

Uthal

The continent of Irrula is a vast one with hundreds of nations, each with their own story and struggles. The cosmos are just as vast, creating a world where anything and everything can happen. This campaign focuses primarily on one region of the content; the Kingdom of Uthal and its strife. With that said, as large as the nation is, you are more than welcome to create characters who are not from Uthal and perhaps from a homebrew setting of your own that can be put in the world!

Additionally, while lore is written here, some parts may be INTENTIONALLY false from what is true within the setting. What's written here is what your characters would know of for the most part. Some parts may be entire lies, some only half truths, or some just mildly misleading.

UTHAL

Uthal is a nation to the South West on the Northern Continent of Irrula, found amongst the towering Terugor Mountains and across the Whispering Plains. Through strife and war, Uthal was forged in the blood of many sacrifices that molded its people into a hardy folk. From the stalwart Traditionalists who favor their nomadic lifestyle serving the gods to the industrious Nationalists that strive to innovate to the future, the people of Uthal are not to be taken lightly when they put their mind to something.

Though cursed with an Eternal Winter since the fall of Malphas, the Blade of Agony, Uthal has managed to thrive in its harsh conditions. The Winter has been raging for nearly 300 years to this day and now serves as a symbol of the people's spirit. Warming in the summers and raging with intense blizzards in the Winters, the Eternal Winter constantly keeps the nation in check. Many believe it to be a curse bestowed unto the nation in Malphas' dying breath, others believe it to be a test by the gods like so many other struggles before seem to have been. No matter the case, the Eternal Winter only seems to bring about inspiration in the people of Uthal as they are more than determined to conquer this new trial.

THE BLACKLANDS



THE HEARTLAND OF UTHAL. IT IS HERE WHERE THE DEMONIC INCURSION FIRST BEGAN AND IT IS HERE WHERE THE MOST OF THE BATTLES TOOK PLACE, LEAVING THE LAND UNDERNEATH THE SNOW SCARRED BLACK FROM THE MAGICAL BOMBARDMENTS.

EVER SINCE THE DEMONS WERE DEFEATED, THE BLACKLANDS WERE SETTLED AS THE PRIMARY REGION OF THE NEWFOUND KINGDOM. THE TOUGH LAND MADE IT HARD TO SURVIVE, BUT THE SEASONED PEOPLE OF UTHAL WERE MORE THAN CAPABLE OF FINDING THEIR WAY IN THE LANDSCAPE. FROM HERE, THE GREAT FORTRESS CITIES THAT THE DEMONS CREATED WERE REPURPOSED FOR THE KINGDOM AND THEIR DEMONIC ACCENTS REMOVED THROUGHOUT THE YEARS TO THE GOTHIC ARCHITECTURE THAT IS SEEN THROUGHOUT UTHAL TODAY.

VALEPLAINS



FAR TO THE NORTH, THE VALEPLAINS STRETCH FAR BEYOND SIGHT WITH ONLY TOWERING MOUNTAINS TO BLOCK THE VIEW OF THE HORIZON. THE PLAINS BORDER THE THORAN EMPIRE, LEAVING THE FLATLANDS AS THE PRIMARY BATTLEGROUND FOR THE WAR'S FRONTLINES. IT'S HERE WHERE THE TOWERING CITY OF WINTERVALE ACTS AS THE FIRST BASTION THAT HOLDS BACK THE HORDE OF IMPERIALS.

REBIRTH



THE VALLEY OF REBIRTH HAS BEEN NAMED AS SUCH DUE TO IT BEING THE FIRST SETTLEMENT IN UTHAL WHEN THE PEOPLE TRAVELED FROM THE FAR NORTH. THE TRAVELERS SETTLED DOWN AND DESIRED TO FORGE A NEW CHAPTER IN THEIR STORY. AS SUCH, THEY NAMED THE GREAT VALLEY REBIRTH AS A SYMBOL OF THEIR NEW CHAPTER.

THE VALLEY ITSELF IS GRAND, SURROUNDED BY THE TOWERING TREUGOR MOUNTAINS, THE CLIMATE IS AN EVER CONSTANT STRUGGLE AND THE WILDLIFE IS AS FEARSOME AS THE BITING COLD. THIS VALLEY STOOD AS THE FIRST OBSTACLE TO OVERCOME AND THE PEOPLE OF UTHAL MANAGED TO WEATHER THE MANY STORMS TIME AFTER TIME AGAIN.

BAYLANDS



TO THE SOUTH EAST IS THE BAYLANDS, ALSO KNOWN AS THE EASTERN HEARTLANDS, LIES THE HEART OF THE NATION'S OCEAN TRADE ALONG THE CHASM STRAIT. THE GRAND TRADE HUBS ALONG THE GULF SEE THE MOST TRAVEL THROUGHOUT THE NATION AS MANY TRADERS FROM ASHAIR AND HOAMA FIND THEIR WAY HERE TO PEDDLE THEIR GOODS. UNLIKE THE OTHER LANDS, THE BAYLANDS WERE RELATIVELY UNTOUCHED BY THE CONFLICTS OF UTHAL BUT HAVE INSTEAD BEEN PLAGUED HEAVILY BY BANDITS AND PIRATES.

