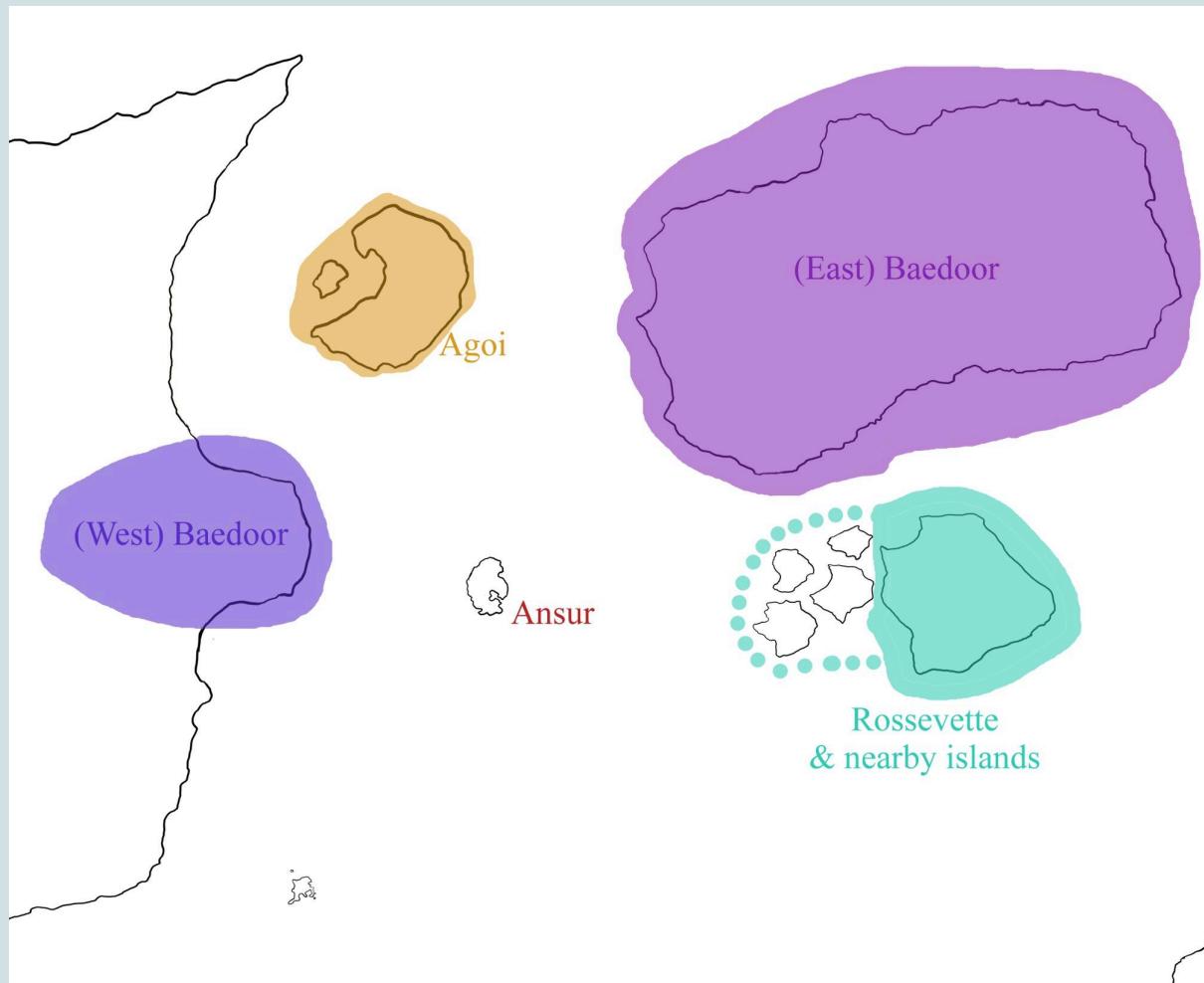


- Ansur Megadoc -

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Overview



Ansur is a small island located fairly in between Moon Continent on the west and Baedoore Continent on the east. Its position allowed the island to thrive from trade - first, between what was the prideful Baedoore Empire, and now, between four main powers of the Negeai Ocean.

