The World of Ydur

A Brief Overview of its Physical and Cultural History

**-Location in Space-**

* Ydur is one of four planets in its solar system. It orbits the sun Briva, and is the second closest planet to it, the first being a gas giant name Huriol. After Ydur comes Grydin, a desolate ball of ice that often appears as a piercing white point in the night sky, and last is the planet Larnuhn, slightly larger than Ydur, but far too cold to foster life.
* Ydur has one small moon, known as Nuri.
* Ydur is only about a third the size of our Earth (8,400 miles in diameter at its equator), but due to an abnormally large proportion of heavy metals in its mantle and core, it has roughly the same gravity at sea level as we do.

**-Geography-**

* Landmasses
* Ydur consists of three main landmasses: Barruhn, the largest; Relya, the eastern-most; and Heimbald, the small, southern island-continent that was the most recent to be settled.
* Physical Features of Barruhn:
  + Barruhn has the only inland sea on any of the landmasses of Ydur: the Green Sea. Out of the Green Sea comes one of Barruhn’s four major rivers: the Griyarn. The Shared Ancestors became sentient along the banks of this river. Barruhn’s three other rivers are, from east to west, the Yurate (often referred to as “the Serpent”), the Krast, and the Norinth.
  + The numerous mountains that bisect the continent were originally collectively called “the Barrus”, from which the continent derives its name, but the range as a whole is now known as “The Spine”. The mountains in the northwest of Barruhn are the Windwalls, and the three on the large island to the west (Fior) are known as “the Great Alaghis”.
  + The large peninsula to the southwest of Barruhn is the Tillekar Peninsula. The closest island to the peninsula is Daema, the next closest is Merna, and the largest island is Fior, on which you can find the Great Alaghis.
  + The slightly smaller peninsula at the south of the continent is known as the Kostroyan Peninsula.
* Physical Features of Relya:
  + The continent of Relya has six notable rivers. The two larger rivers, from the bottom to the top of the continent, are the Jurhreon and the Mhreneo. The four smaller rivers are known collectively as The Four Sisters, and they lie to the far north of Relya, providing the water for the large, frigid marshland area known as Brogmirn.
  + The only mountains on Relya are tectonic continuations of the Spine, known as the Creons, which cross into the far north, separating Brogmirn from the rest of the continent.
  + Relya (and consequently, also Barruhn) has two peninsulas that nearly span the waters between the two continents. Eons ago, these formed the edges of a much wider land bridge that connected the two areas until a comet struck the planet. Punching a hole into Ydur, its impact formed the sea between the two continents. For millennia after the impact, the two narrow bridges remained intact, allowing migration across them. Eventually however, continental drift tore them in half, leaving the two landmasses just barely out of reach of one another. These pairs of peninsulas are known as the Northern and Southern Arms.
* Physical Features of Heimbald:
  + Heimbald has one main river, the Daemis, named so because the man who discovered the river was especially homesick that day and came from the island of Daema off of the Tillekar Peninsula.
  + Heimbald has a lone strip of mountains, the Kolkeins, which are known for their particularly strong winds and frigid temperatures.
* Bodies of Water
* Oceans:
  + Ydur’s open waters are broken up into two oceans, with the smaller seas between landmasses being considered different from the larger oceans they are connected to.
  + The first ocean is to the east of Relya and the West of Barruhn, and is called Siroa Barif.
  + The second ocean is south of Barruhn and Relya, and is the ocean that surrounds Heimbald. It’s known as Kovraya Barif.
  + The delineation between the two oceans is based off of the location of the southern-most tip of the Tillekar Peninsula. If you were to draw a line of latitude around the world with this point included on it, everything north of it and between the eastern coast of Relya and the western coast of Barruhn would be Siroa Barif. Everything else, unless specifically identified as a sea, would be Kovraya Barif.
* Seas and Smaller Bodies:
  + Besides the Green Sea of Barruhn, there are 5 seas on Ydur.
  + 3 of those seas are located between Barruhn and Relya. They are, from north to south: the Frozen Sea, the Howling Sea, and the Farasht Sea.
  + The two other seas are on either side of the Tillekar Peninsula: The sea between the peninsula and Fior, in which Daema and Merna are located, is called the Fiorn Sea.
  + The sea on the other side of the peninsula separates Barruhn from Heimbald and is called the Voran Sea, so named after the first known person to sail across it, a Grevanian woman named Vora. Before her voyage there was only speculation that a landmass existed south of Barruhn.
  + The northern shore of the Tillekar Peninsula forms the southern coast of Larkan Bay. The water that the Daemis flows into is known as Torgrad Bay, and the smaller coastal body of water directly above it is called Heritage Bay.
  + The strips of water between the Northern and Southern Arms of Barruhn and Relya are, from north to south, the Strait of Tarn, and Kilbron’s Gap.

