

DARKLIGHT

MEMENTO MORI



Lore



*"The Goddess was, the Goddess is, and forever shall be.
From her eye came the light which broke through the eternal darkness.
From a mind-shattering dream, the world was created then held it in her right hand.
From the tears of her pain came rain and oceans.
From her breath came the wind and air.
From her hair came grass, trees and all which is green.
From her teeth and bones she created every animal which creeps, crawls, flies, swims,
slithers and walks.
From her womb the first woman was born, she named her Filia and gave her an
immortal soul."*

-Creed of Creation, Libro Veritas.

The Lore

The lore section contains no rules relevant to Darklight, it has been created purely for those who wish to have a little more knowledge of the people living within this world and their beliefs.

Libro Veritas

The first book ever written tells us of the origin of creation, and how mankind came to be, we call it Libro Veritas, from its first passage comes the creed of creation.

“This is your home my beloved daughter, care for it as you would yourself” These were the first words Filia had heard from the Goddess before she was left in the cares and guidance of the angels, created from the light of her eye, to protect and tend to her needs. As the years passed she matured into the most radiant of all creatures, becoming a true reflection of her mother. Filia had no need to fear the mortality of ageing or experience pain, she lived in her own protected heaven without a worry in her heart, however in time she started feeling different, every day she witnessed the beautiful miracle of life through the birth of wildlife, and just like her mother, she begun yearning for the desire to create life. The Goddess granted all of her wishes but this, for she was told that the balance of life demanded Filia not to multiply.

The love Filia was created with, lingered deep within her heart and could not be caged any more than her desire to live and breathe. If she could not love and give life as she desired, she saw no reason in living at all and so, she went against the wishes of her mother and let her heart grow close to the most beautiful of all angels known as Azrael, which in kind loved her back.





The dilemma remained that even with Azrael, Filia could not conceive life because the Goddess had originally created all angels females to preserve Filia's virtue, but Azrael's love and determination was greater than her fear to go against the word of the Goddess and so she used her divine powers to change her own body and make it possible to conceive together with Filia.

For altering her own body and breaking the boundaries of Angelic restricted will, Azrael was punished and her wings were burned, then she was imprisoned forever into a void realm of punishment known as the Abyss, held on the left hand of the Goddess beneath Intermundis, forever hidden from the light of her eye, as a warning to all other angels, Azrael became the first demon. Filia and her unborn were stripped of their immortality in order to keep the balance of Intermundis.

"Love demands great sacrifices my daughter, it is time for you to experience pain and mortality, until the day you and your children return to my side" said the Goddess to Filia with her last ever spoken words. Forced to be alone, separated from the one she loved, now Filia had to endure the painful labour of childbirth.



Many of the other angels who loved Filia as one of their own, were saddened or angered by the harsh punishment of the Goddess and risked everything to return to the side of Filia to help her with the struggle of mortality. The Goddess took the light out of these angels, their wings were lost and their immortality gone. They too were forced to live a harsh life of labour and constant struggle in a society which valued the sacrifice of love above all else, they became known as the Fallen.

Some of the Fallen could not adjust to such drastic changes, regretting their decisions and turning into horrible, malevolent creatures filled with hate and darkness, while others lost their minds and became like wild beasts, these individuals too were banished into the Abyss along with Azrael whom had now changed her name to Azradon, a genderless name born to distance herself further from being a creation of the Goddess. Those few remaining Fallen who still protected and served Filia, would keep looking after her descendants; Generation after generation, and for a long time there was peace as both races lived in balanced harmony.

Progeny

As the offspring of Filia multiplied all over the world, she passed onto them her immortal soul and when her body was no more, she lived across the whole world through her children.

Even after the death of Filia, Azradon's burning obsession with her, bordered on madness. To regain what she lost, Azradon knew she had to take the soul of every man and woman born of Filia until she would have her whole again, all for herself. To achieve this goal, Azradon also multiplied within the Abyss and sired four main offspring, but unlike the first time she had conceived with Filia, her demonic progeny was born out of the darkness she poured from her heart; Her first born, Odinas Lord of Hate, then came Ghularoth Lord of Voracity, Libithia Devil Queen of Lust, and finally the youngest, Agoras, Lord of Deception. Azradon then founded the four Kingdoms of Hell and tasked them to lure human souls into them.