Being founded by the Baedoore ruler, Ansur separated itself in 326NE during Empire collapsing into two kingdoms. It still follows the victorian mindset of Baedoore culture, but is no longer considered a colony and embraces differences, such as jitadian diaspora influence being a huge part of Ansur's distinct architecture*.

* could be simplified to "victorian Italy", in opposition to Baedoore's "steampunk London"

Regions

Ansur is not split into extremely different regions as name of this section could imply, but it has a bit of subregion variety depending on area.

Most of Ansur is made out of highlands – hilly ones without real mountains. There are patches of deciduous trees covering vast areas of grasslands, but western side of road to Evros contains actual forest (covering Gorthal from southern side).

A lot of Ansur coast is not friendly to ships, being cliff-like and rocky (the height is not big, but enough to be difficult for sailors). The exceptions are beaches – the one used by Evros and Waine ports, as well as Nyme. On southern coast there are also small patches of beach, and there's also beach on “lake”.

Actually the existence of such “lake” should be checked to know if this structure make any sense whatsoever.

General overview of the area is that Ansur is mediterranean in climate, but with a bit more fertile ground. Its vast grassland area is used for vineyards, wheat farms and pastures.



Cities & Settlements



Redo draft of Ansur island - with added part of land with Nyme as 3.

Cities, towns & villages

Evros

First and main harbour city of Ansur. Takes most trading routes, connecting West Baedor, East Baedor and Agoi. Has major guilds, services and Ansur's governor lives here.



According to BE, the architecture of Evros is designed by jitadian architect who gave the city more unique twist to victorian vibes that usually go with Baedor settlements.



Evros' coast has plenty of restaurants with tables outside, making the city feel quite welcoming.

Evros is also known from its well represented jitadian and ghloddish diasporas – there is ghloddish chapel located there, and jitadians find Evros as their small home, given how much first settlers influenced the city's culture.



In PTR's scope, Evros would be To city (Narsis size).

Waine

Waine is second Ansur port, focused heavily on trade route with Rossevette and export of food. It constantly lives in shade of Evros' dominance, but can be seen as more intense culturally. Waine is place holding food festival, but also having theater with its own Rossevette immigrants group presenting traditional tri

theatrical acts there. Sometimes those are covered in West Baedor's cultural magazines.

From Discord planning on Waine:

Given that southern side of Ansur feel like it should differ somehow, I think it could go with idea of bakers guild and expand it heavily. Especially as Evros seem to be rather industrialized area, making Waine more of a rural center feels appropriate and diversifying.

Waine is focused around food. This can be seen by the existence of Bakers Guild, but also The Wheat Street (Voesvein) which holds four bakeries and some confectionaries. The abundance of this craft is built upon endemic variant of wheat, called *green wheat* (name may be changed, it's green which is the focus) which isn't actually green, but the flour itself has greenish cream colour.

Southern part of Ansur is generally known to be a bit less winery-driven and more focused on wheat, be it regular or green - that's also what is main export of Waine port. Export itself is more across Rossevette islands and [Aztec apes] of southern lands (which is minority of trade, as those come to Waine as rarely as padomaic inhabitants visit areas like Anvil in PTR setting - some of them can be seen in Waine port, though, and it should be noted sometimes, as it is the only mention IoA will be able to get for them for a good while).

Wheat pick was inspired by [this article on Sicily grains](#). May be a bit generic, but I find it pretty good choice, I also have soft spot for wheat in general.