**-Climate-**

* Due to Ydur’s smaller size, most of the planet is actually quite temperate, and for the most part its seasonal changes are quite mild. The arctic regions occur at more extreme latitudes than on Earth, giving more of the planet to habitable climates.
* The northern arctic region begins nearly halfway up the Windwalls in Barruhn, and directly above the Creons in Relya.
* The southern arctic region does not start until just below the Daemis in Heimbald.
* Climates of Barruhn:
* There are 4 main climates on Barruhn: arctic/taiga, temperate, arid, and tropical.
* West of the Spine:
  + The arctic region of Barruhn, as stated above, covers from the northern most reaches of the continent, down to midway through the Windwalls. From there until the Green Sea is a taiga that quickly gives way to temperate conditions. From the far north down to the Green Sea there are mostly conifers, and sturdy, tough wildlife.
  + From the Green Sea onward, the majority of the continent is a temperate climate. Most of the flora is deciduous, with some coniferous patches thrown in. A large swath of land between the coast of Siroa Barif and the Spine is mostly plains, prairieland, and rolling hills from just south of the Windwalls to the top of Larkan Bay.
  + The last fourth or so of the Tillekar Peninsula is tropical, with much of the coastline along the Fiorn Sea being densely and lushly forested. The islands of Daema, Merna, and Fior are all tropical islands and are widely considered to be some of the most idyllic land on Ydur.
* East of the Spine:
  + The land east of the Spine is more or less divided in two by the outcropping of mountains in which the Yurate begins.
  + Below this small strip of mountains is a heavily forested region spanning most of the way south to Kovraya Barif, and east to the Farasht Sea.
  + Above this stretch of peaks is the only arid land on Barruhn, known as the Dukora Desert. Ringed by a region of forest that comes down from the mountains, this dry, sandy expanse stretches all the way to the Howling Sea.
* Climates of Relya:
* There are 4 main climates on Relya: Arctic/taiga, temperate, arid, and tropical.
* The entirety of the polar and taiga region is located within and above the Creons. In this region is the marshland known as Brogmirn, which during much of the year is frozen, but during the warmest summer months thaws enough to become a thousands-of-square-miles sized swamp.
* The arid region of Relya lies below the Creons, and stretches from the Howling Sea to Siroa Barif. Running along the Creons is a small buffer of temperate climate that fades into the vast dunes known as the Khurnea Desert.
* The Khurnea Desert doesn’t go as far south as the mouth of the Mhreneo, but the body of the river reaches far into the desert, surrounded by a strip of vegetation along its banks. From the mouth of the Mhreneo to the southern coast of Relya is a temperate climate that is moderately forested, with the areas around the Jurhreon being the most consistently so.
* Along the southeastern coast of Relya, the thick woods turn into a thin trim of tropical forest that meets the waters of Siroa Barif.
* Climates of Heimbald:
* There are 2 main climates on Heimbald: arctic/taiga, and temperate.
* The arctic/taiga region covers the land from its furthest-south coast to the southern banks of the Daemis, with small coniferous forests speckling the bottom fourth of the continent. The Kolkeins also have a frigid climate, with very low temperatures year-round, leaving them largely uninhabitable by humanity.
* The rest of the small island-continent is temperate. Some thicker forests can be found along the Daemis and the northern foothills of the Kolkeins, but for the most part the continent has only mild forestation.