LONGREACH



LONGREACH IS SEEN AS A DECADENT FLOWER WITHIN THE HARSH LAND OF UTHAL AS IT WAS ALMOST ENTIRELY UNTOUCHED BY THE DEMONS DURING THE INCURSION. THIS LONG SWATH OF LAND HAS BEEN IN RELATIVE PEACE DUE TO ITS WARMER CLIMATE AND COMPARATIVELY GENTLER WINTERS. THE PEOPLE OF LONGREACH COME FOR THE SOFT REPRIEVE FROM THE TOILS WITHIN THE TUNDRA OVER THE MOUNTAINS, YET NO PLACE WITHIN UTHAL IS SAFE AS THE THREAT OF THARON'S INVASION REACHING LONGREACH KEEPS THE PEOPLE OF THIS REGION WATCHFUL FOR DANGER.

History

ORIGIN OF UTHAL

The Old Lands

The people of Uthal originally came from the Norfrost Mountains. The expedition began when a forgotten royal sponsored the trip to the far north in the hopes of creating a settlement to exploit the immense amount of riches found beneath the old mountains. Several other expeditions were sent to the North at the same time, each one hoping to strike it rich. Later on, this expedition would be called the Uthal Expansion.

Expecting riches, the people of Uthal were only met with frigid summers and frozen winters with very little farm land to be had on the mountainous terrain. Monsters roamed the mountainsides from trolls and giants to frost wyrms and ancient slumbering dragons. However, the greatest threat to the expedition came from an ancient tomb found encased in ice. Opening the tomb only brought disaster as they had unwittingly released a being known as Surqil the Ice Witch.

Surqil brought with her plague, blizzards, and a host of ancient undead that spread across the landscape and wrought havoc to all. The expedition settled in for the long haul, hoping for assistance from their homeland yet it never came. Abandoned and left to fend for themselves against the hopeless threat, the people of Uthal fled from their expedition. However, upon fleeing Norfrost, they discovered that the continent was sundered from wars as the fall of the Ashairan Empire was underway.

The Pilgrimage

Having fled their original homeland in the North, the people of Uthal wandered the Central Provinces during the height of their brutal civil wars. It was during this time that the people of Uthal found their trade as mercenaries for hire, offering their blades and skills honed in the war against the Ice Witch. The people of Uthal roamed from land to land, war to war, and grew a legend with each victory that they brought in their time as nomadic warriors.

However, their nomadic ways were not without purpose or goal. Throughout the years of wandering, the people of Uthal were always seeking the promised land. A veritable land to call home is what they sought and after two decades of searching, they finally found it. They were greeted with an inhospitable land of towering frost covered mountains, long and sprawling open plains, and harsh winters that reminded them of the far Norfrost landscape. Truly, the land would be a sore sight for anyone seeking to build a home but for the hardy folk of Uthal, it was perfect. Having found their home, they settled down and began to lay down the foundation for the future nation of pride that would be named after the expedition that began it all; Uthal.

The Incursion War

After several decades of prosperity, the people of Uthal have managed to not only survive in the harsh environment but even thrived in it. Grand cities were constructed high up in the mountains, vast fortress towns erected in the plains, and all seemed to be going well for the fledgling nation. However, peace never lasts in Irrula, something that the people of Uthal know very well. On one fateful day, the sky cracked open and a portal to the Abyss began pouring demons into the realm in great numbers! At the head of the demonic war host was the champion of Andraxas; Malphas the Blade of Agony.

Malphas led the demon horde against the cities of Uthal, conquering and razing cities down to the ground. Those who survived were enslaved, tortured, and offered as sacrifices to their dark deities. Try as they might, the people of Uthal found themselves against a threat they couldn't possibly hope to defeat themselves. Pushed back to their last bastion, Fort Aeston, the people of Uthal put up a desperate defense with no hope for salvation.

When all seemed lost, a nameless commoner took up the banner of Uthal and the commander's blade before charging into a battle that already seemed lost. However, the sight brought inspiration back to the weary soldiers and rekindled their battle spirits with a new fury. With newfound fervor, the forces of Uthal managed to push back the demons from Fort Aestone and acquired their first victory over the demons. However, it only spelled the beginning of a long and brutal war to come.

Endless Snow

Having earned a victory through the bravery of the commoner who later came to be known as Lira the Banner Maiden, neighboring nations saw a spark of hope and sent aid to the battlefield. With the support of the other nations, the Liran Alliance was formed with the Banner Maiden serving as the face of it all. Leading the charge into battle, the armies of the Alliance managed to push the demons back until they had reached the original capital city of Uthal that had since been corrupted into a Dark Citadel by Malphas. Within the citadel was the Blade of Agony himself, waiting for his foes.