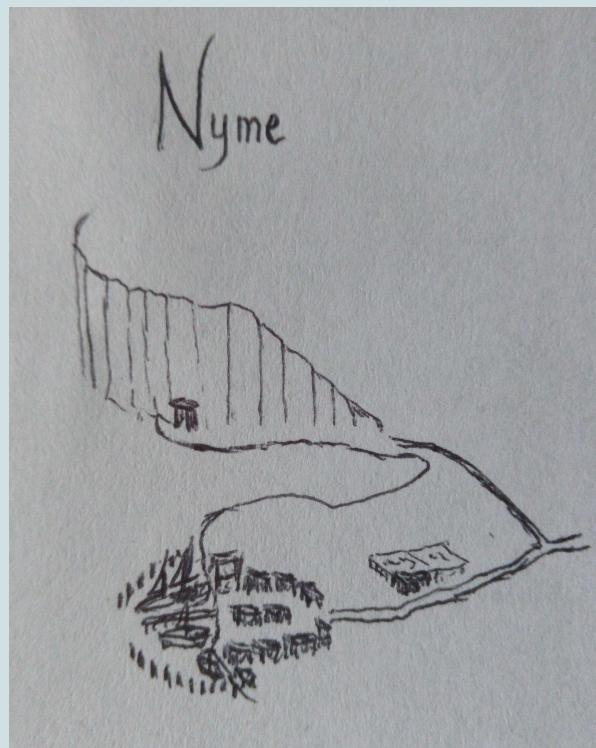
PTR size would be between T0 and T1 (more likely big T1, like slightly smaller Old Ebonheart).

Nyme

Small outpost that was built to help nearby mine to operate - it started from small administrative building, warehouse and little harbour, so iron from Nyme mine could be also transported by ship.

Over time, more buildings started to appear, forming small village liked by nearby vineyard owners and farmers because of how easily they could build their gray trading area in there, using easily bribeable Nyme administrator.

PTR size would be T4 village (Khuul). Old Ildrim/Darvonis TR village can be also good vibe reference.



Forts and outposts

Gorthal

Gorthal is located west of Evros city and is administrative center of Ansur's governor. It is also center of military power of the island, even though army is spread across both cities.

Vineyards and farms

E1 - Nisse Farm (wheat, pasture)

Landscapes

Raivenn Forest

Small forest south of Gorthal, covering it quite tightly with broadleaved trees. Nothing spectacularly interesting here, however in IoA this could be spot with slightly increased bandit robbery chance.

[Sedhe Lake]

Guilds

Evros

★ Main

- Ansur Vineyards Association (AVA)
- Ansur Thieves Guild (ATG)
- Followers of the Bound (Mages Guild)

★ Minor

- [Worker's Guild] (Miners, Harbour workers etc.)

Waine

★ Main

- Archeologists Society of Waine

★ Minor

- Baker's Guild
- [Guild of the Homeless]
- [Herbalist/Alchemist Guild]

Evros

Ansur Vineyards Association

Association of all vineyards' owners, helping them to coordinate trades and fair competition, but in latest years also main tool of pressure on Ansur's government.

Not free of personal grudges, resentment or hostility, but those are usually kept under the carpet. It is the biggest painpoint of AVA, since with each year, their power grows with steadily rising export needs.

AVA covers all Ansur vineyards, but it resides in Evros.

Ansur Governor

Ansur Navy

Ansur Navy is militaristic-administrative offshoot of Ansur Governor – it controls the waters around the island, being the only military power over them; but in the same time, solid part of Navy is administrative work – noting all cargo coming in and out of port, trades, storage facilities (warehouses) and checking it for smugglers.

Because of that, the Navy is led by two main personas – the head of military and head of administration.

The organisation occupies both harbour building and Gorthal castle, as its extensive work requires governance in both areas.

Ansur Thieves Guild

ATG is Ansur-specific TG and it operates under a mafia-like system, controlling trade and harbour, as well as having some services in the city dependent on them.

It has close ties to Ansur Governor and Navy, mutually respecting their own areas of interest and supporting each other silently.

ATG is quite unique also because it has its own fleet of ships, providing protection from pirates.