**-People and Culture-**

* The First Age (an unspecified number of millennia; The Beginning of Time – The Founding of The Grand Historical Order):
* The Shared Ancestors began along the Griyarn, where it meets with the Green Sea. They were the first beings of Ydur imbued with what we may call sentience, but theirs was of a lower, more rudimentary nature that slowly evolved through the millennia.
* The Shared Ancestors began to spread out from their northern land, some walking east, and others walking around the sea to the west.
* Those who walked east were met by the Spine, and as they crossed through the large mountains, the group split.
  + Some decided to stay among the crags, feeling safe within the caves, surrounded by stone. These people would become the Dwarves.
  + Those who kept walking eventually crossed the northern land bridge between Barruhn and Relya, and turned to the north. Once out of the mountains, most decided they were done with the sharp peaks, preferring the comparatively much flatter lands of Brogmirn and the surrounding taiga. However, this climate proved equally challenging with its frigid temperatures and sparse vegetation. The people became isolated from the rest of the world that lied to the south of the Creons, spending generations adapting to the harsh land they called home. The shortage of resources available to them often resulted in infighting, and only the strongest and most ferocious could survive. These people became the Orcs.
* Those who walked to the west, for the most part, stayed fairly similar and uniform in their evolution for a large period of time. They came down from around the sea, diffusing further south into the large patch of prairie and grassland.
  + The first major splitting of this group occurred long after the splitting of the eastbound group. Some decided to brave the Spine, and crossed it, finding the thin trim of forest between its eastern edge and the massive Dukora Desert to be quite hospitable. They developed a love for the thick forest that had appeared to them as a sanctuary after many had perished traversing the sharp peaks and steep cliffs. These people pushed further into the forest, heading southeast into a seemingly unending temperate expanse of lush foliage. Those who crossed these mountains into the southeast of Barruhn eventually became the Elves.
* The group who remained west of the Spine kept traveling, spreading further and further. While some would settle down at particularly habitable locations, others kept trekking. They spread further west onto what would eventually become the Tillekar peninsula (which at the time was still joined with Daema, Merna, and Fior), and south across the small, southernmost mountains of the Spine into the thickly forested portion of Barruhn (which was still connected to Heimbald).
  + The islands of Fior and Merna actually broke away from the Tillekar Peninsula long before Daema did, and in that time, their inhabitants changed noticeably. Mostly, they shrank due to a random result of genetic drift. In addition to their physical changes, the tropical climate and low-stress environments of the islands they found themselves on left an indelible mark on the personalities of the islanders, causing a nearly unbreakable sense of optimism and love of a good time. The people on Fior would eventually give rise to the Halflings, while those on Merna eventually became the Gnomes.
    - The gnomes we know today are not solely the products of natural selection. At some point in the First Era, creatures from the realm of the Fey entered this world seeking refuge from an unknown entity that had forced them from their homes. They arrived on Ydur in the jungles of Merna, and soon had interbred with the indigenous population. These half-fey/half-Ydurian offspring would go on to produce the odd, otherworldly race that we call “gnomes”.
  + Eventually, Heimbald broke away from the mainland of Barruhn, becoming its own continent. The people on Heimbald grew different from their mainland ancestors, becoming slightly shorter (an average of 5 feet) and developing a thick, hardy skin. In addition, while magic became more commonplace on the larger continents, the people on Heimbald never learned of its more precise practice. They were aware of its existence, but only as a part of the world around them. As such, they cannot perform active magic (such as casting spells), but do have a connection with their natural world that allows them to command animals. These people eventually became the Rova.
* The Halflings, Gnomes, Elves, and Rova branched off due to relative isolation from other populations of the Shared Ancestors. But those who had instead decided to build settlements along the way never stopped interacting with one another. They fought, they allied, they traveled, and they built villages. They lived in climates ranging from the arctic surrounding the Windwalls to the grasslands of the west and the thick forests of the south. Their lack of physical boundaries allowed for continuous intermingling, and even more importantly, a desire to stake out one’s own territory. They mixed with one another, and so became a very adaptable people, finding themselves able to call nearly any climate or environment home. They would later become the first to create boats, and would use these to spread themselves to even further corners of the world. Their search for more land and their desire to establish colonies and settlements knew no bounds. This ambitious group would become the Humans.
* As the centuries of pre-history went on, eventually the races of Ydur began to organize into societies. The Elves eventually came together and formed Ydur’s first written language, which marked the end of the First Age. Until this point, all history, religion, mythology, and knowledge of other planes was verbal or crudely expressed through pictographs, and was open to personal interpretation and embellishment. With this first language, which has gone largely unchanged over the millennia, came the era of records. The elves who began to record all that was known of history and events thought of themselves as the keepers of times gone by and archivists of all that made Ydur what it was, so they decided to mark the beginning of a new era, and declared this era to begin with the founding of their association: The Grand Historical Order. Over the centuries, the Grand Historical Order has developed into a vast hall of scholarly record keeping. As one of the oldest known institutions on Ydur, it is widely regarded as the definitive historical authority of the world, and it holds this reputation proudly, doing all in its power to remain politically neutral as its members record the history of the planet and the people upon it.
* The Second Age (2,280 years; Founding of The Grand Historical Order – The Summer of Blood):

Barruhn in the Second Age:

* At the start of the Second Age, Dwarves looked very much like the short, sturdy, bearded persons we think of today. They had lived in the caves and mountains of the northern Spine for millennia by this point, but it was in S.A. 86 that they had developed their tool-making and smelting enough to begin to create their first city. This small city would centuries later become the bustling subterranean center of the dwarven world known as Nokodrath. As time went by, three other major, largely independent dwarven settlements would develop: Huraksik, Rork, and Borthask.
  + After humans crossed the Frozen Sea in S.A. 812, they brought back stories of fearsome savages known as Orcs and thousands of miles of untouched mountains. Several hundred dwarves decided to cross in search of these new mountains, not heading the warnings of the nature of the orcs. Once they had settled in the far-western mountains of the Creons, not a single orc was encountered for several decades, allowing the dwarves to establish a foothold on the continent and, by S.A. 834, they had a new, self-sustaining settlement in the mountains of Relya: Thoradoka. However, it was soon after, in S.A. 837, that they met the orcs. The hordes tore into their town, ravaging the people and the buildings. The dwarves who were not killed fled to their homelands on Barruhn, and told tales of the vile orcs who had killed their brethren. As a result of that initial, gruesome encounter and centuries of back and forth antagonism between the two races, dwarves now harbor an extreme distrust and prejudice toward all orcs and half-orcs.
* The orcs entered the Second Age in an even more severe state of violent flux than the one we find them in today. Ruled on a local level by chieftains, the orc cities were mostly comprised of wooden, one-story shacks and large tents, home to tribes no larger than one or two hundred people.
  + Soon after humans initially sailed across the Frozen Sea in S.A. 812, the first half-orcs were born. These half-orcs, possessing a slightly more stable mind and strategic ability than their pureblooded brothers and sisters, often became chieftains, with several creating the new position of warlord, ruling over several tribes at once. It is under their rule that orc villages managed to grow larger in size, often ranging anywhere from 1,000-3,000 individuals. They established a basic system of punishment for crimes against other orcs, allowing for some semblance of a society. Most often these systems fell into the category of eye-for-an-eye penal systems, but they never really evolved much past that. As a result, if you see an orc or half-orc nowadays missing a finger or hand or some other body part, there’s a strong chance it’s due to a punishment for a similar injury they inflicted.
* Elves, in the beginning of the Second Era, formed several communities in the southeastern forests of Barruhn. They lived in peace with the surrounding landscape, building their settlements around existing foliage as best they could, creating the art of arboreal architecture that has become a staple of their settlements.
  + The elves settled in large communities, which were often far from one another. As is a side effect of their natural and often change-resistant ways, they were slow to form official governing bodies and even slower to create intercity communication networks and cooperation. This fact would prove to be a weakness in later centuries as they, much to their own chagrin, became affected by the actions and expansionism of humans.
  + These cities in the forests functioned mostly as independent city-states, much like the mountain-towns of the dwarves. One city, Ashtaril, at the start of the Yurate in the mountains, while still distinctly elven, shares many sympathies with the ways of dwarves and is known for being the home of the Cliff Elves. Several other cities formed along the Yurate: Ohnestirin about halfway down the river on the western banks, and Yurastora at the mouth of the Yurate. Two larger cities formed farther to the east in the dense jungle: Arintor and Sarthera.
  + As the elves interacted with humans more and more, they interbred and learned their methods of shipbuilding. Many of these first half-elves, some humans, and a few rather adventurous elves, set sail across the Farasht Sea in S.A. 870, hoping to claim their own piece of the largely uncharted land that humans had made landfall on up north in S.A. 812 and later in S.A. 829. Luckily, they made it, and formed the settlement along the western coast of Relya now known as Voyage’s End. This city and the lands around it would go on to be home to many half-elves, humans, and elves alike, and would largely remain removed from the ensuing politics and human empiricism of the middle of the Second Era.
  + With the knowledge gathered during their near-immortal lives, the elves themselves serve as living encyclopedias. They developed the first halls of learning and tutelage, and to this day, The Grand Historical Order, housed in Ohnestirin, and the Academy of Arintor stand as two of the oldest and most well respected institutions on Ydur.
* Over the ages, not much has changed in the organization of the gnomes and halflings. Their clothing and technological capabilities have somewhat changed with the years and contact with other races, but for the most part they have always been and will always be the simple, fun-loving, and often mischievous people they are today. As such, in the beginning centuries of the Second Age, these two races lead fairly simple lives on Fior and Merna, with neither island housing very large communities to speak of at all.
  + Halflings, being more easy-going, often had small, rural and egalitarian villages, in which most would pitch in when they could, often pooling the community’s resources for rousing feasts and parties. However, gnomes are more prone to the desire to retain their own earnings, which leads to more inequality in the towns and villages they form.
  + However, for both races, since the first humans sailed to their islands in S.A. 732 and offered to bring back however many halflings and gnomes wished to travel with them, the two races have embraced their wanderlust and have spread to the far reaches of Ydur (although most prefer climates similar to those of their homes and remain in fairly temperate areas).
* As made obvious by several of the entries above, the Second Age is marked largely by the expansion of humans throughout Ydur. As the other races had become fully adapted to their respective environments, humans had become fully adapted to expansion and had developed a taste for claiming land as their own. By S.A. 187, they had adopted several written languages as a result of their interactions with elves in the southern forests of Barruhn, and this new tool for organization and written records allowed for the first large groups of humans to really take hold and establish themselves as powerful entities.
  + There are several of these early proto-empires that are now recognized by the Grand Historical Order as the most prominent: the Illarans along the Norinth, who established a domain that covered roughly half of the Tillekar peninsula; the Bremerans of the western coast of Barruhn who controlled the plains from Siroa Barif to the Spine; the Brivans of the north who worshipped the sun and its holy emissary Sarenrae, and who, correctly, considered the land they lived on to be the birthplace of sentience; and the Nirins of the southern forests along the Krast, who widely regarded themselves as separated from the actions of western Barruhn.
    - The Illarans developed shipbuilding first. They had crafted rudimentary boats in the final centuries of the First Age, and as written language became increasingly common, they were able to improve these methods and create the first truly sea-worthy vessels of Ydur in S.A. 585. By S.A. 900, humankind had many settlements on both of the known continents (Barruhn and Relya).
  + The humans of Barruhn landed on Relya first in S.A. 812, making landfall north of the Creons, but established no major colonies there due to the clashing with the more brutish orcs. However, in S.A. 829 they sailed from the western-most point of the Tillekar peninsula and were met by the southeastern shores of Relya, which had no natives to speak of and were densely forested. They quickly spread along the eastern coast and created many small colonies, which did their best to shake the shackles of their patrons across Siroa Barif. When they did finally break away from the empires of Barruhn, it was S.A. 985 and they were met with little immediate recourse from their parent nations due to their preoccupation with the warring and turmoil caused by the onslaught of the Bremerans.
* The Bremerans, the largest of the early human empires, worshipped Asmodeus and Abadar, and around S.A. 790 decided it was their divine duty to conquer the neighboring city-states and bring order to the known world. They dubbed themselves The Divine Realm of Bremera and lead a vast campaign against the rest of the peoples of Barruhn, known as the Bremeran Crusades. By S.A. 1,300 they had conquered the entirety of the land west of the Spine, the dwarven cities in the mountains, and although they allowed the elven cities to largely rule themselves, they demanded taxes from them. In S.A. 1313 the Bremerans, rather arbitrarily, declared the unification of Barruhn complete.
  + The Divine Realm of Bremera covered nearly all of Barruhn, and they enforced worship of Asmodeus and Abadar throughout the land. They adopted the Brivan idea of the birthplace of sentience being along the Griyarn and declared it a holy place, creating the religious sanctuary of Trunor to preserve the area.
  + The Divine Realm, however tyrannical they may have been, did manage to mostly unify Barruhn. This brought about centuries of advancement, both technologically and culturally. The Realm utilized all the knowledge that had been gathered by each race over the eons and made grand advancements in the fields of smithing, shipbuilding, architecture, astronomy, magic, art, and literature. They spread this knowledge across their provinces, vassal states, and territories, and the continent saw a boom in culture the likes of which had never been seen. These times are now referred to as the Gilded Dark Years, for while the advancements that were made were quite spectacular, the freedoms of the subjects of The Divine Realm of Bremera were severely infringed upon.
  + According to the Grand Historical Order, the reign of the Bremeran kings lasted for 967 years (although those who hail from Uthuro, the current name of the city that was once Bremera, often round up to an even 1,000). The outlying lands of The Realm had grown increasingly dissatisfied with the methods of the king, and their leaders often met in secret to devise strategies to break away from the crown. Some wanted to leave for religious reasons, others were just tired of being told what to do by a room of men thousands of miles away. No matter the reason, by S.A. 2,260 The Divine Realm of Bremera was teetering on the edge of revolution.

