includes things like souls, undead, vampires, burial rights, and disease
- Depending on what member of the death pantheon you worship, you could be accepted by society or hunted down, as while most gods in this pantheon simply guide on souls, others invite death and disease for the sake of it. Has 3 main gods
Deyuth- God of souls- a lawful neutral god that hates undeath in all forms, he judges all souls in the afterlife
Lazarus- God of undeath- the lawful neutral/evil god of undeath- he grants sentence to many undead
Arouros- God of gentle passing- a lawful good god that seeks to give a peaceful and happy passing to all living things, and wishes to gently return willing undead to the afterlife

Arcane pantheon

- Patheon contains gods who work with and manage most forms of magic and knowledge
- Main god is Odinus- an ancient old man with immense knowledge of almost everything, which he bestows upon the worthy.

POWERFUL PATRONS

(these are just some already existing patrons, but more can be created if needed!)

- The shadow of Nile akhir
- A tricky fey creature that delights in deception. Their methods are strange and chaotic, but they seem to want the best for Nile Akhir, or at least for the tree itself. (arch fey)
- Gabriel
- an archangel formed of sheer faith and passion, he will lend his power to those he sees fit. (Celestial)
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- The fog
- The fog is some sort of formless spectral entity that will grant strange powers to those who dig deep enough to find them. (Fathomless)
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- The house
- The main demon of Iron vale. His power is said to rival the gods. He specializes in making deals that change the very fates of those who take them, but remember, in the end; the house ALWAYS wins. (he can play the role of any patron, but particularly the fiend)
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- Circus
- A creature far more powerful and knowledgeable than his Demeanour suggests. Odds are he doesn't even remember what made you so interesting in the first place. (Great old one and genie) (can play the role of any other patron)
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- The thirsting blade
- an aspect of the god of war Victolis. Each aspect is a bit different, but they all call for battle and the death of something. (Hexblade)

- **Lycon the dragon lich**
- A powerful lich dragon that was once sealed away, occasionally, his power flows into another. (Undead)
- Tennenet
- An undying creature that takes the form of sand, they are eternal, and while they exert little influence on the world, they may find one or two people interesting enough to pay attention to. (Undying)

Some Powerful organizations

Genesis janissaries

- These are the peacekeepers for all of iron vale that are of course located in ironvale. (this is the group you guys will be a part of)

Grey rails

- The rival organization of the janissaries. They perform almost any job with no questions asked..... For a hefty price.

Divine delivers

- A holy order of warriors dedicated to upholding good. They replaced the previous warrior order of the crimson scythes, and are determined to not let the mistakes of the past occur again.

The pathfinders

- An organization of scouts, soldiers, and magic users that helped create and protect the city of Nile Akhir.

Steampunk soldiers

- A high-tech standing army created from joint funding of all the big business of Meso Arcadum

Yellowvere academy

- A magical academy dedicated to teaching only nobles the proper use of magic, even if they are trash at it. They are direct rivals of "The" Academy

"The" Academy

- A magical academy dedicated to teaching everyone with skill magic, even if they probably should not know how to use it. They are direct rivals of Yellowvere academy

CIRCUS'S CIRCUS

- A circus run by a strange man known as Circus. The circus seems to appear at random, and no matter how packed any area is, they always seem to find plenty of room.