Followers of the Bound

Guild of Mages exclusive to Ansur. It follows a distinct magic style compared to other guilds and organisations - focusing on casting spells onto items. This type of magic is usually considered difficult, unpredictable and rather unproductive compared to other methods, but Followers find it as their small area of love they want to practise and study.

FotB symbol is a staff with a purple veil.



Tom, 400

Waine

Ansur Navy

Waine's Navy is smaller and resides in only one building in harbour - but the general chores they need to do are the same, and found of the same importance.

Archeologists Society of Waine

From Discord planning:

Last one guild for Waine would be Guild of Archeologists - this one would be main one. If there's idea of bringing back N'ferth (either as "final touch" on IoA, or addition in between Ansur and New Baedor), it would offer full questline as thought initially - but instead of Evros, it would be moved to Waine, from which it makes more sense to sail - and if not, it would have some quests on Ansur, related more with either history of Ansur itself, or with exploring some niche creature-like beings that may have inhabited the area (could fit better option here, since I kinda didn't want to have Ansur inhabitants pre-NE, even in form of goblin-like creature civilisation or even tribes).

Optionally, Archeologists Society of Waine (which may be fitting name) could also give you quests related to N'ferth without you travelling there in case N'ferth isn't made. This would cover it

lore-wise, but not by playability. Obviously the questline will need to be shorter, I assume w/o N'ferth it would make ASoW the smallest major guild on the island.

[Guild of the Homeless]

From Discord planning:

There's interesting idea to make semi-guild for Waine (or Evros) that would have similarity to Twin Lamps in how unofficial it would be, but it would be place of homeless gathering. It wouldn't be guild in that sense that it would be more akin to organisation which holds one huge tenement and let the poor sleep in it.

It would possibly be organised by some more socially sensitive citizens who try to organise that into something useful.

Due to that area being filled with many people, this would be probably also a place where some illegal trades could take place - given those outside of law using this place as a cover. This will mean guards will sometimes/often break into the building and stress out the inhabitants, which is also good starting point for questing, be it from guild's position or guard's one (guild would ask you to make guard's visits less often/less disruptive, guards may request you to make more secret investigation instead of typical noisy intrusion).

[Herbalist/Alchemist Guild]

From Discord planning:

Herbalist/alchemist guild, fairly recent and focused on teaching adepts - made by old professor with his students. They also try to help citizens making potions for common health problems, so they can earn some money to keep guild financially alive.

I would feel that guild quests for it would be connected to financial problems that will be regular issue with the guild itself - it can't get financially stable income, as potions are not enough

to keep pseudouniversity alive. You will be asked to get donations from rich people (or even patronhood) and Waine's governor, as well as just selling potions or making them - and obviously searching for herbs.

Bakers Guild

History

Foundation

Before 1 NE, Ansur was basically island without any real inhabitants. Some battles between [underwater civilisation southwest of it] and Agoi could take place nearby, maybe some intelligent creatures lived for a while there, but in time of Exodus, none of them were here.

Baedoor colonisers found the island travelling west during Exodus - being biggest mass panic event in recent history, when a lot of citizens of Baedoor Continent fled from it, in fear of incoming apocalypse. Obviously, mass murders and suicides also appeared, but a lot of them also thought fleeing far away from home should let them survive - which was the wisest idea and gave birth to Exodus in itself, and to New Era in Baedoor calendar.

Ansur was found in 1 NE, when several ships yearned for food supplies. Seeing the island was like a miracle, so the island was called “Ans Sur” - “The Island of Hope”.

Some travellers decided to settle in the place, building first shacks, while other ships moved farther west after resupplying (eventually reaching what is nowadays known as New Baedoar). There was significant percent of baedoarised jitadians who settled, shaping future look of the island.

Similarly to New Baedoar, after building, Ansur was treated as property of Baedoar Empire, coming from mostly its citizens and ships being ruled by then single Empire, ruling over other countries in the Continent.