Relya in the Second Age:

* After the settlements along the eastern coast had declared independence from Barruhn, they spent 420 years squabbling and fighting over land, until with the help of several very gifted diplomats and statesmen, they eventually managed to settle their differences (for the most part) and come together to form the Relyan Coastal Alliance in S.A. 1405.
* As the RCA came into being, the human and elven colony of Voyage’s End became worried. During the last 420 years the eastern colonies hadn’t posed much of a threat to the natural order of the continent, seeing as they were very disorganized and prone to infighting. But, now that they had allied as one force, the threat of expansion seemed imminent. Eventually the people of Voyage’s End wanted more of the continent for themselves. They didn’t want the land for purposes of power or resources though, they wanted more land so that they could force the humans to leave it be and so that they may protect it from the consumption of nature that the humans were so known for. They offered to pay the RCA nearly 8 million platinum pieces if they would leave a portion of the lands between the Mhreneo and the Jurhreon in peace.
* This deal, while seemingly a fair one, was not liked by many of the northern colonies of the RCA. Unlike their southern partners who lived in lush forests, much of the northern colonies were located in an arid desert and relied upon this stretch of forest and farmable land to supply them with their food and timber. However, the deal was agreed to with a majority vote despite the arguments of the northerners, and in S.A. 1471, the council of the RCA drafted and passed the Retraction Act, which ordered their citizens to have completely removed themselves from the lands delineated by the deal within 4 years. The north did not see this agreement as valid or binding, and they refused to remove their citizens from the area. They saw the money that was exchanged as merely a prize to be enjoyed by the aristocrats and governors of the well-to-do southern lands, while they were forgotten and neglected. In S.A. 1475, on the day they were scheduled to have left by, the northern colonies declared secession from the Relyan Coastal Alliance. They were lead by a former governor of one of their colonies named Allistar Kurvind, and gave themselves the name of the Free Northern States.
* The war lasted for 9 years, and in S.A. 1484, the Free Northern States signed a treaty with the Relyan Coastal Alliance and the Colony of Voyage’s End. They agreed to the border between the north and the south being the banks on either side of the Jurhreon, and the boundary that the FNS agreed to not make settlements past was pushed back nearly 400 miles from it’s initial location.
* Over the next 600 years, Relya would enter a period of relative peace. Voyage’s End would become the capital city of the Farasht Dominion. The Relyan Coastal Alliance would become home to some of the leading traders of the world alongside the companies of the Tillekar peninsula. The Free Northern States spread into the northern rim of forests along the Creons, using these new lands as replacement for whatever resources they may have lost in the treaty of S.A. 1484. In S.A 1700, to signify the addition of these new towns and states along the mountains, they redubbed themselves Kurvinda, after the man who had lead them to independence more than 200 years before.
* In S.A. 2,280, in what would become known as the Summer of Blood, the subjected peoples of Barruhn rose up, allied with one another in a revolt against the crown of Bremera. This revolution sparked an age of Barruhnian war that would last for 109 years, and marked the end of the Second Age.

* The Third Age (575 years; The Summer of Blood – The Discovery of Heimbald):
* The war that broke out against The Divine Realm of Bremera and the smaller wars between the resulting states are collectively known as the Wars of Partition. They lasted for 109 years, and make the Third Age the bloodiest Age to date. Many people were either forcefully displaced or left of their own volition during this time, fearing for the lives of themselves and their families. Many Barruhnians crossed The Strait of Tarn, Kilbron’s Gap, and Siroa Barif, settling into the ring of forests outlining the Khurnea Desert and intermingling with the long-time residents of Relya.

