

Story builder and Factions of Allegora

The World of Allegora operates on historical and realistic terms with just a touch of fantasy. We DO NOT allow races other than human and anything BUT physical magic such as healing.

We have created factions to help in character creation. They all differ in their own unique cultures and religions/beliefs. Those in which are related on historical cultures and religions.

Templar: You have come and traveled far from the Kingdom of New Serenia, founded and lead on the religion of Serenity. This Kingdom's oddity is that some are born with the power to heal yours and others injuries (thought to be the chosen ones of God himself), where you are separated from your family and adopted into the templar order. You have been raised to see any other rare powers in the world as evil and threatening.

As your home is far behind you set out as a fighting missionary, spreading the word of God and killing those who might oppose New Serenia, its ruler Grand Master Veritas, and most importantly God.

Fiend: Lead by Zire, you are not a kingdom, but a growing army. Zire has manipulated the templar healing ability to where a fiend can only be killed by removing it's head. Zire can turn anyone who comes willingly into a fiend, saving them from things like the plague. However, it comes with the cost of loss in free-will (Zire can control you) and other side effects varying from fiend to fiend. Side effects occur because Zire has not perfected the fiend ritual yet, but will do whatever it takes to do so.

Thought mostly as an evil curse, few think his gift of fiend transformation as a blessing. Fiends have the power to heal themselves almost instantly (much faster than a templar). They are identified by a key feature they all have, the iris of their eyes are largely black. Although some fiends can hide this trait until they are healing.

As a fiend, your goal is to help Zire Perfect his fiend ritual and help build his army for whatever his reason may be. Doing this all while keeping in control of your side effects obtained from the imperfect ritual done to you.

Imperian: Hailing from Imperia you are part of the hardest race in the world. The Imperians love to fight; they are trained in brutal ways of fighting. They do not fear death and pain means nothing to them. They believe in team work and the betterment of the Imperium over their own goals. Their loyalty to the archon (king) and the magisterium (council) is not only recommended but required.

The only known organized great house in the realm is House Bane. A family that struck rich do to the discovery of the shimmering falls mine. They are known for their seemingly unlimited access to gold, and hatred by other Imperians by going outside the cast system. You may choose to be a solider in the military, or being an apostil of the sun which enforces the Imperian religion known as the Imperian doctrine.

Also choosing to be allied with House Bane, a member of the extended family, or are you a loyalist to the cast system and an enemy of House Bane?

Woad: You are living in dark times. A plague is wiping out the world, people are falling sick and dying all around you every day. You don't want to see yourself or your love ones suffer the same fate. Your goals are vague but survival is important to you.

Use this open faction to build your own culture and set your own quest!