Azradon's offspring, cared not for their mother's obsessive desires to restore Filia's soul, they were more interested by the pleasures each individual essence they tortured and consumed would bring, and so they



plotted to kill her and keep every soul they gathered for themselves. Azradon however, was far more powerful than her offspring first anticipated, their best efforts only managed to imprison her in ice within her own realm, but it was enough for them to gain their freedom and therefore act as they wished without fear of retaliation from their mother.

Humans begun fearing death like never before at the thought of losing their eternal soul to the hands of devils, so in the hope of joining the side of the Goddess, mankind begun devoting their lives worshipping the Goddess, begging to be absolved from Filia's sin by building legendary temples and asking for salvation upon death by having their souls guided back to her in the eternal Lights of Heaven.

As time passed, humanity misguided by the treachery of demons, turned against the Fallen and begun killing them, crumbling of their only defences between Intermundis, and the Abyss.

Prophecy

It was written within the ancient texts by the first oracles worshipping the Goddess that someday mankind would be visited by the Goddess walking amongst them as one of their own, to help facing the ultimate test of devotion in order to be ascended to salvation and be delivered from the forces of evil which would bring the War of the Souls. This belief and all that has happened since the moment of creation is known as Prophecy, and those who followed it are known as Ejis (from the ancient tongue EJ-EN-IS "Prophecy"). Their symbol was the sun, most commonly interpreted as the Goddess Third Eye, said to provide warmth and light to Intermundis.

The Ejis were the most advanced civilization of those days thanks to the teachings of the Fallen, they created great works of literature, philosophy, art, education, sanitation and architecture like no other country had ever seen before and in time their belief and culture spread to other countries. These times were called the "Age of Light".

Manipulated by seeds of demonic lies, the Ejis begun forgetting the true importance of their beliefs and their arrogance got the better of them, which resulted in fanatical leaders waging wars against neighbouring countries under false pretences of spiritual salvation. Finally the Lucernian Empire was born out of its capital City of Lucernia, and it stretched all across western Intermundis, accumulating the greatest wealth any country ever had. The Fallen became a distant memory that fell into myth, as they too were exiled and hunted to extinction, for their kind was associated to Azradon and not true angels.



The Lady of Life

Somewhere around the end of the first millennium of the Age of Light, it is said the greatest of miracles happened; an infant girl was found on an abandoned altar dedicated to the Goddess by the road of an old forest. Poor mothers abandoning their children on sacred altars was not uncommon, for they kept hope they would be taken by the goddess hand or a passing kind soul, but the real reason why this was seen as a miracle by many was because nobody had taken the child for days, yet she did not succumb to hunger or cold. Rumours began spreading that because the child was found within a forest which are all believed to be watched over by the Archangel Sheelah, it was this Archangel who was taking care of the child while nobody was watching.

This was the first sign of the coming of the Goddess, as foretold by the oracles of the Prophecy "The child will be nursed by angels" just as Filia herself had been.



Even after gaining such popularity the only person kind enough to take the child was a lady who had escaped her village for being accused of witchcraft, and was cursed for being unable to bear any children. She was known as Aria, and to this day “Children of Aria” is still an expression used whenever referencing orphans.

Aria named the child “Vita” and treated her as her own flesh and blood, this led people saying this child had two mothers, the one adopting her and the one giving birth. It was the second sign of the prophecy “A child with two mothers” just like the firstborn of Filia.

Vita was tutored within the local monastery so that one day she may become an Ejis priestess. The miracle child went forgotten for over ten years as people lost interest and moved on with their lives, however around her thirteenth year, people begun reporting strange things happening around her, some people called them miracles, others the product of the witchcraft passed down by her mother Aria.

Vita had knowledge far beyond her years about life and religion; Sometimes she could tell things that were yet to happen and she would talk of ancient events as if she had witnessed them. A few years later she decided to leave the monastery and set herself on a journey to travel from village to village and teach people the founding values of the Ejis religion.