For three long months, the Dark Citadel was put under siege yet the demons never seemed to starve. Several attempts at breaching the walls were met with failure again and again, yet hope never faded from the valiant warriors. Through the use of a clever plan during one siege attempt, Lira and a group of heroes managed to sneak past the defenders and breach the castle to the throne room where they confronted Malphas personally. Met with the lord of the demon host, the heroes' battle was bloody and of the 10 that made it to the fight, only five survived in the end. With great sacrifice, the heroes managed to slay Malphas once and for all, destroying his soul! But the cost was great as among those heroes, the valiant hero of Uthal; Lira, sacrificed herself to deal the final blow. Unable to help her, Lira died in order to save the nation. However, looking kindly upon her sacrifice, the Celestial Pantheon granted Lira the divinity of Godhood in her dying moments. Thus, through her many acts of bravery and selflessness, Lira became the prime deity of Uthal: Lira the Banner Maiden.

However, not all was well after the defeat of Malphas. Immediately after his defeat, despite the season, snow began to fall from above. This first snowfall was only the beginning of a harsh and endless winter that would span even to the current day of Uthal nearly 300 years later. As the snow began to pile up, it only continued to get more fierce with each passing day. Months into the blizzards, attempts to discern the nature of this curse were met with failure time and time again. Any attempt to dispel it would only allow for hours of reprieve from the blistering cold before it would quickly return. The winter was here and it was here to stay.

Many of the surviving demons fled into hiding and have yet to be discovered despite many attempts at searching for them. Even as the nation is beset by the remaining demon horde and a cursed eternal winter, there are those that seek to bring about a return to the Blade of

Agony. Several cults have sprouted in hiding within Uthal, some more active than others and many working under the guidance of some of the remaining demon champions. Each hidden cult seemed to have one goal; to bring about the return of Malphas and respark the Incursion War. To this day, the demonic followers are still in hiding and biding their time for the return of their master, yet the people of Uthal continue to struggle for the home that they fought so hard for.

RECENT HISTORY

Industrialization

Over the past century and a half, the technology of the Western Irrulan Coast has advanced drastically due to newfound discoveries of ancient technology from the Ancient Ashairan Empire as well as the necessity to further technology due to constant wars happening in the region. As such, the Liran Alliance and the Thoran Empire have begun to industrialize their cultures.

Towering metalworking factories produce all manner of steam and magic powered engines which are used in various constructs such as trains, airships, and even tanks on the battlefield. Cars can be seen in the possession of the wealthy and prominent figures though the common people still make great use of pack beasts or use the rail systems. Electricity can be found throughout the cities and villages though is mainly used for the most important commodities such as heating, lighting, and other everyday tasks. Long range communication is handled primarily through Linkstones (phones powered by magic and sending stone technology).

The military has seen plenty of improvements as well in the form of firearms which have become widely accessible to those in the region, including bandits. Despite these improvements, however, sword wielding knights and spell slinging mages are still employed in great numbers and even thrive on the battlefield despite the introduction of firearms due to the use of magical enhancements and abilities. To see a wizard wielding a rifle and using its scope to help gauge the range of a fireball isn't uncommon, or to see a plate armor knight standing as a shield bulwark to provide cover as he advances upon the enemy's trenches is not unseen. Tactics

change and vary greatly throughout the battlefield as both sides still learn how best to use the new technology and older traditional arts of war that have been tried and tested throughout centuries.

Thoran Invasion

The invasion began without warning. Though political tensions were rising over the past century with the ascension of a new Thoran emperor, no one suspected that they would suddenly invade Lira. The shock of the attack prevented any immediate response, letting the Empire's forces push deep into Liran territory. However, maintaining such forward momentum was not possible as supply lines were stretched thin and the Liran Alliance began to mount its counter attack. The line was pushed back, soon almost settling back to the original border's location with the sacrifice of many lives.

The war began with an intense and bloody start and has since become the focus of each nation. While normally, The Tharon Empire had managed to completely envelope its foes within a matter of weeks with their swift assaults, Liracel and Uthal have proved to be capable of withstanding and even returning the same intensity of force right back. Even still, the forces of the Tharon Empire are relentless and the lines slowly push towards Uthal's heartland. Unless something is changed, many fear that they'll be overtaken soon enough.

Assassination of Uthal's King

Early into the war, when tensions were first beginning to rise, the High King and several of his Crown Blade bodyguards were found dead in his castle. The crime scene was left unanswered as no clues to the culprit were left behind. Who was powerful enough to defeat several Crown Blades at once? Why would they assassinate the king? Where did they go? How did they even get inside the castle?

Countless questions cried out among the people of Uthal, demanding answers. Outraged by the assassination of the High King, the people of Uthal were only spurred on into an intense war fervor of nationalistic pride. Many joined the military seeking revenge, bolstering the ranks greatly.

Suspensions on the culprit are on the tongues of many. Some believe that the cultists have grown bold in their acts and killed the king while others think that it was a Tharon spy who managed the deed before the invasion to inflict confusion and fear. In either case, the death of the beloved king only hardened the resolve of the people, but the political side of the nation is truly in turmoil.

Culture

Culture

The people of Uthal come in many shapes, sizes, and colors; from the human bloodlines found throughout Irrula to elven, orc, dwarf, and even demonic and draconic bloodlines as rarer sights. Though beginning as a tribal people, the people of Uthal found their home in the harsh lands and built monolithic cities that thrive from hardy and stalwart people who have a reputation for not backing down in the face of adversity.