Over next decades, shack village expanded to the town size and was called Evros, after its expansive nature - the name dictated also its fate, as Evros is truly “strongly growing” to this day.

Later times (WIP)

Politics

Ruling system

Ansur is ruled by **governor**, status applied originally by Baedoar Empire during its original rule over the island.

During first three hundred years of Baedoar Empire existence, governor was picked by Empire's ruler. It meant usually that the new governor will always have tensions with local citizens and need few years to assimilate (animosity is more about foreign person not knowing local struggles and environment, not against Empire per se). Governor ruled over the island until withdrawal, also usually decided by the ruler himself.

After Empire's collapse, Norran Gorth decided to make Ansur separate from its past owner, since siding with either parts of past Empire would bring the island more struggles than help - and Ansur citizens were also in favour of getting rid of colony status.

He decided to keep governor status name and its indefinite ruling time.

The change that was made was picking next governor - to keep everything as democratic and up to Ansur's citizens, he decided to build new system on voting via districts.

Each Evros' district was said to have their representative chosen by citizens of said area - creating Ansur Council - and the next governor would be picked from those, by votes of Council members. Since majority of city districts were populated by workers and artisans, Norran hoped that this will silently rule out noble's power out of the Council and set the precedent of governors caring about commonfolk.

While Norran was very social-focused, noble man who cared deeply about Ansur (reason he decided to separate it from Empire), he didn't live for very long.

Next governors ruled in various styles, some caring about the island and city, some trying to just earn something to ourselves.

Current governor, Heimlig Naevos, is interesting mix of characters: he is actually caring about the island, but strongly believes modernisation of infrastructure and getting wealthier is the key for island's prosperity.

This makes him look fairly greedy from outsider's perspective, and also sets more tensions between him and other powerful entities because of how often he treads on others' toes.

Main conflict of current time (and IoA game) is between Naevos and Ansur Vineyards Association - the governor wants to cut as much power AVA has, given it arised to second biggest power

over the island. The peak of current tensions is found on railroad idea that would connect Evros and Waine, going through areas of several AVA owners.

In return, some AVA members work around Evros' taxes by using Nyme port that let some export go without any bureaucracy, using bribed Nyme administrator who was set to protect interests of Nyme's mine. While Ansur governance ignores this problem currently, making it tacit secret, increasing tensions between them and AVA may struck some action towards that outpost.

In general, Naevos and Ansur governance situation can be described as put on biggest stake of win or lose - it has great economic power and tradition backing it up, but its corruptive history has led to rise of powerful rivals in shape of AVA, ATG and nobles trying to have more power over governor's decisions.

If Ansur governor gives up, he risks losing a lot of respect to the position, but to not do so, he needs to expand towards AVA and hostilise it.

ATG in itself doesn't have much stake in the fight, but it secretly supports Ansur's government, given it being faithful for ATG's mafia system over Evros' harbour.

Mindset

Ansur is built on similar foundations as West Baedor, which is the sense of freedom and independence.

It does come with a strong multicultural/cosmopolitan vibe, but free of the proudness or arrogance that can be seen in Eastern Baedor due to its imperialistic history.

Freedom of Ansur people is specifically related to independence - it was a strong aspect of why the island eventually split from the

Empire and why it embraces its own multi-ethnic culture that was forged since its birth.

Despite similarities to modern USA culture, I do want to stress that Ansur is very unlike it - its freedom is not a poor symbolism, it is the wind of prairie and cosiness of colourful homes. There's no explicit "freedom" stated as constitutional right, it's a more subliminal philosophy taken out of what this colony forged - an unique melting pot which built its own importance by its own merits.

Despite those traits, Ansur isn't overcrowded. It's not seen as a "dream fulfilling city" like New Baedoor is, it is not seen as a big and powerful city as Old Baedoor. It is considered as a temporary stop between two, but as such, those who decide to stay here can find home "of the chosen ones".