Welcome

Setting Overview

Iroe is the fantasy setting I (Craftidore) set my ttrpg campaigns in. A few friends of mine have likewise set their campaigns in this setting, and so I've created this wiki as a place to host world information on the setting.

The world, while medieval fantasy, is set in the distant future, a series of more and more devastating world wars ravage the planet, until society collapses. About a millennia after the aftermath, magic is introduced into the world, other (typical and atypical) fantasy races emerge, society is rebuilt but remains primarily medieval.

Additionally...

Most campaigns so far have been set in the 4000s NA8, so info on wiki pages assumes this time frame is current unless otherwise noted. A variety of ttrpg systems have been used, including Polymodular Fantasy Roleplaying (Europe) by Ill Gotten Games (since rebranded as Crux), Genesys (Europe) by Fantasy Flight Games/Edge Studios, and Pathfinder 2e (North Africa) by Paizo

Setting Philosophy

This setting isn't nearly as fleshed out as a setting book you might find for sale, This wiki, and setting, is meant to provide a resource, a launching pad. A place to start, get ideas, but not provide all the answers. Most of the "lore" and information here was created at the drop of a hat by a frantic GM, or as a joke, or as part of a backstory, before being immortalized on this wiki (and yes, there are contradictions and inconsistencies). The info about this world should be a *starting point*, a way of getting your creative energies flowing, but shouldn't have the final say on what is canon in your campaigns in this setting. Do you or one of your players have a cool backstory/plot/world idea that conflicts with something in this wiki? Well, that part of the wiki is no longer canon in your campaign. Don't let the setting get in the way of your creative ideas.

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Attribution

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