Sunless Realm

# History

This is the account of the world’s history as you have been taught and told. What you read in this section is not necessarily the truth but rather the accepted model of the recent world history.

## Of the Lost Gods and the Extinguished Sun

400 years ago was the Great War between all the nations of the world, the one that was to wipe out the majority of the civilized population. Amidst this war, or as the deities saw it: petty squabble, all hope in civilization was lost and all hope extinguished. Seeing the descent into chaos, all but one of the great deities abandoned the hopeless world, taking the celestial bodies they controlled (the sun, moon, and stars) with them.

## Of the Sunless Realm and its Creation

Among the gods, only one remained in the world, and with the will to rule, took what **Asmodeus** could of civilization under his wing. Without the sun, the main energy source of all things living was gone, so Asmodeus created **Feodom**: a sanctuary for all who could be salvaged.

It is the doing of Asmodeus that plant life is able to pull what it needs from the magic imbued in the fabric of the material plane and the energy that comes from it. From Asmodeus’s vast power is the realm warmed and watered. Through the might of Asmodeus alone is the Sunless Realm protected from the beasts threatening it from the cold, dead land beyond Feodom’s reach. In the interest of everyone’s safety, no one is allowed in or out.

## Of the Inhabitants of Feodom

In the beginning, Feodom was populated by large portions of all the major races: Elves, Dwarves, Men, Halflings, and Goblinoids. Along with these were smaller samples of the less populous races such as Dragonborn, Gnomes, Kenku, Yuan-Ti, etc. Also there in the beginning were the races and animals had been there before the creation of the Sunless Realm.

Over the next few centuries, some races waxed while others waned, and many can still be found in extremely small portions while others prosper. The Gnomes in particular have become a major race in the world where the elves have all but disappeared off the face of the earth.

## Of the Elf – Dragon War and the Disappearance of the Elves

Among the creatures already inhabiting the lands of Feodom before it was called by that name, were the dragons within Thoril and the mountain range of the same name.

Being all too alike in not only wisdom, but in stubbornness and location, the Elves and Dragons living in the mountains and the area north of them developed a rivalry. Time passed and this rivalry became hatred, and that hatred became war.

It is said that there was no victor in this war, but two losers. What were once the plentiful races of Elves and Dragons were reduced to myths and legends. One is lucky if they ever come across an elf in their lifetime and most doubt their existence. Scattered around the kingdom, most of the Dragons left alive today were the ones with the sense to stay out of trouble, the more peaceful of them (especially the bronze ones).

## Of the War for the Thoril Mountain Range

After the disappearance of the elves was the sudden vacancy of the Thoril region. The federal province of Bane, seeing no need to dilute their strength, left the land untouched. This meant the two nearest provinces, Gruumsh and Bahamut saw opportunity for growth, with only each other standing in their way.

The Goblinoids of Gruumsh being, at the time, greater in numbers, will to dominate and in strength, seemed the clear winner. Despite this, the little people of Bahamut had cunning and ingenuity on their side. Bribing them with money and resources, all while exaggerating Gruumsh’s evil, Bahamut recruited the help of Pelor and Kord. Using their superior tactics and agility as well as the help of the human and dwarf armies, the Halflings decisively won the land they sought but at a steep price. Too battered and in debt to pay their allies what they had promised, those promises were broken.

For a while, though they had won, Bahamut was in a worse shape than they’d been in a long time. They were a poor country who’d sacrificed large portions of their population in the name of war and lost all their allies in the process. The Dwarves of Kord did not forget the betrayal and held a grudge through their stubbornness. Humans, however are quick to forgive, and before long, they forgot their differences in favor of keeping the expansion of Gruumsh at bay.

# Political Environment

This section is on the provinces of Feodom, their inhabitants, and the relationships between them. This will also include general information on major cities.

## **Pelor** of the Humans

Pelor is the province of the humans, housing the major forest of Lolth and being lightly forested plains throughout the land (similar to Minnesota). Pelor is a western peninsula bordered by The Spine (mountain range) and the north end of Lolth forest.

**Melora** – Costal island, large trade center. Heavily populated at the coast near the mainland, otherwise sparse, two smaller islands largely uninhabited.