Barruhn in the Third Age:

* The Divine Realm of Bremera would eventually fall to the uprising of its subjects. The Bremeran borders were pushed far back towards the western heartlands of Barruhn. Eventually, they would surrender, agreeing to the terms of the outlying states’ independence from Bremera, as well as heavy reparations for the continent-wide tyranny they had enacted for nearly a thousand years. This treaty, the Treaty of Heru, was made in T.A. 96. It divided the land of Barruhn into seven nations, and the territory of the Dukora Desert (which has no official owner). These seven nations, clockwise starting from the top of the continent, are as follows:
  + Norland:
    - A mostly human nation, Norland’s capital is Finyarn, which is located west of the Windwalls, between them and the coast of Siroa Barif. It is one of only two large settlements in Norland, the other being Gothra.
    - Norlanders primarily worship Iomedae, the goddess of valor, rulership, justice, and honor. A smaller portion of the nation also worships Abadar as a result of their Bremeran occupation.
    - Norland is largely tundra, with the bottom fifth or so being temperate. The Norlanders are known for their gruff personalities and a strong enjoyment of ale and food.
    - Norland entered a War of Partition with Trunor in T.A. 99 that lasted until T.A. 109. It was largely over the land along the coast of the Green Sea. People there considered themselves Norlanders, but Trunor declared those lands to be holy, and demanded that they be under their control. The Norlanders, ever willing to fight for honor, immediately opened attacks against the Trunorians who had forced their brethren out of their homes. The war was the smallest of the Wars of Partition, and although the two nations were technically at war with each other for a decade, the fighting only lasted for about three of those years.
  + Trunor:
    - Also mostly human, with the occasional dwarves or well-mannered half-orcs. Trunor is so named after the holy land established by the Bremerans. Many of the leaders of the rebellion were from the lands of Trunor, and rebelled for religious reasons.
    - They worship the sun, Briva, and the goddess of the sun, redemption, honesty and healng: Sarenrae. The people of Trunor are called Trunorians, and practitioners of the religion of Briva are called Brivans. Briva’s worship is the state religion of Trunor, and while other religions are tolerated, they are looked down upon, with worship of Asmodeus being outright forbidden.
    - The capital city is Trunor City, located at the site where the Bremerans established the original holy ground. Trunor has another large city down the Griyarn, Burion, and one near the Spine, Joklith, where the majority of the dwarven citizens of Trunor call home.
  + The Dwarven Territories:
    - Almost all of the citizens of the Territories are dwarves, as the only cities in the nation are underground and most of the other races find them insufferable after any serious length of stay. The capital is the first dwarven city ever founded, Nokodrath. The three other cities, as stated above, are Huraksik, Rork, and Borthask.
    - The cities are largely independent from one another, but the Municipal Magistrates of each city come together once every sixth months to discuss any situations that may require the help of the other cities. Then, after a deliberation and any decisions, they get completely hammered.
    - Dwarves do not worship a singular god, with many not worshipping any, finding it much more effective to focus on the events around themselves than by turning their attention towards the heavens. However, if a dwarf is religious, odds are they worship Torag, the god of the forge and protection.
  + The Dukora Desert:
    - A wasteland with some minor oases sprinkled throughout it. The desert is not ruled by any government, and is often considered a land of bandits and nomads, the largest settlements being made of easily collapsible tents. As a result, travel through the desert is usually avoided if possible.
  + Mirathira:
    - Mostly inhabited by elves and half-elves, with some humans. The High Council resides in the city of Ohnestirin. While not the official capital, the High Council is the ruling body of Mirathira, making Ohnestirin the defunct capital of the nation. The other cities, also mentioned above, are Ashtaril, Yurastora, Arintor, and Sarthera.
    - The elves of Mirathira mostly practice the religion called Ydurim. It is the combined worship of Irori (history, knowledge, self-perfection) and Gozreh (nature, weather, the sea). It is a belief in the sanctity of nature, and that truth can be reached by not only studying nature, but by becoming one with it. All of history is recorded in the ground and the air, and if you listen closely enough, you can discern it from the world around you.
  + Grevania:
    - Grevania is mostly inhabited by humans. It’s capital is the city of Polovni at the mouth of the Krast, and it has three other cities: Hoshka further up the Krast, Yovgan near the tip of the large Kostroyan Peninsula, and Lopinokosh deep in the eastern forests.
    - Grevania is often at odds with Mirathira. After the fall of The Divine Realm of Bremera, Grevania wanted a large part of the land that Mirathira thought was rightfully their own. The war between the two nations lasted from T.A. 96 to T.A. 103. The line settled upon at the end of this struggle was placed in the Grevanians’ favor and since then they have constantly been trying to push it further into the Mirathiran lands through both business deals and forceful seizing.
    - The woman named Vora, the captain of the first ship to cross Kovraya Barif to Heimbald, was from Grevania.
  + Bremera:
    - Bremera is largely populated by humans, with halflings, gnomes, and really all of the races (except for full-blooded orcs) present. Their capital city during the 967-year-reign was named Bremera, but after the Summer of Blood, during the first War of Partition, it was razed by Norlanders and Trunorians, and later renamed Uthuro, once again becoming the capital of the nation after the dust had settled.
    - There are 5 other large cities in Bremera: Nerenas at the base of the Windwalls, Listo on the coast of the Green Sea, Korinsa in the midst of the vast plains, Murkin’s Watch in the section of the Spine below the Dwarven Territories, and Juhn along the coast of the Voran Sea.
    - Bremerans still largely worship Abadar (cities, wealth, merchants, law) but the worship of Asmodeus died down after the fall of the Divine Realm. Since these times, the country has been doing all it can to simultaneously establish a good reputation for itself, and reclaim their national pride. They have become a large center of food production for the continent, and for Ydur at large. They are a state with an economic policy similar to socialism, but with touches of capitalism that allow for market competition. They have a king, but he is kept in check by an elected cabinet of 11 counselors. Only property-owners (male or female) may vote for counselors.
  + Tillfior:
    - Tillfior is made up of the Tillekar Peninsula, Fior, and the intermediate islands. Its capital city is Illara along the Norinth, with two other large cities on the peninsula, Ishcor and Voxis, and the largest city of the country, Ymorae, on Fior, which is largely inhabited by humans now as well.
    - In the present-day, Tillfior is known for it’s beautiful coastlines and jungles, and is the trading capital of the world. Ymorae is the largest city on Ydur, with 2,000 shipping vessels passing through the port city every week.
    - Tillfior joined the fight against Bremera due to arguments over trade and taxation. Besides this quarrel though, they share many culturally similar beliefs with that of the Bremerans. They also commonly worship Abadar, and supported Bremera during the reforming of their country.
  + For the most part, these countries and their borders are the same today as they were by T.A. 110.