It is through their everyday tasks that the common folk find purpose as even the most simple of jobs can have great impact throughout their communities. Each person has pride in their chosen profession and attempts to hone their craft to perfection with many families desiring to pass their profession onto their future bloodlines. Due to such a strong focus on pride in one's craft, many renown experts can be found in Uthal; from region leading masters of metalworking and smithing to industrious inventors bringing about new innovations that change the way of life greatly over time.

While unity is strong amongst the people in their respective communities, as a whole the nation is divided between a few notable groups: The Nationalists, Traditionalists, and even further divided due to the demon bloodlines that many have inherited since the Incursion War.

Nationalists

The Nationalists are the largest group found in Uthal and make up the vast majority of people, often referred to as citizens or nobles of the nation. These are the people found in the grand cities performing everyday tasks. They strive for innovations that make life easier for people such as the heat lamps found throughout the cities that keep the streets heated against the blistering winter colds (usually makes the city heated to a chilly day, so not warm by any means).

Still strong in their faith, the Nationalists haven't turned their backs on the gods like the Traditionalists might seem to think. Though such a topic of religious faith is diverse and subjective as no two commoners would share the same opinion; one might be a devout believer

of one faith while the other despises all gods entirely. As such, the freedom to choose one's religion has led to a vastly diverse nation of many faiths and opinions.

Traditionalists

Smaller in number yet still found in nearly every city, the Traditionalists are a group who believe that the people of Uthal should maintain their nomadic ways. Often called People of the Land, they are deeply spiritual, holding a strong bond to the spirits of the land and their faith in the gods that guide them each and every day. They put the fate of their futures in their faith and pray that the gods grant them bountiful hunts and warmer winters so that they may continue to thrive. However, even if the gods seem to be angered and bestow harsh blizzards and other such calamities, the People of the Land take them on as if they were trials to be overcome and come out each year stronger than before.

While some might consider them to be simple barbarians, the People of the Land are an advanced nomadic tribe that make use of wandering great beasts that carry their homes on their backs. They are most often found in the city market squares or out outside the gates with their own bazaar selling goods they hunted, crafted, or even found in ancient ruins. Additionally, the People of the Land are powerful warriors who manage much of the wild monsters found outside the walls, keeping the smaller communities safe by quelling monster populations before they can manage to get out of hand.

Despite being Nomads, the People of the Land have one permanent settlement known as the Crucible. The Crucible is a towering temple built in the far wilderness that seems to pre-date the fall of Ashairan and serves as the entrance to a grand dungeon. The People of the Land regard this place as a holy land where the weak enter and the strong emerge, molded by the trials of the gods. As such, a town of adventurers and warriors has sprouted around the Crucible and is the site where the chieftains gather once every ten years to decide the many laws and regulations of the various tribes. Only in emergencies is a gathering of the chieftains called early.

Demon Bloodlines

Since the fall of Malphas, many demons fled back into the abyss, were executed for their crimes, or went into hiding. Those who went into hiding disguised themselves as normal

mortals and managed to mingle in the culture of Uthal and even built their own lives amongst the people. However, the blood of demons is powerful and not something that can be so easily hidden. Through their mingling, many half-demons were born into Uthal unknowingly, some appearing demonic in nature with leathery skin, horns, and abyssal features while others appeared as any normal mortal might with more subtle features. However, the truth of the matter at hand was revealed; demons were hiding amongst the people.

At first, the people of Uthal were outraged and fearful, tieflings and other demonic-aligned people found themselves at the end of the people's fury and prejudice. However, over the many long decades, public sentiment towards the demons began to change when those who share demonic heritage have shown time and time again that they are no different from non-demonkin. Over time, acceptance of demonkin grew to a point that the prejudice against them faded to some extent. While there is still a fear harboring in the hearts of the people, tieflings and other demonkin find that their kind is accepted tentatively amongst the people of Uthal.

Additionally, among the half-demons and tieflings were the pure demons. Those who took part in the war or found their way into Uthal afterwards managed to slip into the culture and find a place amongst the people. While many hid their true nature at first, eventually others found that they could reveal themselves to a more accepting culture albeit with many stipulations and newfound regulations to keep their kind in check. Slowly, but surely, a handful of demons have found themselves welcomed into Uthal after showing that they are not enemies, but rather friends to the hardy people. As such, many demonic establishments can be found throughout Uthal as rare as they may be with the city of Veritas being the location with the highest abundance of demonic folk.

Leadership

Leadership

The Council

The rulership of Uthal is led by The Council, a gathering of the various lords that rule over the provinces with the High King at the head of the Council. Uthal is primarily a Monarchy despite the council as the members of the Council vote on laws and decrees that are proposed by other members, however the High King has the ultimate say in what is and isn't agreed upon. Such ultimate power is not often used, however, allowing democracy to manage much of Uthal and its people and only steps in should any problematic ideals be brought up.

While much of the rulership is democratic, it is not without flaws as Council members are chosen by birthright from an already existing member's bloodline. The head of each prominent house or clan is given a seat at the council and any new house or clan that wishes to join must be elected by a majority vote in the Council. As such, council members form factions among themselves in the hopes to maintain a majority so that they can push through any topics that they desire.