Where there were sick, Vita would bring healing, where there was famine and poverty, Vita would bring restoration, where there was war, she would bring peace. A large group of believers moved by her love, compassion and wisdom, would follow her from country to country, calling her “Ishelah” (In ancient tongue IS-EL-AH meaning “Mentor”). This was the third and final sign of the prophecy “She will conquer the lands without weapons” just as Filia did by letting her essence survive through the children now spread across the entire Intermundis.

Her followers believed she was sent to protect mankind from the War of the Souls, but because false prophets were a regular occurrence within the Empire, she was discredited by the church of the Ejis to be nothing but a false idol and a threat to the harmony of the empire, and so she was declared an outlaw and sentenced to death by the slab for heresy, a punishment which would see the condemned standing tied to an inclined rock, forced to hold a large rock above their head until they were exhausted, so that the weight of it would eventually make them collapse and crush their body.

The strongest men have survived barely an hour before giving in to exhaustion, yet even though the young, fragile frame of Vita did not look like it could support the stone for more than a few seconds, she went through three whole days, gathering a crowd from every corner of the empire to come and witness this miracle.

Before the sunset of the third day, a raven perched over the large stone held by Vita and immediately her spirit broke, she began shaking and started crying, gradually becoming like a different person, weaker, unable to contain her fears and desperation, more human than anybody had ever seen her before, begging the Goddess for mercy. Every single person present, even the most sadist of them, felt a surge of compassion that made them sympathise with the girl and in most cases weep and lament for her, imploring mercy, but just when her legs were about to bend to the will of the stone, the crowd saw a small white dove, flying directly with the sun on its back, striking the large raven fiercely, scaring it away, then stood over the stone with one of the raven’s black feather in its beak. Vita became calm and





tranquil once more, and with a gentle smile, she closed her eyes and whispered with her final breath “The light of my heart for you”

With those words her heart stopped and her soul passed away, but even so her body never moved from that position, it remained still holding the weight of that slab above her head, like a marble column.

As the days, weeks and months passed, her body gradually faded away to the point only bones were left, yet she remained still and the place of the execution became a sacred and protected shrine nobody was allowed to desecrate, where the greatest cathedral of all times would be built surrounding her body, years later.

The Age of Vita

Years after the death of Vita, a civil war broke the empire in half between those who believed Vita was the one foretold by the prophecy, now calling themselves “Viteans” and the Ejis who did not believe her to be the prophetess. Viteans adopted the pose of Vita’s death as their new symbol, replacing the Eye of the Goddess and carried it into battle whenever their armies would clash with the Ejis.



Over the many years of strife, a truce was established between Viteans and Ejis to avoid the utter destruction of the empire. New laws were agreed upon which left most of the southern Lucarnian countries under the Ejis control but without fear of persecution to the Viteans who chose to live there, likewise the rest of the empire including the capital city of Lucernia, now known as the Sacred City and home of the Vitean’s highest clergy members; A new age had finally begun for the empire known as the Age of Vita.

Because of the constant secret extremist organizations, sprouting within the shady undergrounds, plotting against the Viteans leaders, the Vitean Inquisitors were formed; a group of sacred warriors with the authority to act beyond the boundaries of law whenever they saw the need for it in order to stamp out the rebels. As well as spreading fear, it is said many innocents suffered as result of these inquisitions.

The life of an empire citizen would now revolve around the concept of Death due to all the destruction brought on by the war and the collateral damage caused by the Inquisition, this was clearly reflected in the new, grim architectures conceptualized to remember all that death is always present. Some were brave enough to speak up against this misguided, morbid newfound obsession with death, but these people would mysteriously disappear after having made a few public appearances.

The Soul Plague

The specific date and details of the event, have been lost in time, but some say around the end of the 15th century of the Age of Vita, the Soul Plague begun; the greatest cataclysm Intermundis had ever faced.





It was an apocalyptic event believed to be the one foretold by the Ejis oracles, which nearly wiped out mankind. The gates of the Underworld were opened, demons poured out of a nation-long chasm known as the Necroscar, invading and destroying the greatest Cities humanity had built over the centuries in what is now known as the War of the Souls. The moon shattered in two halves, the sea swept the life from most continents and the sky turned red and twisted with grotesque apparitions for days. Finally, those who survived it, were greeted by the Grim Warden, demanding the souls of the individuals of those he would show himself to.