**Corellon** – Capital of Pelor, a mountainous city over the river, heavily populated mostly by rich humans. Most adventurers have passed through (rather under) it, as it’s the only viable way to get in and out of Pelor by land.

**Erathis** – Small, costal farming town bordering a smaller but particularly dense forest.

**Allies** – *Bahamut*, largely as a result of the common enemy of Gruumsh, but also because of a mutual respect between the humans and Halflings along with their similarities. The elves were also a close ally in their short days of power.

**Neutral** – *Kord*, although most humans admire their craftsmanship and power as a trade partner, they’re not exactly allies. Their partnership with Gruumsh, stubbornness and resentment against Humans and Halflings makes them tough to get along with.

**Enemies** – *Gruumsh*, being an enemy of Bahamut and having a stubborn will to expand their territory into Pelor’s, the tension had always been there, and it turned to rivalry in the war for Thoril. The general prejudice against Goblinoids doesn’t help either.

## **Kord** of the Dwarves

Kord is the province of the Dwarves. It is bordered on the north east by the Shalri and Vane Rivers, on the west by the ocean. All other borders are the borders of the end empire. It also technically includes the Lowlands, though it acts independently and is shunned by the rest of the province. The north end is mountainous and hilly plains, the south side devolving into desert south of the spine. Also south of the spine is Deadwood, a former forest, now a vast field of dead, barren trees.

**Moradin** – Capital of Kord, a large, extremely defensible city built in 3 tiers and 4 quadrants, divided radially. This divides the city into 12 sectors, each belonging to a separate clan. Bordering the river, it’s a powerful trading city with mostly wealthy inhabitants.

**Zehir** – Kord’s second large city, centered in the side of a mountain in the lower spine. The capital and main part of the city are tunneled into the mountain, the rest of the city sprawling out from the mountain, progressively becoming more rural further away. The main pass from the desert region to the rest of the kingdom passes beside the city, accounting for its population and size.

**Allies –** *Gruumsh* is Kord’s main ally largely due to common enemies and proximity. Goblinoids aren’t held in high esteem in Kord but are much more tolerated than the stuck-up Humans and Halflings.

**Enemies** – *Bahamut and Pelor* are both heavily looked down upon in the eyes of the Dwarves. Humans are essentially worse elves, and Halflings are worse humans. Never trust an elf. The people of Kord also hold a grudge against Bahamut for their past betrayal.

## **Gruumsh** of the Goblinoids

Gruumsh is the province of the Goblins and those like them. They favor environments unappealing to other races, enjoying their damp proximity to the Saltwater Marshes and the Veil. Its borders on the east and the south are the Vane and Shalri Rivers, the spine on the west, and Bane on the north.

**Ioun** – The melting pot of the kingdom due to the central location between Gruumsh, Pelor, and Avandra. Its population consists of any race one could think of from all locks of life. The city is very large but sparsely laid out in parts. It ranges from more rural areas on the outside, near the wall and more urban and densely populated near the center and the capital. The Vane River runs straight through the center of the town.

**Vecna** – Smaller than Ioun but more populated. Vecna is a densely packed and populated city with a high crime rate and dirty, dimly lit streets.

**Torog** – A smaller but wealthy city where many of the wealthy live and their slaves serve them by fishing and hunting in the saltwater marshes. Torog is well defended and filled with the more powerful nobles in the province.

**Allies** – Kord because of their mutual enemies and willingness to fight. It also helps that the Dwarves’ land is much too dry for the taste of most Goblinoids and is therefore not desirable territory to conquer. The citizens of Kord are also seen as much less stuck up and arrogant than the rest of the kingdom.

**Enemies** – Pelor and Bahamut are the provinces Gruumsh is constantly at war with, largely because of Goblinoid pride and thirst for territory. Grudges are also held because of past wars between them.

## **Bahamut** of the Halflings and Little Folk

Bahamut is the province of the Halflings and Gnomes along with other small races. It is bordered on its west and north sides by the entirety of the Vane River, while it is bordered on the south by the Lowlands and the east by the kingdom’s borders. It contains the Thoril Mountain Range and its foothills, also containing the vast Aldin Forest and the outskirts of the Veil. The landscape is mostly comprised of hills and plains.

**Avandra** -