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Welcome to the Allion Wiki

A World of Magic, War, and Shattered Souls

“ In the age of smoke and spellfire, when titans no longer walk the earth but their weapons still shape it, the fate of Allion teeters on the edge of death.

About Allion

Allion is a war-torn world blending the grit and innovation of an arcane-powered mechanical age with the innate power of ancient magic. Airships hum with enchanted engines, cities blaze with spell-lit skies, and battlefields stretch from cursed wastelands to skyborne fortresses.

Magic isn't rare—it's essential. From transportation to warfare, every nation and faction wields it as both lifeblood and weapon.



The War of Life and Death

A world war rages across Allion—Life vs. Death.

- The Side of Life fights to protect existence, order, and renewal.
- The Side of Death believes life is a cruel joke that should end.

At the heart of this conflict stand powerful champions:

- The Knights Of The Heart: Heroes bearing divine blessings, each with unique strengths and destinies.
- The Elzahaar: A harbinger of oblivion, leading an army of decay and shadows.

Death is winning. But the war is far from over.

Titan-Forged Weapons

Scattered across Allion are **Weapons of the Titans**—ancient, god-wrought relics so powerful they can turn entire battles... if the wielder survives the cost.

“ These weapons **corrupt the soul**, twisting their bearer’s mind and morality. Some grow darker. Others become rigidly righteous. All are changed forever.

To claim one is to risk everything—even your very self.

Explore the Wiki

Dive deeper into the world of Allion:

- [Factions & Nations](#) - Meet the cultures, armies, and leaders shaping the war.
- [Magic & Technology](#) - Discover how enchantment fuels an industrial revolution.
- [The Chosen](#) - Learn about the legendary champions of both Life and Death.
- [Titan Relics](#) - Uncover the lore and legacy of soul-warping weapons.
- [History & Timeline](#) - Trace the events that led Allion into global war.
- [Creatures & Spirits](#) - From arcane beasts to summoned horrors.

Join the Lorekeepers

This is a living archive built by fans, storytellers, and adventurers like you. Help us chronicle the legends of Allion—before the war ends it all.

“ Will Life prevail? Or will Death claim its final victory?

General character creation template



Gokher Wraitharm

Aliases

Gok, Previous Warchief of Thonfaldihr, Amvoros

Species

Mountain dwarf

Gender

Male

Birthplace

Thonfaldihr

Affiliation

The Lightbringers, Thonfaldihr

Death Date

16th of Kingsbane, 1570 A.W.

Alexander Springspell



Alexander Springspell

Aliases

Alex, The Laughing Man

Species

Human (Previously), Dhampir

Gender

Male

Birthplace

Dewhurst

Affiliation

The Lightbringers, The Sicarius

Death Date

16th of Kingsbane, 1570 A.W.

Alexander is one of the longest living members of the Sicarius and is known throughout the criminal underworld. He is known for brutal precision, his mask and his incredible swordsmanship. The pantomime mask that Alexander wears is widely recognized by the underworld and often feared among both the lowest and highest of society.

Appearance:

He is 6'1, Pale, Dark brown haired, gaunt, athletic build, faintly glowing orange cat-like eyes, strong jaw, fairly average face, clean shaven. A black and white sleeve tattoo of a rose bush runs up his left arm. The Sicarius' main colour scheme is Dark blue and black. He wears armoured but light robes. The armoured section of the robes spreads around the edge of the padded chest and shoulder pads, along with armor running along his belt, boots and gauntlets. Most joints are basic cloth. The armour is extremely intricate and well crafted. Located at the middle of the belt is the Sicarius logo, which is a skull with 8 spider legs coming out of it. Additionally, Alex wears a metallic pantomime mask of a man crying with laughter.

Personality And Alignment:

Alex is a soft-spoken, yet energetic man. His brutal efficiency and years of experience has built up a natural respect for his enemies. He knows never to underestimate a target. If he can, he prefers to talk to his targets before killing them. He likes the human aspect of the job and wishes to know that the soul will move on quickly. He deeply supports the cause for life in the Great War while also respecting the process of death believing it to be the only unique experience one can have in a world of travelled roads and lush knowledge.