The High King

The High King is the most prominent figure within Uthal and can almost always be seen within the capital city of Uthal itself. The Soldov Household has ruled over Uthal ever since the fall of Malphas, however with the current High King being assassinated, the election of the next High King is underway as Sultra Soldov never produced a proper heir. The many houses vie for the throne yet no one can truly decide on who will take the throne quite yet. In the meantime, the Council holds ultimate control while the means to determine the next High King will be decided soon enough.

Military

Military

The Winter Guard

During the Incursion War, one great hero rose in the ranks of the army; Koldan Winters. Koldan originally served as a captain in the army when the incursion began and later went on to join Lira's party to defeat Malphas. Having survived the battle, Koldan vowed to make sure such events would not be allowed to happen again, thus he formed the House of Winter. The House of Winter is a clan of nobles sharing Koldan's bloodline that would be passed throughout the generations, serving as the leaders of the newfound order: The Winter Guard which held an oath to protect Uthal and its people from all manner of dangers.

The Winter Guard began as a small yet elite order headed by the great heroes of Lira's party. Later, it would expand and train new members with the purpose of hunting down any of the remaining demons that went into hiding. They specialize in investigations and demonology, learning each of the traits of all the fiends and how to counter them via wit, tool, and magic alike. The skills that the Winter Guard employs are diverse, including martial abilities that make use of swords, bows, and even daggers in the night as well as all manner of both arcane and holy spells. More recently, the Winter Guard has begun delving into demonology themselves and learning the ins and outs of summoning and binding said demons to their will; forcing the fiends to fight on their behalf though such a practice is often looked upon with fear by the common folk and even some peers amongst the Winter Guard. Such measures are being undertaken as threats to the nation become more and more difficult to manage, so a better understanding of Uthal's foes is required to combat them.

Though led by the head of the House of Winter at each generation, the Winter Guard has broken its tradition with the fall of its current head; Damien Winters. As of late, the House of Winter has fallen due to a surprise attack on the Winter's manor. In the aftermath, Damien was found to be slain while his only heir, Sara Winters, was not to be found. As such, the role has fallen to the former vice commander and now acting High Commander; Vome Black. Vome has performed valiantly as the High Commander as he lives up the legacy of others who have held the position before him. With his popularity growing, his role as the High Commander seems to be firm until the fate of the heir of the House of Winter is discovered.

Army

The military of Uthal is varied in their method of war and has a long history in the trade with many techniques and strategies being put to the test during Uthal's time as vagabond mercenaries. Of the nations on the West Coast, Uthal has adapted to the advancements of technology the most and rivals that of the Thoran Empire's yet the traditional war methods have not been forgotten. A well trained rifle company will often serve alongside regiments of mages and footmen alike to create a diverse force capable of adapting to various situations.

Much of the Army's focus is along the border with the Thoran Empire, aiding in defending against the invasion for the Liran Empire as a whole though there has yet to be a decisive victory in the past few decades. The seemingly endless war demands constant innovation, forcing both sides to continue to develop and improve. Thus, the Army's back lines focus on putting the new technologies to use in the war to create the armored tanks, battle airships, various new firearms, and so on. The demonic front is relatively quiet if not for a few rather bloody skirmishes along the Iron Wall. While the demon champions conflict with one another over the seat that Malphas left behind, there have been very few major assaults in decades.

When not on the frontline, soldiers of the nation are often used to guard cities and villages or are simply guarding further in the nation's borders. Each member of the army is treated as a hero no matter what role they play, even if they are not on the frontline. Becoming a soldier in the army is often seen as honorable and is a path that many youths take as they come to age. While the Winter Guard and Crown Blades are very prestigious, the Army is much more welcoming to any who would be willing to take up a blade or gun and fight the nation's enemies.

Railway Division

Officially, the Wardens are part of the general army but serve as a specialized division centered around the intricate railway network throughout Uthal. As the railway has become integral to Uthal's survival, the division was founded as a means to keep such a vital aspect of the nation safe. The division often has elite guardsmen on each train should any one be assaulted by the forces of Tharon or cultists alike. Many regard a trip in the trains to be the

safest one could possibly be while traveling through the nation. There have been plenty of attempts to rob or destroy these trains, but all have failed thus far.

Crown Blades

Legendary in their prowess, the Crown Blades serve as the royal guard for the High King and members of the Council. Though numbering around 50 total members, each one is a master of their own skills. Should a Crown Blade ever take to the field, victory is expected and anything less would only bring shame on their order.

Each member of the Crown Blades has a wide diversity in their skill set as they do not have a single set training regime. To become a Crown Blade, you must prove yourself to 10 other members and should they deem your skills up to par, you will be enlisted in their ranks. Thousands have tried and nearly all have failed time and time again as the criteria to even attempt the trial is nearly impossible as gathering 10 members in one place is unheard of outside of the capital. Each Crown Blade is given plenty of freedom in how they perform their day to day tasks, so long as they can protect their charge that is. As such, Crown Blades are independent and rarely given orders by their superiors as faith in their skills is unbreakable... until recently.