Relya in the Third Age:

* On Relya during the Third Age, there was an influx of Barruhnians in the coastal cities, displaced from the Wars of Partition.
* Some dwarves from The Dwarven Territories immigrated to the western mountains of the Creons, determined to reclaim the ruined city of Thoradoka. They managed to push back the orcs enough to re-establish the city, joining with the nation of Kurvinda in T.A. 80, making the first officially part dwarven, part human nation.
* Two other cities had formed along the Creons since Kurvinda was formed: Busaro and Woskra. In T.A. 90, 10 years after the reclamation of Thoradoka and after nearly 300 years of relative peace from the inhabitants of Brogmirn, the orcs arrived.
  + They were lead by a half-orc warlord named Ko-Rahk Cliffbreaker. He had managed to tentatively unite 18 of the western tribes, using the call of revenge and retribution against the dwarves who had killed their brothers when taking back Thoradoka. These combined tribes made up a force of 40,000 of the largest, fiercest, most brutal fighters on Ydur.
  + They first struck Thoradoka, taking it in 7 days. After its second fall to orcs, dwarves and people in general would come to call Thoradoka “The Cursed City”. Many dwarves fled to the nearby Busaro, which was reinforced by Kurvindan forces. The orcs crashed through the mountains, laying siege to Busaro. Taking the city proved more difficult than Thoradoka due to the loss of the element of surprise.
  + After the initial success in attacking Thoradoka, messengers were sent to other orc tribes, telling of the victory and speaking of the riches, food and women that lay over the Creons, waiting for the taking. This managed to drum up another 5,000 warriors. This group attacked Woskra and was much less effective than Ko-Rahk Cliffbreaker’s army.
  + Eventually, the orcs were pushed back out of Busaro and Woskra, with many remaining in the Creons. However, even though their war was lost, they had caused great damage to the cities and villages of the northern desert rim.
  + This lead to great economic hardships in the area. The destroyed cities became overrun with slums. The central government of Kurvinda attempted reconstruction, but the all-too frequent raids from the orc tribes who remained in the mountains would often undo much of the rebuilding. It was a monumental money-sink for the rest of the country.
  + So, in T.A. 112, nearly 20 years after the end of the Orc Invasion, the government of Kurvinda did one of the most hotly debated things any country of Ydur has done to date: they forced the independence of the northern rim cities. They condemned the cities as economic and cultural sinkholes and decided that for the good of the rest of the nation, the northern rim cities should be released from the union.
  + The cities of the north were outraged. Their countrymen were abandoning them. They formed a meager fighting force, intent on destroying so much of the rest of Kurvinda that the economic hardship of retaining the northern rim cities would be better than being at war. Unfortunately, they were not able to keep that fight up for long. Defeated and seriously disheartened, the troops of the northern army returned to their homes.
  + In T.A. 113, the nation of Kurvinda officially released the northern rim cities, which decided to call themselves the Baronies of Khurnea. Today they own all of the Khurnea Desert, and the patch of the Creons that houses the Cursed City of Thoradoka. They have slowly been able to rebuild Busaro and Woskra, although the occasional orc raid does occur. As a result of the rift between the Baronies of Khurnea and Kurvinda, the Khurneans do not trust Kurvindans, often refusing to take part in any sort of deal with them that requires a large commitment on their part. They are fiercely independent and have a strong negative attitude towards lavish displays of wealth. By T.A. 200, The Baronies of Khurnea had rebuilt most of their cities and villages and were functioning as a whole again.
  + The Baronies of Khurnea have strong worship of two gods that they view as inversed sides of the same being: Erastil (farming, hunting, trade and family) and Zon-Kuthon (envy, pain, darkness, and loss). To them, Erastil and Zon-Kuthon form the front and back of Lorfirae, the embodiment of the duality of life; the positive and the negative. Work hard and good things will come to you, but every once and awhile Lorfirae will turn his back on you no matter how hard you’ve worked, and all you can do is pray that he quickly turns back around.
* For the next 370ish years, most of Ydur was at peace with one another. This period became known as the Halcyon Years, and is officially from T.A. 195 to T.A. 571. There were some minor squabbles, often between Grevania and Mirathira, or a skirmish between the orcs and The Baronies of Khurnea, but as compared to the last several thousand years, the world was quiet. Then came the exploration.
* As the world became peaceful, several of the southern nations decided to see what lay below them. They had a rough size that they believed the world to be, but until T.A. 571 they hadn’t made a concerted effort to really cover all of it. There were some ancient stories of a southern land that was no more, or that some said was eaten by the ocean, or even better yet, that some said was still out there.
* The Relyan Coastal Alliance started sent the first ship south, only to be met by nothing.
* Grevania was next, and in 574, the ship named *The Brinebreeze* set sail from Yovgan, headed southwest. The captain of this ship was Vora Orithi, a Grevanian woman whom had been commissioned by the King of Grevania, King Huriol IV, to cross Kovraya Barif.