The Age of Darkness

Many years after the Soul Plague, humanity slowly begun crawling out of the rubble left by the destruction. Survivors began forming settlements, trying to fend off the demons in these infested lands, endeavouring to rebuild a society for themselves, but large Cities never lasted long as they were the most likely to attract the unwanted attention of demons, so once a settlement reached a certain size, half the population guided by fear, begin a journey seeking a secluded sanctuary elsewhere to start anew. This is known as the Age of Darkness and to this day no one knows precisely how long it has passed since it begun.

The old values, beliefs, laws and morals, have been kept as they were prior to the Soul Plague in most regions, but this is not always the case and could drastically change per settlement, for some are forced to live harsher life conditions than others which calls for more extreme measures such as cannibalism, seclusion and the marriage to siblings and relatives.

From this point onward, it is hard to tell where humanity will be heading, some believe it may as well be the dawning years of their existence. The Ejis patiently await for their prophetess to come and ascend them to the glory of Light while the Viteans believe this to be a test of faith and that true belief will someday bring back their world. What everyone seems to agree with, is that the Grim Warden is now at the centre their existence.

The only way to survive the Warden and extend one's life is to offer the souls of others, which has made souls the new currency of Intermundis. Those with souls live long, mostly healthy lives, those who cannot afford to pay, may die very young as the Warden blindly approaches anyone regardless of age and gender. To this purpose society once again was divided between the rich and poor, nobles and commoners needing each other to ensure survival, but ultimately it is the poor would die young after a horrific life of exploitation.

The human civilisation slowly begins to rebuild and restore trade routes, communications between nations and muster small armed forces, showing the true endurance of their spirit. Yet there is still hate and desire to kill one another for petty reasons such as wealth, religion, race and nationality, bringing the question from modern philosophers if it was worth for the human race to survive the Soul Plague at all and how do we differ from the demons.





The Grim Warden

Also known as the Angel of Death, nobody really knows who or what the Warden is, the reason of its real purpose if any, is draped in superstition and misinformation. His body is adorned with black bandages, like those used to prepare the dead before their burial, protruding out of his back, a large pair of feathered wings opens wide, used to provide quills to write within his dark grimoire. This enigmatic figure first appeared during

the Soul Plague, demanding from randomly chosen people, their souls. Once a soul is taken, the Individual dies immediately, except in some extraordinary circumstance, where the victim remains alive because of its unhealthy obsession for life and refusal of accepting death, but it is not a good existence, for they lose their mind and become aggressive individuals known as Husks, hungry for the souls of others, in a futile and pointless attempt to restore their lost humanity, but it neither brings them peace or joy, instead they remain living this tormented, painful existence until their body is slain. There is a legend which narrates of the existence of certain individuals known as "Revenants", said to be Husks which have kept their



mental faculties and secretly live among humans desperately trying to find their souls, but this truth has been discredited several times before, as nothing more than superstition.

Over the years many fell victim to the costly demands of the Warden, until they would learn the secrets on how to control and contain the Souls of others within themselves, using their bodies like vault. These souls would then be used like currency to pay the Warden and prolong their lives until his next visit, which could be hours, days, or even months apart.

Small, chipped crystals known as Soulstones are also used to contain soul fragments which are used in a similar manner as coins. Soulstones alleviate the unexplainable sense of the paranoia, intense stress and depression leading to madness and suicide, which often comes by carrying too many souls.

There are those which optimistically believe that every Soul collected by the Warden, goes toward a greater unknown plan which has yet to be revealed, perhaps hidden for our own good but most claim the Warden to be just a parasite of creation, spawned during the Soul Plague and now feeding on our essence only to sustain itself. Some theorize that all humans are born with a "stigma" or "plague" on their souls and that it is this spiritual sickness calling for the Grim Warden, nobody knows to this day if it true or if there is a cure to this plague, but until then, all man can do is endure.



The Source

It is said the source is the pure essence of Intermundis, it gives life to everything around us, and interacts with our lives in more ways than we can imagine, it cannot be seen or felt, but we have always known it was there. Many believe the Source to be traces of the breath of the Goddess left there to linger since the creation of Intermundis, others that it was brought from the Necroscar when the Abyss begun pouring into Intermundis, those with a more spiritual point of view refer to the Source as “The soul of our world”.