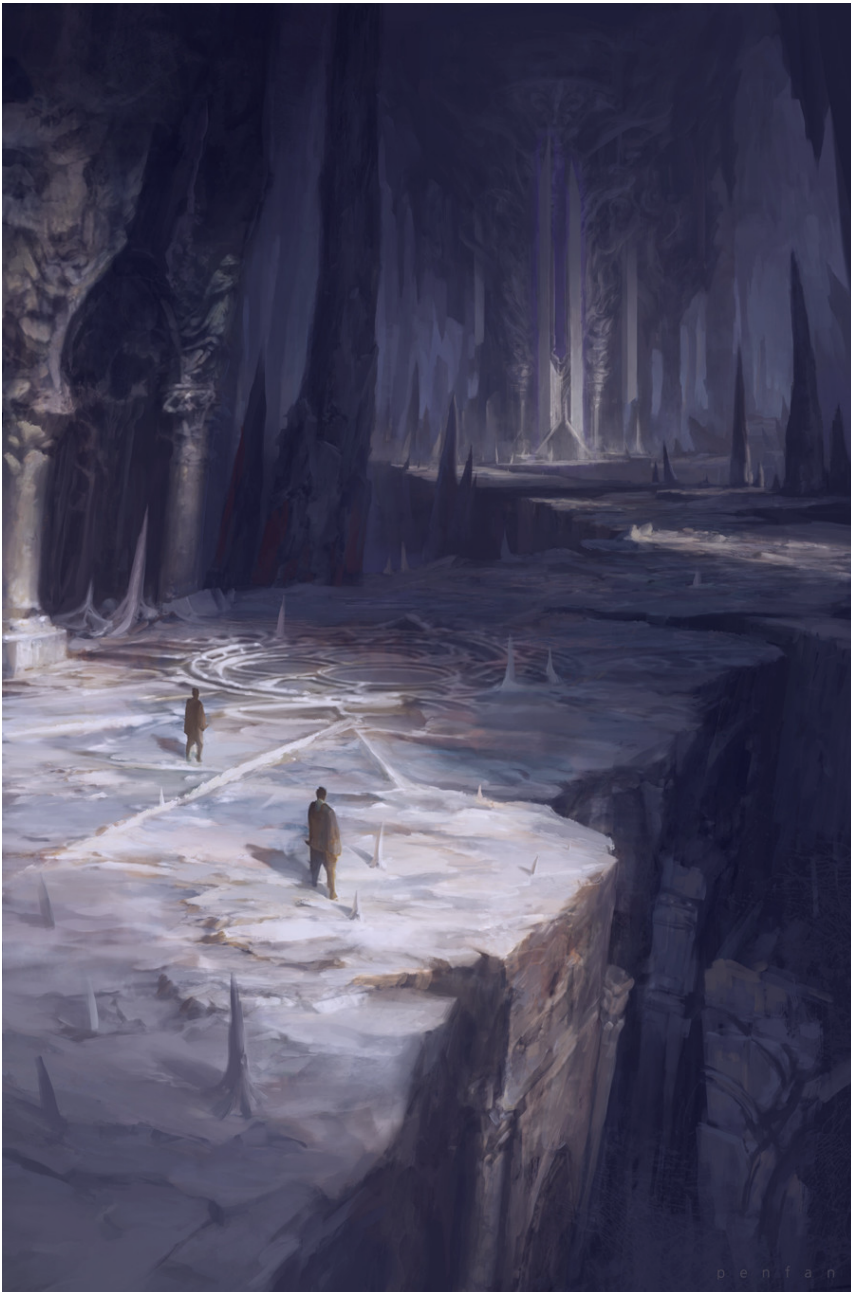
Early Life:

Dewhurst was a village in the East of Grirun, before it was destroyed during the great war, it had lush forest which turned amber during the autumn and the great mountains overlooked the village. It was private and well resourced, people were well-fed and poverty was next-to-nothing. His father, Harry Springspell and mother, Vidl Springspell, were both taken by the Conqueror Army in the conquest across Grirun. Upon the disappearance of his parents, he was escorted out of the village by the village-guard, who put him on a carriage with the other children to evacuate them out of the village. They were taken to the Skinners Orphanage on the far West Side of Grirun, a few miles from Roktorp. He remained at the Orphanage for 6 years, where he was raised mostly by the staff who came and went due to being volunteers. He made little friends in this time, most kids were traumatized beyond comprehension for their little brains. Upon the age of 8, hooded men in black robes, engraved with undercommon and other unknown glowing patterns, arrived at the Orphanage.

The group of 150 children who were residents at the Orphanage were brought before the hooded men. The staff ordered the children to remain still and in lines. The men handed pouches of gold coins to each of the staff members, who then turned around and left, leaving the remaining children alone with the hooded figures. The men would sit and meditate for 10 minutes before their eyes began to glow a dark-gold. They would move down the lines, each starting at one end then meeting in the middle. Pointing at each child, waiting for a moment, before moving onto the next. 2 out of 150 children were selected. Alex, and another young boy known as Dimitri were picked and told to pack. The hooded men, who everyone referred to as 'Collectors', waited outside the orphanage at a black carriage. Dimitri and Alex climbed aboard the black carriage, pulled by two large black warhorses. The boys sat in silence as they were being pulled along, the collectors seeming to communicate with hand signs to each other. After two hours, the carriage came to a stop, where the collectors handed down two sacks of food. Bread and cheese were laid out in front of the boys, along with cheap metal cutlery, and they ate.

One of the collectors climbed into the carriage from the driver's seat, dark hood overshadowing any facial features. A ringing built up in the air as a dark red energy began to emanate from his hand, which he waved in front of Dimitri, causing him to collapse, unconscious. Weariness started to overcome Alex as he went into a panic, picking the knife from the food up and ramming it into the chest of the hooded figure. Shocked by this sudden vigour, the collector fell out the door of the carriage, gasping loudly and rolling around on the floor of the wooded area they had stopped in. The other collector dismounted from the front of the carriage swiftly, with an unnatural speed, and as he approached his floored ally, Alex finally lost consciousness, falling into a deep sleep.

The boys awoke in a dark cave, the air above them beaming with the light of green fireflies; the blue flame of torches lining the walls and a strange turquoise glow from hanging fungi of the ceiling of the large cavern. Large blue crystals stabbed through both the fungus and the darkness, emitting a radiant blue, enhancing the glow of the fungus. Bits of rope and structures were built around some of the clusters of crystals, which had been mined and cracked. Built into the walls of this large cavern were many structures, seeming to be houses, carved from roughly cut blue-rock bricks, criss-cross window frames sat in holes in the bricks, illuminated by the soft glow of orange flames. The structures spanned the surrounding walls of the cavern, curving around a large pit in the middle of the circular village, at each end of the village, large, rough watch towers sat, with men overlooking the village perched within them.



The pit was illuminated by purple light but Alex could not see the contents the hole. Around the hole, a large metal frame was put in place to stop bypassers from falling in, even acting as a form of spectating point to view the contents of the pit. Alex and Dimitri lay at the bottom of the path leading up to the civic structures. A large magical wooden door, reinforced with metallic plate, sat behind Alex, and at the other end of the road, he could see large grand runic stairs leading up

another large, detailed and engraved metal door, red runes pulsed on it every few seconds.

