

Vallur Regions

- 1) Free Land
- 2) Forest of Azumarill
- 3) Ephysterus Plains
- 4) Kingdom of Brunt
- 5) Raphysterra
- 6) Dorgomath

Vallur Races

- 1) Human
- 2) Elf/ Dark Elf
- 3) Dwarf / Halfling
- 4) Oni / Ogre / Giant
- 5) Minotaur/Centaur
- 6) Demon / Angel
- 7) Slime / Elementails
- 8) Wilderling
- 9) Arachne
- 10) Undead / Spirit

Regions Lore

(Free Lands)

The wild tribes of the Free lands have found themselves in an unexpected alliance against outside sources, bonding through means of honor and need, goblins, orcs, ogre's and Onis fight and die under the twin gods of war Eukur and Drykur, dividing their warriors by their strength, they possess one of the most dangerous armies of the world. But in times of peace these brave fighters sell their power to the greatest bidder in order to survive in the harsh land they call their home.

(Forest of Azumarill)

The various and different races that inhabit the forest of Azumarill now live in peace thanks to old and almost forgotten treaties forged by their ancestors, and

manage to bond thanks to their unified love towards their goddess. Still they seem to care for their own most of the time, the ferocious Lycans that rule the night, the mysterious Wilderlings that tend to the forest and the secretly Arachnes that hide in the shadows.

Still the large forests are kind to all of their children, giving them leather, silk and wood to trade for the things that it can't provide, and although most of the time they don't get along, every full moon they all get together to celebrate their goddess in the only way they know.

(Ephysterus Plains)

Legends tell that in the beginning of the times a powerful god created two servant races to control the mortal, the angels and demons. The angels had to guide mortals through the path of devotion and rectitude, that's why the god made them out of light, love and justice, meanwhile the demons had to deliver eternal punishment to the mortal that refuse to follow the rules of that God, these creatures could not feel empathy but they should be able to distinguish who deserved punishment from those who didn't, that's why they were created out of darkness, lust and justice. For eons these races lived together in perfect Harmony, although, thanks for the preference of the gods towards the angels, there was a notorious discrimination towards the demons even though their actions were a product of the decisions of that very same god. In time, god became an arrogant deity, lost focus of his main goal and started to horribly punish all of those who opposed him. By that dark time his favorite angel, Lustitiae, who was justice itself, rebelled against the narcissist god, and with an army of demons and angels they fought a decade long war against the god, in the end they achieved victory, locking the god away in a dimensional Prison with 5 magic locks. Finally they joined the Ephysterus plains, where the souls and spirits of the mortals that choose not to abandon their world resided. The region dynamic it's pretty harmonious, it's a kingdom know by it's two floating twin cities, that have no common characteristics besides their size and the fact that they float over the circular land know only as neutral land.

The "land of the light" is where the angels live, where their beautiful meadows give life to their extraordinary fruit trees.

The "land of the Twilight" is inhabited by demons, with a heavy wooded land where darkness reigns during most parts of the day.

The "neutral zone", sunny and with little vegetation, it's where the souls and spirits of the mortals live next to some colonies of hybrids of the upper races.

Their main export of the 3 races is magic.

Angels create some of the best love and truth potions.

Demons make lust crystals that cause desire and physical changes to the user.

While the hybrids and spirits have all kinds of magical gadgets thanks to the knowledge of both factions.

Their political system is conformed by a counselor of each zone, and their highest value is justice. This region was one of the first to pledge allegiance to the capital, but they consider themselves as an autonomous community.

Nobility titles are forbidden, they are an egalitarian society.

Army of the demons "Venatores"

Army of the Angels "Custodes"

Army of the Hybrids and spirits "Ducibus"

(Bruntition)

The Kingdom of Brunt are human followers of Vyntos goddess of Knowledge and creation. Always trying to improve through research and experimentation, mostly farmers but they have very skilled magic users and knights as well as artificers and alchemists.

(Raphysterra)

In the large forests and lands of Raphysterra exist an uneasy alliance born out of necessity between the illustrious Elfs and the mighty and powerful wild races of Minotaurs and centaurs. Legends tell about a minotaur Khan that came to the aid of the elf kingdom by forsaking his oath with the other races of the forest of Azumarill, this ended up with the elfs forces victory over the invaders and the expulsion of the centaurs and minotaurs from Azumarill. The elfs, still in need of a bigger military force, took them in by marrying the Khan with the daughter of the Elf Lord, creating a union never before seen.

From that moment the elfs have grown cautious of the outside races, developing new magics and considering themselves as above the rest of the regions, while the now conformed army of Minotaurs and centaurs took on this feeling as well, proclaiming themselves as invincibles in battle. Still some of their old traditions

remain, and every full moon they praise to their war goddess the only way they know.

And even though they are all unsure about the outside world, some of the new generation, that haven't lived the horrors of war, now venture outside of the safety of their lands to trade exotic fruits, fine craftsmanship and even try the adventurer's lifestyle.

(Dorgomath)

In the high mountains of Dorgomath live the mighty Dwarfs and the vastly intelligent Halflings, together they make offerings to their god of creation by inventing all kind of gadgets and magically impulsed machines, thanks to this they have created the automatons in an everlasting search for immortality. These are beings made out of magic and machinery alike, powered by the souls of the fallen and with little memory of who they used to be.

Their land is hard and inhospitable with mountains as tall as the sky and a cave system that goes so deep that no one has ever reached the bottom, however these races have embrace the challenge and made it their home, they manage to trade their their inventions with other regions as well as the minerals and metals they produce.

The Halflings have co-existed with the dwarfs and have become close allies .They are a noble race with great intelligence. Their knowledge of herbal medicine is renowned throughout the 6 regions, They choose to live in Dorgomath mountain which is rich in minerals and rare plants. They use them in their famous spa where any visitor may relax and be healed. The Halflings do not only provide medical treatment but pleasures of the flesh making them known as one of the most lustful races even by demons.

(Kingdom Thronidei)

The proud kingdom of Thronidei Now stands as the center of this wild chaotic world, after many years of war and battles, finally the races of this world have declare their allegiance to the Serves pacis of the capital and their mighty army, and with the support of the adventurer's guild there's no treat that can oppose them.

Yet a dark secret hides in the shadows of this land, as the traders of wares go in and out of the city's walls, more and more magical items and mysterious individuals are attracted to the mystical source of power that resides here.