

AN INTRODUCTION TO ARION



Live your story

WELCOME TO ARION!

Arion is a large, beautiful and varied continent filled with mystery and possibility. The continent is not ruled by a single despot or monarch but instead comprises a collection of nations that have a unified vision. The nations of Arion are each represented in the capital, Heroes' Rest, through membership on the council.



THE NATIONS OF ARION

MAGICEA CLAVIS

The Magicea Clavis (Affectionately known as The Key) represents two magical houses from the old continent. The new continent presents a massive opportunity for knowledge and magical influence, an opportunity that the Magicea Clavis simply cannot let pass. Those of The Key believe that all knowledge is worth having. Magicea Clavis is led by a council of three. The Magicea Clavis is a new world collaboration between what used to be called Domicile Venefici and the magical house of Equitania.



Find more information here > [World Anvil Link](#)

WOLF'S BASTION

Wolf's Bastion is a nation to the west of the continent. The nation forms a barrier between the northern wilds and the nations to the South. The people of Wolf's Bastion consist largely of Orcs and Half-Orcs, though you can find a wide array of races there. The people of Wolf's Bastion value hard work and fortitude and accept all who are willing to do so. Khan Geld Ruinkeeper is the current leader of Wolf's Bastion.



Find more information here > [World Anvil Link](#)

SPLINTERLIGHT

Splinterlight accepts all who have no other home into their midst, as long as they are willing to obey the Splinterlight oaths of Beneficence. A wide array of races, classes and cultures make the people of Splinterlight.

Find more information here > [World Anvil Link](#)





VIATA VESELA

The Viata Vesela call a small island to the south east of Arion home. The nation is primarily formed of Baljar, complimented here and there by other peoples who have proved particularly loyal to the Vesela people. Viata Vesela specialises in the trade of rare and exotic items and their seafaring skills are legendary. This nation is guided by a young woman named Morjiana Da’Lua, supported by a council of three elders.

Find more information here > [World Anvil Link](#)

RINGTEREL

The Elves and Mystic Wood Elves of Arion have a special reverence for the dense forests of Ringterel. The mysteries of Ringterel are not often revealed to those who were not born in its green embrace, and few have been lucky enough to witness the splendour of its capital, the Citadel of Myslathir, said to be built high in the trees. The people of Ringterel have a deep respect for nature and magic, and this communion has produced some of Arion’s most interesting magical research and artefacts.



Find more information here > [World Anvil Link](#)

CASANTI



The Casanti Mageocracy is situated on a small island surrounded by a deep lake. The mages of Casanti are curious and friendly and are often seen as eccentric. They are willing to share their knowledge, but few non-Casanti mages have access to the Cities, Towers and libraries of Casanti. Casanti is ruled by a council of mages, one from each of the five towers (Obsidian, Amber, Emerald, Sapphire, and Opal). Casanti mages are specialised not necessarily in a school of magic, but rather in terms of the role in contributing to the knowledge of the greater mageocracy.

Find more information here > [World Anvil Link](#)

THERIA

Theria is one of the oldest cities in Arion and consists mostly of Biata. They existed even before Heroe's Rest, eventually becoming a city-state. Even after becoming a city-state, they still tend to be isolated from the rest of the continent, due to their way of life. They are self-sufficient and their upbringing makes them other less desiring of material items and possessions than other nations, making it difficult to establish trade relations. The person who serves as city representative at council meetings also changes frequently, which makes establishing diplomatic relations with them very difficult. Most refer to Theria as the City of Philosophy, since every person in the city has been taught a variety of different philosophies throughout their education.



Find more information here > [World Anvil Link](#)

THE ENDLESS TRIBES OF THE SUNTOUCHED PLAINS



Colloquially known as The Tribes, these people are made up of wide groups of diaspora from both the old world and new. Guided by the Heart and Mind out of their central trade hub built into the base of a great tree that ties its lineage back to the great Tree of Life located in the Old World. Besides this central hub, the peoples of the tribes largely do not lay roots otherwise. Many tribespeoples roam the lands acting as great traders but also as the defacto protectors of many outposts that do not fall under the control of any given nation, in particular showing a great zealous fury against the undead that still roam the world. The tribes hold true to only one tenet above all: a tribesperson's word is their bond.