There are some who were born with the gift of sensing and manipulating the Source as if they could see it with their naked eyes, and breathe it with their lungs, while others had to train very hard their whole life to even begin to reach a simple level of comprehension over it. Manipulating the source through a technique called “Channelling” can result in supernatural effects known as “Spells” within the Lucernium Empire, but other civilizations have found different names for them, like enchantments, conjurations, blessings or meditations. Most of the western civilizations have banned the use of Source long ago, due to the acts of a terrible witch named Meravana who brought a magic plague known as the Grim Death, that almost annihilated mankind, and to this day the use of the Source is strictly forbidden if not to perform religious and divine ceremonies, under the guidance of a High Priestess. Entire villages and small settlements residing in more rural areas of the Empire were wiped out or persecuted, as their lives required daily use of Source as part of their survival.



The Source is like an unstable form of raw energy, which reacts with certain elements in unique ways, for instance metals interfere with the Source, making it harder for someone who’s channelling to wear armours, for any Source channelled gets trapped within the material then linger. If the Source cannot be released it will reach a critical point and explode with tremendous and dangerous outcomes. Some experts have used this to their advantage creating magical weapons or dangerous traps imbued with Source for unpleasant outcomes on their enemies. Those dabbling in the use of Source tend to carry the signs of it, like those who lose any colour in their eyes, or clothes stained with dark colours until they turn black.

Knights

Great warriors born of noble origins were given the title of “Knight” before being sent to their first war in the name of the Holy Lucernian Empire. Years of combat training and excruciating hardships, were the symbols defining these individuals, but above all else, Honour was what they lived by, renowned honour meant they were allowed greater lands, more tributes, and the gift to marry to a closer branch of the royal family. Nothing however compared to the sight of their Lucernian Warhorses; these prideful, giant, beasts often bigger than Shire Horses would truly make the ground quake under their charges and required a strong willed individual to acquire their trust and respect.

A Knight’s primary duty was to serve the Holy Emperor as his right hand, failure to do this, or to sacrifice his life when ordered, meant great dishonour and sometimes execution. Losing one’s honour was more devastating than death to a knight, for shame would also be brought upon their family, and everything could be taken from them, even their name would become something to spit upon when mentioned. Death was the only path a dishonoured knight could take to protect their family from the same fate.



Knights of the Old Empire were and still are the most renowned and respected of warriors, however there is an elite branch of knights known as Black Knights. These men and women were among the most feared and powerful of them all, sent alone or leading small groups of armed men to solve hard and difficult errands, they had full authority over the law and they always saw their tasks completed or die trying. Such ruthless tactics made them unpredictable, respected and feared by the people even more so than Inquisitors.

Very few female knights have existed throughout the years, and most of them were granted such a title only after legendary feats were demonstrated, like being masters with the sword far greater than their peers, or being a charismatic leader, capable of dispelling fear in the heart of others. This meant that anyone meeting a female Black Knight, would exercise extra caution knowing that these individual were even more determined and dangerous than their male counterparts.

Nine statues sits around the Holy Emperor's hall, each statue depicting a knight, said to be someone who at one point in history left a mark and made a difference; among these Lady Valiana, a Knight said to have heard the Goddess calling her to war, and leading her to victory against the impossible odds.

Grim Cabal

A group of powerful opportunists and dishonoured knights known as the Grim Cultists, joined together shortly after the Soul Plague to form the Grim Cabal, a dark, religious sect of skilled warriors killing and fighting innocents to steal their Souls, prolonging their own lives, as well as trading them with devils in exchange for sinister pacts. The Cultists are spread all over the lands like a cancer, they have many secret hideouts known as Underworlds, where they congregate and plot their next move.

A Grim Cultist dedicates their life to emulate the Grim Warden, by wearing dark robes and claiming the souls of those they kill. The dark way of conducting their lives over time, and the unholy pacts forged along the way, gradually steals their humanity away, replacing it with disturbing dark gifts. Some have said to have witnessed Cultist with glowing red eyes able to see through the darkness, or move through walls and doors like spectres, speaking with shrill voices that could send the coldest of chills down the spine of those who would bear witness, becoming more demon than human.