With the recent assassination of the High King along with several of the members guarding him found slain, the reputation of the Crown Blades has taken a massive hit. Many call for drastic changes in how the Crown Blades operate, others demand stricter protocol, and others demand for the disbanding of the order and replacing it entirely. Despite the public outcry, the Crown Blades have only vowed to bring the assassins to justice and reclaim the honor that they lost.

Black Hand

The Black Hand

Ancient and feared through all of Uthal and the surrounding nations, the name of the Black Hand is one only ever uttered in whispers for fear that the Hand might be listening. Children are told tales of the Black Hand in order to scare them from misbehaving, creating a nightmarish legend of the order that even the leadership of the nation fears.

Those who know the history of the nation know that the Black Hand served Malphas directly centuries ago. It was the Black Hand that brought him into this world and it was the Black Hand that aided him directly, earning its name by serving as his hands that reached throughout the land and spread a sinister plague of unholy corruption. Since the fall of Malpas, many believe that the Black Hand was defeated as well, yet the order never truly left. The order of the Black Hand has remained in Uthal to this day, biding their time to bring about the return of their master...

In truth, the Black Hand is a cult that worships the demon Malphas and his many cohorts. The members of the Hand are numerous and rumored to have corrupted their way into various sections of the nation. The Black Hand is ruled by the Five Fingers, all of whom answer to Malphas. Each finger is treated as the boogeyman that all fear to think of, though any information of each is lost to time or locked away in forbidden libraries. As such, the Black Hand today exists almost entirely as rumors and nightmares. Yet, the cult remains... waiting...

The Gods

THE GODS

Within the land of Irrula are countless powerful beings, both good and evil. What is listed here is not the entire list of the gods but merely a handful of the more prominent gods within the region. If you desire to have your character follow a god from settings like the Forgotten realms, that is entirely allowed! Some of these gods already exist here, such as Lolth.

Many of the gods were created by ancient beings known as the Titans, divine beings that existed before the creation of all. They founded the realms and all life and yet, the Titans were cruel to their creations. In time, the Titans would find their own children, the Gods, turn against them during the Age of Titans. A war between the Gods, Titans, and Demons would spread across all of space and time itself. After eons of war, the Titans were ultimately slain and the gods emerged as the new divine beings to rule what was left in the aftermath; the Realms of Reality.

Ifirna

The prime divinity of Hoama. Ifirna appears as a kitsune with golden fur tipped with red and long golden hair. Her eyes are a fiery yellow-red as well and she wears a shrine-maidens uniform in all forms of her depiction.

During the Age of Titans, Ifirna became a god through creating an empire and gaining immortality through defeating a legendary phoenix demi-god. At first she was scorned by her people for her acts against the former prime-god but later gained the trust of all those who once worshiped the phoenix when she protected the realms from barbarian and demon raids.

It was at this time that the war with the Titans had already been going on for many centuries and shortly after her ascension, Ifirna was attacked by the Titan known as Zeus. The two of them battled for many days and each one suffered nearly fatal wounds, it was only the intervention from Dieldra that saved Ifirna as the two of them defeated the Titan together. From then on, Ifirna joined with Dieldra as one of the original Divines in battling the tyrannical Titans and later guided all of the cosmos since the Age of Gods.

Ifirna urges her followers to uphold honor and virtue above all. Her followers are often gifted with light and fire magic that is capable of cleanses curses and pestilence. She mainly guides the mortals through visions or appearing to them in the shape of a nine-tailed fox and guiding them personally in her avatar form.

Lira the Banner Maiden

Lira was once a mortal woman, a simple commoner who worked as an aide to a blacksmith. However, when the demons invaded the realm, Lira answered the call to war. She helped bring the mortal forces under a single banner and led the charge against the hordes of demons while wielding the banner of the alliance.

It was Lira and a team of heroes who managed to defeat Malphas, the greater demon, however at great sacrifice. Lira lost her life in the battle, though the divines saw fit to ascend her to divinity in her passing, granting her god-hood.

Lira now serves as the prime goddess of Liracel, often depicted as a motherly warrior goddess who wields a spear-like banner and a sword. Her followers worship her in times of strife, hoping to be blessed with good fortune for coming battles.

Dieldra the Father of Dragons

Dieldra is one of the very first gods to ever ascend to divinity during the Age of Creation. As the progenitor of dragons, Dieldra rose to greatness through his many deeds of battle. Though not all of his achievements were well received by mortals. He would scorch lands and pillage cities and occasionally act as a tyrant ruler to small nations. He cared little for right or wrong and only cared for an honorable battle between true warriors.

During the Age of Titans, Dieldra was one of the fiercest of the gods and slew the greatest number of Titans. Both the Gods and Titans feared the father of all dragons and thus, he was sealed away for centuries by his own kin when the war subsided. It was only through the combined effort of his three children that Dieldra was freed and with his release, calamity struck the mortal realms as his battle lust was more fierce than before. A gathering of the Celestials managed to quell the dragon's rage, upon which he returned to his domain to await the next coming war.

