

The campaign's specific events include the Age of the Elves, during which a demonic army, led by a tyrant of shadows whose name is lost to time, rose to claim the souls of mortal men. The Elves, empowered by their alliance with the Dragons, defeated the tyrant and buried him with a stake made of sacred wood from the trees of Arthaia. A cult of dragon-worshipping Elves, who revered Adrahamalik, built a citadel around this sacred tree. This citadel was later sunk underground by the meteor that created Mt. Erevos.

Centuries later, an Elf conman named Clovaris od Lufthen emerged in Selenia, marrying into royalty and eventually becoming Grand Duke and Minister of Magic and Science. During the Ashfell, Clovaris committed heinous war crimes, ultimately killing the Emperor and usurping the throne. Clovaris extensively studied Erevium with the help of a secret order and a prodigy named Jean, discovering its soul-siphoning properties. He crafted a machine to amplify this effect, though Jean remains unaware of his true intentions. Clovaris now plans a massive expedition to Mt. Erevos, using Hillspire as his base, to exploit Erevium for his own ends.

The campaign takes a dramatic turn as the adventurers discover the sunken citadel and destroy the sacred tree. This act causes Kyriakos to ingest the "meri tzamitz," making him the Vessel—a being of interest to the demons, who could use him as a portal to consume souls indefinitely. Meanwhile, the demons are covertly supporting Clovaris's expedition, planning to overthrow him at the last moment to seize the Erevium's power.

The Nameless One, a resurrected shadow tyrant, has been unleashed from his tomb, wreaking havoc as he travels north. Along the way, he encounters a necromancer sent by Clovaris, who becomes his servant. This necromancer opens a portal to the Veil, a dimension between life and the Crucible for his master

Erevium is now identified as a soul conduit, essential for enabling higher-order magic. This unique property makes it a cornerstone of both mortal and infernal ambitions. The Veil, meanwhile, is understood to be the passageway between life and the Crucible, serving as a liminal space through which souls transition after death.

The pantheon of the world is richly developed and includes:

- **Selenor**: Life, Order, Time.
- **Aurelia**: Death, Chaos, Dreams.
- **Mistral**: Air, Tempest, Sky; patron of the Aracocra.
- **Sea**: Two-faced deity represented by:
  - **Latasia**: Beautiful, serene, a helper of seamen.
  - **Iku-Turso**: The Abyss, Latasia's darker and destructive counterpart.
- **Frayr**: Warfare, Diplomacy, Wisdom.
- **Esperia**: Beauty.
- **Penderynn**: Craftsmanship, elements, alchemy.
- **Lalli**: Art.
- **Luvara**: Sex, hedonism.
- **Morven**: Hunt, Nature, Brawl, Savagery, associated with primal instincts and the Monke.
- **Quercus**: Sun and Moon duality.
- **Ahun**: Family, Homestead, Stability.
- **The God of Mysteries**: Shadows, Secrets, Darkness, Mysteries; an enigmatic deity whose true name and full nature are unknown, embodying obscurity and hidden truths.

The organizations of Selenia include:

- **Order of the Blazing Sun**: Undead hunters, priests, and paladins devoted to Selenor.

- **\*\*Order of Morven\*\***: Mercenaries dedicated to abolishing structured society, thriving on fights among equals. They hold a strict code to never harm those unable to defend themselves.
- **\*\*Order of the Aegis\*\***: Orc hunters and guardians of humanity, primarily composed of dwarves and humans.
- **\*\*Order of the Griffon\*\***: Scholars with a wacky disposition. Once Erevium monster hunters, they now pursue knowledge and eccentric studies.
- **\*\*Order of the Ashen Ram\*\***: A splinter faction of the Blazing Sun, known for their "fire with fire" approach to combating threats.
- **\*\*Knights of the Crown\*\***: A prominent chivalric order, bound by loyalty to the ideals and lineage of the throne.
- **\*\*Chimera Brotherhood\*\***: A secretive organization gathering magical artifacts and weapons as a contingency plan for war with the elves. They seek to ensure that magic is wielded by "the right hands."

The Omen Born are children of hermaphrodite gods like Quercus, Lalli, and Luvara. In the northern dialect, they are referred to as the Manat Rhu'g. These beings hold unique and powerful roles in the world. One Omen Born is the mother of all hags, her dark lineage tying her to the creation of these fearsome creatures. Another is the Muse, a being who greatly amplifies an artist's soul, driving them to create a magnum opus before taking their soul as the price for such divine inspiration.

The metaphysical framework of the world has been expanded. The Gods reside in the Crucible, a dimension beyond the mortal realm where all souls go after death. They derive their power from consuming human souls, with stronger souls granting more power. The remnants of used souls fuel magic within the world. Another entity, the Existenc serves as a connective force without an agenda, linking all things. Druids tap into this connection to draw their magical powers.

Demons inhabit the Ashpit, embodying pure destruction and feeding on life itself. Devils reside in the Infernal Blaze, harboring ambitions to overthrow the Gods and seize control of the Crucible. Additionally, for anything to truly die, it must exist within the mortal plane, where souls reside.