The Cultists have control over many things, like food trades, establishments, lands, and sometimes even entire settlements are forced to adopt their Insignia. Their influence and powers are so great, they often become a quick and effective alternative for an honest man to do business, but this is never without a high price. Almost everywhere, being a Grim Cultist is forbidden and punishable by death, just like Witchcraft.



The Brotherhood of Light

The Keepers are a sacred order of knights originally known as “Seekers”, founded for the sole purpose to search and retrieve Lady Vita’s missing body, considered by some sceptics a fool’s errand.

After the Soul Plague, this knightly order was repurposed to counter the Grim Cabal, and became known as the Brotherhood of Light, composed by more than just knights, but warriors, priests, and various followers of Vita, which all went by the name of “Keepers” as brothers and sisters.

The Brotherhood’s structure is divided within ranks, the lowest being the Discipulis, followed by those in charge of them, the Magistratis and finally the local regional leader, the Dux.

As opposed to the Cultists, Keepers aid those in need of Souls, by organizing demon hunting expeditions known as “Dark Harvests” that last for days, by the end of which they return to their protected village, and distribute the collected Souls equally among those in need, starting by the children and women.

They are sincere, devoted individuals with vast knowledge in old tongue Aesejis (the ancient language of the Ejis) and great intentions at heart, as true paladins of justice.

But regardless of the purity and sincerity of most members, even the Brotherhood secretly harbour seeds of darkness through corrupt members and overzealous fanatics, ready to burn first, trial the victim later, but perhaps the most deplorable are those who take advantage of ignorance, fear and desperation which are easily found in these times.

On very rare occasions, a Keeper becomes an Exorcist; a powerful and blessed individual with a unique, personal bond to the Goddess, and the sole purpose to rid demons from Intermundis. The training of an exorcist is actually a form of life-ending pilgrimage to redeem oneself of grave sins, from which nobody should make it out alive. The pilgrim is branded between the brows with the holy symbol of Vita, then go through a long, excruciating journey in a remote location, seeking their imminent death, only the direct intervention of the Goddess can spare their lives, thus giving proof that the pilgrim has been forgiven and chosen to become her worthy new champion.



The Outcasts

Not every survivor of this new era is entirely human, some are born with demonic blood in them, caused by the forceful union of a demon and a human, while others become cursed from living in regions highly polluted with Demonic presence, or abusing the dark powers they practice. It is also possible to find lesser demons turning their backs on their own kind to pursue their own interests, and find more meaning in joining the human society. These individuals are known as Outcasts and are divided between those carrying both human and demonic traits known as “Half-bloods” and those of pure demonic nature known as “Purebloods”.

A Half-blood tries to hide their cursed half heritage from others, by hiding or removing part of their bodies which would give them away immediately like horns and tails. There is a trial which can be administered to confirm without any doubts the nature of the individual, and this trial is conducted by placing the subject in a pitch-dark room and forcing their eyes open. Demonic eyes are known to glow, but only in the total absence of light, a trait passed on even to those carrying a fraction of demonic blood in their veins.



Purebloods are incredibly rare among human settlements, but not completely unheard of, these demons would most likely be those who were once captives or slaves to humans and have been somehow freed or have been mistreated so badly by their kind they now seek refuge elsewhere. Some of the most remote and isolated settlements welcome these Outcasts amongst their population while in other less tolerable societies they are forced to disguise themselves on a daily basis. These types of outcasts are mostly seen as selfish, dangerous and not to be trusted because most people find it hard to understand or believe the reasoning of a demon to betray their own kind.

The Abyss

The most common name given to the realms from which Demons comes from is the “Abyss”, but it also goes under other names such as Hells or Netherworlds. Necrorifts are the gateways that merges Intermundis to the Abyss, like tears in the fabric of existence, the first and largest one is known as the Necroscar and stretches across hundreds of miles.