Find more information here > [World Anvil Link](#)

ITINERANT FACTIONS

THE EMERALD BAND

The Emerald Band calls no specific place home. Their temporary encampments can be found in groves and other significant natural sites. They travel through all the lands of Arion, looking after nature's interests. The Emerald Band consists of a collection of rangers, nature mages and like-minded individuals who all champion Nature and a balance in all things. The Emerald Band has produced some of the most hardened and expert scouts and archers on the continent of Arion, and they are welcomed openly almost anywhere.

Find more information here > [World Anvil Link](#)

THE SHADES OF MELORIAN

The Shades of Melorian have been around on Arion for so long that very few, aside from leadership of the tribe and the councils of Ringterel, know how long they've been active for. Originally, they were created as an off-shoot branch of Ringterel, set to explore the continent and go where needed. Since then, the Shades have evolved into the current self-sufficient, self-reliant nomadic tribe that they are today. The Shades of Melorian, as a complete entity, are a large nomadic tribe. As such, they tend to remain in an area for anywhere between a few months to a few years. Their nomadic spirits and thirst for adventure grows restless with time. They survive through living off the land, commerce and mercenary endeavors in their current area.

Find more information here > [World Anvil Link](#)

THE ENVOYS

Note: The Envoys are not currently a playable faction.

The Envoys are the hands, eyes and ears of Heroes' Rest. They travel through Arion, gathering news, delivering messages and completing diplomatic missions on behalf of the capital. The Envoys make sure that all the nations of Arion are conducting affairs according to the Pacts. The communication network (both magical and mundane) through Arion is administered by the Envoys. The group largely consists of Biata and hail from the City State of Theria.

Find more information here > [World Anvil Link](#)

THE HERALDS

Note: The Heralds are not currently a playable faction.

This group is composed of philosophers, historians, astrologers and seers. Their main focus is to discover the knowledge of the past and monitor the current events of Arion in order to advise the council. The Heralds was first created after a group of historians discovered documents detailing cataclysmic events that befell another continent. To prevent such tragedies from happening in Arion, the guild recruited various knowledgeable individuals to help analyse the past and chart the course of the continent and its inhabitants towards a safe home for all. In later years, the Heralds added seers and astrologers to their ranks in an attempt to preempt the future. The Heralds primarily make use of The Envoys as a delivery mechanism for their insight and advice.

Find more information here > [World Anvil Link](#)

PLACES OF NOTE

HEROES' REST

The capital of Arion, Heroes' Rest is a resplendent and bustling city on a sheltered island. No one nation rules - Heroes' Rest is the seat of the Council, which represents several nations throughout Arion. The Council consists of several members representing Casanti, New Hope, Ringterel as well as the Tribes. Representatives of the Heralds, and the Envoys are also required for each council seating. Heroes' Rest is the location of several embassies from the Old World, including Corvinus and The Kingdom. The Capital is well worth a visit to see stunning sites such as the Whispering Market and the Garden of Heroes, a monument built to honour those ancient heroes who retook the capital in 43 AVF.



Find more information here > [World Anvil Link](#)

THE UNCLAIMED LANDS

Far North of Heroes' Rest lays a large and wild open plain nestled between the Cantal Range and the sea. Many have tried to lay claim to this land as it is considered a fulcrum to trade with the untamed north. Long battles have been fought over the sovereignty of Salisver Pass, the principal entry point to the vast north of Arion. No single nation has managed to keep its hands on the Unclaimed Lands and it now consists of a collection of rugged nomadic tribes and bandits. Travelling through the Unclaimed Lands is dangerous, but offers high rewards.