After the Age of Gods, Dieldra was left empty as he had no more equals to fight. The dragon who lived for nothing but battle was simply bored. To stave off his boredom, Dieldra would reincarnate into mortals without his original memories, becoming an avatar of destruction. Many times he fought in various new lives throughout the ages and many times he died in glorious battles, for that is all he lives for.

The followers of Dieldra are warriors and soldiers who wish for the god's strength in coming battles. Many of them might believe themselves to be the next reincarnation of their divine without knowing it, or simply wish to borrow his strength.

Tal the Forgesmith

Tal was born as a god, created specifically by the Titan Fafnir. Fafnir was a titan that lusted for gold and treasures, and so he created someone who would make him the finest crafts in all the realms. Tal is often depicted as a stout dwarf by the dwarves, a bulky half dragon by the kobolds, or a studious gnome by the gnomes. No matter his depiction, Tal was always regarded as the greatest craftsmen even by the gods and titans.

Tal never truly fought in the Age of Titans, but rather forged weapons in secret for the gods and their allies to use against his creators. It was difficult to hide his work from Fafnir and ultimately, it was discovered what he was doing. Before he would be executed by the Titan, Tal prepared a trap for him that managed to seal the Titan within a crystal gem. He forged the crystal into a blade later known as the Titan Slayer that the goddess, Kyne, used in battle.

Since the Age of Gods, Tal has only continued the craft he was made for; forging divine artifacts. Though without a master to claim the artifacts and having no desire to make use of his own crafts, Tal simply tosses away any item that he creates into space where it may end up anywhere, including within the mortal realm.

Kyne the Lawbringer

Depicted as an armored woman of dark skin and large angelic wings, Kyne was the second eldest Divine right after Dieldra. She was born into divinity between two Titans who later offered guidance to the early Divines, though most of their pupils died in the Age of Titans. Kyne however managed to survive and thrive.

In the Age of Titans, she sought revenge for her sibling's death at the hands of her ancestors and slaughtered the Titans. She led the charge during the war and would later lead the Celestial Pantheon. Following in her ancestor's footsteps, she created her own children known as the Archons. Yet, the Archons were merely demi-gods and thus, able to enter the Mortal realm where they now guide mortals from the spire mountain of Yruermont.

Often she is found to be at odds with Dieldra as she regards the Father of Dragons to be far more dangerous than he is worth. Try as she might, she has yet to find a way to truly kill the immortal beast. To the other gods, Kyne holds their utmost respect and is often seen as the ruler of the Gods.

Magus the Sage

Magus was once an Archmage from the grand cities of Ashairan. He was a seasoned traveler who studied ancient histories and mastered nearly all the arcane magic known to mortals. Regarded as a legendary sage, many would come to seek him out for teaching or advice, or on rare occasions for a duel between mages but none seemed to ever best him.

One day, the goddess of magic, Lanir, came to Magus and offered him her divinity. She was cursed and sickened by the Demon Lord Amon. At first he refused but the persistence of the goddess was the first thing to ever best the great sage, and so on the day that Lanir eventually perished to the curse, Magus ascended as the new Divine of Magic.

Magus still upheld his former tasks as a great sage and offered his knowledge and research to all who sought it. From his new position, Magus entered into a realm beyond his original understanding and became magic itself. Casting away his physical body, Magus exists as the ethereal wind of magic itself, shifting as the ages come and go. When he does take physical form, it is as his original elderly sage self once again.

Harintir and Terra the Wild

Unlike any of the other gods, Harintir and Terra were never born or created by the titans, but rather they were created by the fragmenting of a Titan named Gaia. When Kyne slew the Titan, she split apart into two halves. Harintir was the brother half, Terra being the sister half. Neither half remembered anything from their life as a Titan and became entirely different beings. Like Dieldra, both Harintir and his other half were truly immortal.

During the Age of Titans, both Harintir and Terra joined the Gods in battle yet they didn't have the same fervor as their allies. Instead, they simply desired to return to the purpose of their original form; to maintain the wilds and the earth.

Harintir is often depicted as a herculean centaur wielding a great bow and spear. Terra is depicted as a great tree with roots throughout the surface of the world, connecting everything together. Together, they play out the cycle of life and death of all things, hunting, eating, dying, and being reborn again and again.

The Demons

THE DEMONS

During the early years of the Age of Titans when the Titans realized that their creation of the Gods were turning against them, they sought to create beings to fight the war in their stead. Thus, the Demons were created, beings who existed for nothing more than chaos and destruction as far as their creators were concerned. Their existence was to fight the gods and nothing more. Yet, the Titans failed to realize that creating weapons of war, those very weapons would turn against them just as their children had.

One by one, the Demons turned against the Titans and their last hope of defeating the Gods was turned against them and the rest of reality. The only thing that kept reality safe was the prison realms that each of the Primordial Demon Gods were sealed away within for if they were freed, they would bring about ruin to all.

Amon - The Demon God of Greed and Wealth

The youngest of the Demon Lords, Amon was created a thousand years after Tharizdun and as such is regarded as the weakest of the Primordials. Amon takes the appearance of a huge, fat, demon with a wide maw of razor sharp teeth and a glowing mouth that leads to a pit of acid. Amon usually lounges on a large adamantium throne that floats on a small island slightly larger than his body with many jewels, piles of gold, and treasures resting around him.