The Abyss is made by five spherical worlds, each situated within the other, the closer to the core, the colder the atmosphere becomes and the more powerful is its ruler. Four of these worlds are ruled by either a devil King or Queen of great power, the fifth world is known as the Everlasting Pit, and it hosts the frozen body of Azradon, Empress of the Netherworlds and guardian of the Everlasting Gate, a mythological gateway situated at the centre of the Everlasting Pit.



It is still up to debate whether the Everlasting Pit actually exists or if it is truly part of the Abyss, to human knowledge no demon has ever come out or went through it, sentient demons from the other kingdoms all share the same saying "There is a place within the Abyss even we dare not to look".

The first world of the Abyss is known as the Realm of Anger, ruled by the feared Lord of Hate, Odinas. Those who died on revenge quests, or set themselves on a path to spread anger, hate, fear and terror, as well as all who fed on their impulsive emotions alone, are sent to the Realm of Anger to eternally burn like everlasting candles, fuelling the realm's swirling currents of hate, which give life and physical manifestation to monstrosities and apparitions born out of their nightmares and fears. The Symbol of Odinas is the Undying Flame.



The second world, is the Realm of Greed, ruled by the disgusting devil Lord of Voracity, Ghularoth. It is said that all those who lived a life of over indulgence, without any restraints or control over the things they loved, are sent here and forced to accept impossible excess amounts of such things like those who would spend most of their lives eating, accumulating vast amount of money, or those who enjoyed taking away from the less fortunate. The worst of punishments is to become food for Ghularoth, to be chewed upon, digested, expelled, reborn out of his waste and eaten once again, over and over again. The symbol of Gularoth is the Regurgitated Skull.



The third world is the Realm of Perversion, ruled by the horrific and seductive Devil Queen of Lust, Libithia. Her realm is home of excessive pleasures, where all those losing themselves in the pursuit of the extremes of life most forbidden pleasures are sent, may they be carnal in nature, sadistic, or obsessive lust for power as well as those who seduce by any means necessary to obtain what they wish. The symbol of Libithia are the Twin Horns.



The fourth world is the Realm of Lies, ruled by the devil Lord of Deception, Agoras. A twisted nightmarish place which extends across the whole realm, inhabited by all those who have spent their life deceiving others or themselves. It is said no human could enter this realm unless they are willing to sacrifice their sanity and submit to utter madness. The Symbol of Agoras is the Eye of Deception.





The Accursed

The Accursed are all those individuals which have been awakened by the Grim Warden within a remote and isolated location from a deep slumber with no recollection of whom they are. The Warden gives them a Cursed Heart; a crystal flask which binds their souls to it and grants incredible powers if the souls of others are fed to it. For reasons yet unknown, the presence of the Grim Warden seems to be a lot more frequent and personal in the life of an Accursed, yet the purpose of their existence or the meaning behind it all remains a mystery.

It is possible to find within some settlements, secluded guilds welcoming those who carry a Cursed Heart and their companions. Their purpose is to study and learn more about the Cursed Heart and the Grim Warden, in the hope that someday, every Accursed may be free of this terrible burden they carry.

The guild offers the Accursed a chance to trade or parting ways from their current group in order to join another. To do so an Accursed simply touches the Cursed Heart bound to someone else and become immediately linked to it, but if an Accursed is the last one left bound to their heart or the one they are trying to bond with is already at full capacity, they may not do so. Lone Accursed rarely live long lives, the only known exception is the legendary Accursed Guild Master Ezokael most known for his popular quote "A man's true life begins with his death"

Lastly, one of the most important aspects of an Accursed Guild, is the Grim Room, where it is said an Accursed sacrificing enough souls to their Cursed Heart may summon the Grim Warden in exchange for the collective knowledge stored within those souls which will expand their own mind and powers. This process brings an unhealthy personal gratification which also restores in part, the lost memories of an Accursed, however it can be an addicting and dangerous ritual which can ultimately lead to madness.

Many believes the Accursed to be the answer to these dark times, their powers and capabilities set them above all others. An accursed is bound only to their own morals, often shaped by the experiences of their journeys which makes them an excellent weapon against evil but at the same time the greatest threat to humanity. In one way or the other their lives is weaved together with all those they meet on their journey, often deciding their future, to help or to let those less fortunate to fend for themselves.

This world is now in their hands, they can shape it to anything they desire or see it burn until nothing remains.