Find more information here > [World Anvil Link](#)

NEW HOPE

A glittering trade city was founded by one of the previous Imperators of House Skaven. New Hope welcomes all trade and is said to be the capital's warden.



THE PACTS

When first discovered, the continent of Arion had several established nations with those newly arrived (after having fled the Old World) wanting to make a home, too. The survivors and travellers had found this land and resolved to start anew, committed to not making the same mistakes as their forebears. But a nation is built with the best of intentions, not upon them. Before long, the shadows of the past took hold. Disagreements flourished; ancient grudges resurfaced and inevitably conflict took hold of the dream. The nations that survived this period of conflict again resolved to learn from the past and came together to draw up the Pacts.

Arion's new Pacts would transform the Guilds into something that would serve as part of a peace treaty and a spoke in the wheel of progress. The pacts are seen as social contracts and an agreement to the common morality of Arion, and although not enforced, going against the Pacts is seen as dishonourable and generally frowned upon.

THE FIRST PACT: THE PACT OF AGLOS

Named after the location of the Pacts' signing, The Pact of Aglos was signed by all heads of nations and covers among other items attitudes towards non-aggression, wise council, a firm stand against racism, slavery and basic rights for all people of Arion.



THE SECOND PACT: THE PACT OF THE RUBY HEART

A public interest pact of physickers, tradespeople and philanthropists, many of whom take vows of service. It also receives the highest number of donations from the wealthy. The Pact of the Ruby Heart takes a special interest in situations where adventurers are concentrated or needed to provide aid, focusing specifically on those with less experience.



THE THIRD PACT: THE PACT OF KELLEMORE'S HAMMER

The pact focuses on public works, championed by warrior of legend Kellemor the Unflinching. Many coins went to war chests while people starved, she argued, and it was difficult to disagree with her). Craftspeople, builders and artisans devote their time here. Oftentimes apprentices are seconded here to gain broader experience and improve the renown of their masters. The pact is widely supported by adventurers who specialise in smithing.



THE FOURTH PACT; THE PACT OF BALANCE

In a world of spirits and resurrection, people want reassurance that all such transitions are done properly and that their bodies, minds, and souls are safe. When war erupts in a realm of magic, the same is true for the land itself. A cataclysmic event that led to the corruption of the spirit of the earth created the need to guide earth and nature mages in achieving balance with their deeds. As part of their oath, many casters take on a time of public service under the Pact. This Pact governs the trade of earth magic goods including formal components. Healing services are also offered in close partnership with the Pact of the Ruby Heart.



THE FIFTH PACT: THE PACT OF THE AZURE TOWER

Also known as the Pact of Scholars, this was a reactive motion made by some of the more magically-inclined leaders of the world. The knowledge of the heavens could be plumbed safely under the watchful eye of archmages, on the condition that they also regulate the magical economy maintain a registry of all Celestial mages and provide some level of assistance to the Ruby Heart. Due to a preexisting mistrust of Celestial mages, the other negotiating bodies insisted that one component of the pact be non-magical as a safety measure, while also promoting the scholarly pursuit of alchemy. This Pact governs early character spirit forges, magical and alchemical items as well as their associated components.



THE SIXTH PACT: THE PACT OF THE HEARTH

This Pact was not part of any negotiations however an enterprising group of publicans, musicians and storytellers launched their own movement of recognition. Assisted, no doubt, by jolly friends with deep pockets, this group declared themselves a pact intent on bringing good cheer to the downtrodden folk and nobly preventing any cartels from seizing the production of ale or letting an inn's hearth be an unsafe place for a weary traveller. Bards would travel the land gathering and keeping knowledge, telling tales and witnessing events of great import, while member publicans would see good reputation and favourable rates at the market as thanks for housing these bards (the handy happenstance that this allows member bards to never end up out on the street is an absolute coincidence!). Leaders tolerate this due to immense public goodwill and having a good bard as a witness is its own reward.