This form that Amon takes is not his original, but rather one bestowed upon him through a curse at rebelling against his Titan creators when he nearly freed himself from his realm. His original form was one closer to Andraxas but more lithe and agile. The curse bloated the prideful demon to his current state as if to mock his hubris.

Most of Amon's time is spent keeping track of his many slaves and treasures. Each piece of his treasure was stolen from across the many realms, either from mortals or even the gods themselves. Rumors of lost items eventually winding up in his treasury spread, leaving the desperate to beg the demon for their return. However, instead of the lost treasure, they receive the blessing of Amon which is little more than the very same curse he was bestowed with, turning them into sickly creatures of sin.

Amon's realm is one of acidic pools and volcanoes along with poisonous gasses that fill the air. It's a place of torment even for demons who have immunities to the environment. Much of the realm is a wasteland with many demonic nations that have crumbled to ruins trying to settle within Amon's realm. Amon himself resides in the deepest recesses of an acidic volcano where he bathes in the pools of acid to 'clean' off the muck and grind that his body gathers within the realm.

Andraxas - The Demon God of Power and Rage

Andraxas is the third Primordial in creation. Often depicted as a tall red demon like that of a balor but with large leathery wings, dual curled black horns, clawed hands, a whip-like tail that ends with a curved blade, and intense glowing eyes. He tends to be the most active of the other Primordials as he constantly emerges from his realm in an avatar form to battle with whoever he comes across, a warhost of demons at his back.

Most of Andraxas followers are bloodthirsty warmongers, cruel barbarians who crave a bloody battle, or those who wish for victory at all costs. Andraxas will make deals with mortals on occasion in the hopes of corrupting or tormenting them by the end of the deal. The few mortals who do earn his favor are granted gifts and blessings beyond imagination, some are gifted with immortality and immense strength, others granted the forces of demons, and others simply the gift of dueling the demon in his Obsidian Fortress.

Andraxas's realm is one of fire. It's here where many of the demonic cities reside. Each city is lawless and only serves as a gathering for the demons to reform after death and grow in power by feasting upon the lesser demons. Andraxas himself resides in a castle known as the Obsidian Fortress which can be found in the center of a perpetual storm of lightning and fire with a lake of burning lava surrounding it and spanning for miles on end, only broken by small islands of hardened rock.

Lilith - The Demon god of Indulgence and Desire

The second of the Demon Lords, Lilith gained her power through seducing a pair of Titans and tricking them into fighting to the death over her. In their weakened state, she drained their power and claimed the power of two Titans for herself. Following her ascent, Lilith became the Queen of the Succubi and master temptress that brought ruin to her enemies both Titan and God alike.

Unlike the other demons, Lilith despised combat. She despised chaos and destruction and would rather live a life of comfort where she could indulge in her desires as she pleased. But there is no peace in the abyss... only that same chaos and destruction she wished to leave behind after becoming the Queen of the Succubi. And so she hides away in her personal realm of debauchery, where a palace resides in the center that she calls The House of Sin. Nothing else is known about this palace as all who have ventured there have never returned.

Lilith has been known to visit the mortal realm in secrecy under an avatar form and experience the life of mortals. She has disguised herself in this way and experienced several lifetimes as different people, sometimes as a common farmer girl, sometimes a warmongering warlord, a traveling merchant, a wealthy noble, even a proficient scholar. Her reasons for doing

so are unknown, some believe she wants to experience life before destroying it, others believe the demon goddess is simply bored.

Tharizdun - The Demon God of Darkness and Madness

The first of the Demon Lords, Tharizdun claimed his title through might when he slew and devoured the ruler of Titans. Power swelled in him, causing the other Titans to fear him greatly as he became more powerful than each of them with each of their kin that he devoured. In their fear, they banished the Primal Demon into a realm of an endless abyss. Yet, Tharizdun's cunning surpassed that of the Titans. Knowing from the beginning that he would be sealed for his inevitable growth, Tharizdun sowed seeds to his freedom, pieces of his power that he cast away into every realm along with an order to his devout followers; assemble the pieces and bring forth the Titan Devourer. He was willing to wait an eternity if it meant he could be free, and once he is free, he will have all the time in the world to become ruler he was born to be.

Little is known of Tharizdun as there are only stories told of this mighty Demon Lord, said to be the most powerful of them all. Many believe Tharizdun to be a bi-pedal demon with great horns, massive arms with a heart of fire while others believe him to simply be a black shadow of endless darkness that absorbed every light in his vicinity, immortal and unbreaking. He has many depictions and only his siblings know the truth of his horror.

Even an immortal and nigh unstoppable being like Tharizdun can succumb to the endless abyss of madness, The never ending descent in the infinite abyss in his prison realm has since caused the demon to go mad, lost in the torment of his creators. Demons in the abyss claim to occasionally hear his screams of torment, driving them mad in the process. On some rare occasions, Tharizdun is given moments of reprieve from his madness where he is given the clarity and cunning he once had, and so he plots to one day be free of this from the infinite abyss.