The Sicarius:

The Sicarius' headquarters is known as "'The Black Tower'", and is located deep in the underdark behind a very large magical steel and wood door. Its of circular shape and has a large staircase that leads up to the black tower itself, otherwise known as The Monolith. A soft buzzing of weave energy can be heard all around the cavern, shadows will often move by themselves as well as sometimes mist descending upon the area, this comes and goes. It was here they first met "'Iruene Enro'", or as they would come to know him, Uncle. Iruene was a young elf upon meeting Alexander, barely over 180. Uncle trained the recruits and acted as a father figure for the Sicarius (Guild), he acted as a kind but harsh guide, training Alex and Dimitri as a duo, as they were the youngest and freshest blood. Its here when Dimitri Vinkov and Alexander Springspell became close brothers, as they spent the first 2 years of the program together. The maternal figure of the Sicarius was "'Sionia Wynfell'", she was the head of the 'family' and head of all business relations, handing out the assignments and managing the money, as well as the arrests on the rare occasion a member got arrested. She was a young-ish Elf back then, but is now a much older elf, She is currently 524. She arose to become the new leadership of the guild upon the arrest of the Hexblade himself in 1271 AW, since then she has been far more open to what is known as 'monolithic experimentation'. Alex fell into the assassins training and indoctrination very quickly, hating his previous life and accepting the new one with open arms. Him and Dimitri were given a shared bunk in one of the barracks, where they received hot food as well as hot drink and a generally better quality of life. Both he and Dimitri were concerned with what Uncle was describing as their 'final test' once the boys turned 18. Groups of guild members are divided into sections called 'Families' and their co-workers become their 'siblings', 8 per family. They share residency and training together as well as anything else that happens within the guild and its headquarters.



The Family:

Alex has 7 living siblings as of 1575 AW: "'Harvey Windfall'", Elf, 450, older brother, very close with him as he has spent centuries alongside him in the guild. Harvey is often considered the heart of the family, very light hearted and extremely skilled with a polearm. (Guild Rank: Veteran) "'Elana Adlen'", Dhampir, 326, 3 year older sister, was apart of Monolithic Trials, one of the 3 Dhampirs in the guild. Is extremely competitive and creative when it comes to kills, once killed a man by superheating soup before he consumed it. (Guild rank: Soldier) "'Dimitri Vinkov'", Dhampir, 323, Equal Brother, was apart of the monolithic trials, one of the 3 Dhampirs in the guild. Alex's closest brother, extremely talented with spellcasting and prefers a spell to a blade, he often sits on the

fence when it comes to the guild discussions, in his age he's found that the guild is becoming more and more immoral, more about money and less about family. (Guild rank: Soldier) ""Verdin Genro"", Druegar (Werewolf), 230, young brother, was apart of what was considered 'The Trial Of The Moon', he's used as the muscle and is the least-subtle of the family. Verdin is a spiteful man with utter hatred in his heart and a distinct lack of mercy or empathy. He was turned into a lycanthrope and taught to control it during The Trial Of The Moon, which he volunteered for. Most of the family is not fond of him but he is necessary, and they have been around each other for centuries. He is often only wheeled out when the guild needs a loud distraction or a bit of muscle, he is extremely lethal and efficient with his claws and Warhammer. (Guild Rank: Enforcer) *""Schuggers (Schuggs) Silverslite"", Deep Gnome, 98, Younger Brother, Ex-Warcleric of Aziel, dedicated doctor to the guild, once regenerated Alexanders hand after a mission gone wrong in Oteon. They are relatively close, but Schuggs tends to stay quite distant from the members.(Guild Rank: Support) *""Proteus (???)"", Reborn, 342?, Massive 8ft tall, previous goliath, Very quiet, very reserved, seems very confused, very efficient somehow, extremely strong. Prefers to get kills with his hands. No-ones really sure who he was or what he was, he was a corpse that was taken from a morgue and attached to The Black Tower, causing him to become a Reborn. (Guild Rank: Enforcer) ""Franklin 'Silver-tongue' Whitely"", Gnome, 34, Eloquence Bard, Loud, flamboyant, Newest member of the family, Once killed a political leader in Usloya by attracting a Large Purple Worm to a festival, possibly the most chaotic member. (Guild Rank: Initiate). Additionally, Although not family, Alex befriended a elf known as ""Dereck Vonderheim"" while he was on a mission in Oteon. Dereck is a privateer but well versed with contacts and local gangs. He uses a sending stone to communicate and get information off him.