  + When she returned, Vora Orithi reported having found a new land. A world she thought had never been explored or touched by people. This land would be known as “Heimbald”.
* The discovery of Heimbald marks the end of the Third Age, and the beginning of the Fourth Age.
* The Fourth Age (present age; The Discovery of Heimbald – ?):
* Vora Orithi landed on Heimbald in what is now Heritage Bay.
* Unbeknownst to her and her crew, there were already thousands of residents of Heimbald: The Rova. The Rova look like a mix between Goblins and Elves. They aren’t as gnarled and sinister-looking as goblins, but not nearly as fair and lanky as an elf. They have light-grey skin and stand about 5 feet tall, with a slight hunch.
* The Rova worshipped Pharasma (fate, death, prophesy and birth). They were organized in small wood and stone villages ranging between about 300 and 400 individuals. They are native to the eastern side of Heimbald, up through the Kolkeins, but not much past that. As a result, when Vora Othiri first landed, and for many landings after that, the Barruhnians and Relyans had no encounters with the Rova and believed Heimbald to be ripe for the taking.
* It wasn’t until F.A. 48 that the Rova met the Barruhnians. As these things go, they fought each other, but the Oldlanders’ ability to use magic was too strong of a weapon. The Rova quickly became a subjugated people.
* The southern nations of Relya and Barruhn wanted a piece of this new land. Many settlements popped up along the northern coasts of Heimbald, and the nations of the world finally had something to fight over again.
* There were many wars between the colonies of Heimbald, and economic embargoes placed on home nations by other home nations.
* By F.A. 100, Tillfior, Bremera, Grevania, The Relyan Coastal Alliance, and the Farasht Dominion all had colonies present on the island continent.
* Eventually, due to their much closer proximity to their colonies, Tillfior and Grevania had the largest presence on Heimbald, almost having managed to entirely shut out the other countries.
* In F.A. 182, Tillfior and Grevania’s colonies rebelled. Many of the colonists had been born on Heimbald, and felt that they owed more to it than some far-off nation they’d never been to. The colonists of the different nations saw more in common with one another than with their home nations, so, they united and fought for independence.
* Mostly, the fight was against Tillfior and Grevania, who by far had the largest claims on the continent. As such, the RCA and Farasht Dominion helped the Heimbald forces, because if they weren’t going to get any benefits from the continent, then they were going to make sure that Tillfior and Grevania didn’t either.
* In F.A. 190, Heimbald won its independence and named its bravest general to be the first king of the Kingdom of Heimbald. He would be crowned and dubbed King Verto Morrivan. This coronation started a line of kings that has so far gone unbroken.
* The Kingdom of Heimbald would remain close allies with the Farasht Dominion and The Relyan Coastal Alliance, while being relatively neutral to the nations of Tillfior and Grevania. Heimbald formed a near-absolute monarchy with 5 provinces. Each province has a Provincial Lord that runs the local government of his province, and once every 5 weeks all the lords meets with the king to discuss policy. The king makes all final decisions on laws at this meeting, and the only way to stop his decision is by a vote of at least 4 of the Lords against it. But, the lords are appointed by the king, so often many laws are allowed to pass out of a sense of loyalty or duty.
* Heimbald has 5 major cities (around which the 5 provinces are formed) and numerous villages and hamlets. The capital is Torgrad, located at the mouth of the Daemis on the coast of Torgrad Bay. The 4 other cities are Keinhold (which is located west of the Kolkeins, and just before the origin of the Daemis), New Ishcor (on the three-pronged peninsula closest to Tillfior), Huriolis (located south of Heritage Bay and named after the Grevanian king Huriol IV), and Allocurna (the eastern-most province).
* The Kingdom of Heimbald worships the single largest nationally recognized pantheon of gods on Ydur. Due to the mixed-together nature of cultures and values from the various settling countries, the colonists have come to accept five gods as the most important and pertinent. This grouping of gods is known as the Pentantheon, or The Five, and is made up of Shelyn (goddess of beauty, art, love, and music), Cayden Cailean (god of freedom, ale, wine and bravery), Nethys (god of magic), Gorum (god of strength, battle, and weapons), and Abadar (god of cities, wealth, merchants, and law). They acknowledge other gods as existing, but believe The Five represent the best parts of life and what a society needs to remain together. They have outlawed the worship of Pharasma, mostly as a reaction to the “pagan” religious practices of the Rova.
* The Rova are not slaves in Heimbald. Slavery is not allowed by the state. But, a vast majority of them are indentured servants. They have camps and villages in the foothills of the Kolkeins that they are allowed to live in freely, but these towns fall under the authority of the crown and are often quite cold and unpleasant due to their proximity to the mountains. So, if a Rova wants to live in “civilized society” then they almost always are required to become servants. Humans, Elves, and the other races on Heimbald generally tend to justify their poor treatment of the Rova by citing their inability to do magic as a clear indication of The Five’s disregard for them.
* The Kingdom of Heimbald was fully formed and considered to be its own, completely sovereign country by the year F.A. 210.