## **World of Eryndor**

The story is going to take place on the planet called Eryndor. It has several continents on it, and our story is going to take place on the one called Regalos.

## **The continent of Regalos**

The continent of Regalos is named after the Rydonian-Imperial word for “gift”. They named the continent around 1000 years ago, when the Rydonian Empire first came to be. Regalos has an estimate scale of our modern-day Australia. It is divided in multiple biomes. On the northern part of the continent there is a rather wide area that is made up of forests. Further south is a mountain rage that separates these two biomes from the centre and western part of the continent.

On the western as well as central part of the continent, Regalos is mostly made up of fertile grassland. In the southern parts of the centre part of Regalos, there is a savanna belt. This savanna is a great place for cultivating and breeding livestock, such as cows and horses.

On the western and southern parts of Regalos, the costal climate is rather mild and especially in the summer, it is very good place to spend time it. These parts are also the centre of trade for the Rydonian Empire.

On the center part of Regalos, there is a great mountain range, known as the Spina Montes. West of it, there is a great desert known as the Ossian Desert, that borders on the Rydonian Empire.

On the eastern parts of the continent, the climate changes once again. On the east, the landscape changes dramatically once more as well. There the land changes to a land of rolling hills and lush forests, that are dotted with a plethora of rivers. On the southeaster parts, the forests change into sessional rainforests and the land is dotted with palm trees and white sand beaches.

Regalos calendar, is based on the creation of the Rydonian Empire, that was found a little bit over 1000 years. The year the story plays is in the year of 1022 Imperial Calendar.

## **The nations of Regalos**

On the continent of Regalos, there are 5 great nations. Namely the Rydonian Empire, Norvania, Thamaria, Eldor and the Republic of Valtor. In the following section, we will have a deep dive into each nation respectively.

## **The Rydonian Empire**

The biggest nation on the continent is the Rydonian Empire. Formerly known as Rydonia, the empire has been growing for the last 1000 years and only stagnated during the last decade. During this time, the Rydonian Empire advanced its military as well as it’s metallurgic technologies, creating steel that is lighter and much better than that of the other nations. This has led to the Rydonian Empire conquering all of its neighbouring countries over its history.

The Rydonian Empire fields the largest army of Regalos, made up of 50 legions. Its military has a strong emphasis on heavy infantry and battles on land and open field. The Imperial navy on the other hand, is rather small compared to that of other nations and mostly made up of trade vessels instead of military ships.

Not only is the Rydonian Empire a military force, but also an economic powerhouse. Divided into 12 provinces, that once used to be other nations, the Rydonian Empire has not only taken the land of said nations, but they also took their respective industrial branch into their fold. Over time, the empire has become and formed a strong economical network to the other nations of Regalos. The main export goods of the Rydonian Empire are luxury goods such as glassware and crystal. Other goods include gold and precious gems, that the empire takes out of the Aurelia province. Yet other goods the Rydonian Empire exports into the world are agricultural goods such as whine, olive oil, wool and grain.

The only resource the Rydonian Empire fiercely guard and only very solemnly sell, is obsidian. Obsidian, priced for its property to nullify the power of gifted, only can be mined in the Rydonian Empire. Therefore, the empire guards its mine at all times and mine the obsidian under great care and security.

Such a great economical force needs a great labour force to be able to upkeep. Therefore, in the Rydonian Empire, slavery is a cornerstone of its workforce. The empire, whenever their legions march and either quell a rebellion, arrest a corrupt aristocrat or conquer another country, usually tries to take as many slaves as it can. These poor individuals are then sold to different branches of the Rydonian economy. Many of these slaves are sold to the iron, copper, gold and gem mines of the empire, or to the many slave brothels of their bigger cities.

The Rydonian Empire is ruled by an emperor, whose palace is situated in Ostia, the capital city of the empire. The emperor is not chosen, but remains in power until he himself chooses his successor. So every emperor is the direct successor of the former one, and the decision made by the late emperor cannot be changed by anyone in the empire. However, the emperor cannot be all over the empire at once, so he gives his power to different individuals, who either rule a piece of the empire in his name, or speak with his voice and have his authority.

Some of these people are the provincial governors. These men are given the title of “Legatus Prosperate” and usually run terms of one year to rule their province. The Legatus Prosperate is elected by a senate assembly of provincial high-ranking nobles, known as “Magistrates” as well as a representative of the emperor who holds the title of “Legatus Imperialis”. The Legatus Imperialis speaks with the voice and authority of the emperor himself and is usually a member of the imperial court and senate. The Legatus Imperials in tandem with the magistrate assembly of a province, has the power to either shorten or lengthen the rule of a Legatus Prosperate, making sure only competent nobles rule the respective province.

The magistrate assembly, who chooses the Legatus Prosperate of their respective province, is made up of high-ranking nobles, who hold significant political power in said province. This power could come in form of military might, that is provided as police or defensive forces to the Legatus Prosperate, or economic power in the form of workshops, land and economic output for said province.

The Legatus Imperialis is chosen on the imperial court and is usually a permanent role. Again, should the Legatus Imperialis prove to be incompetent, he can be demoted by the imperial senate and his position given to another individual.

The ruling class of the Rydonian Empire are known as gens (clans) and usually are made up of aristocratic families. Each family vies for political power in the empire to further their status and might, creating a small shadow war amongst each other. Assassinations, bribes, murder and political defamation are daily occurrences in the Rydonian Empire. However, the greater government makes sure that these wars and fighting does not get out of hand.

The Rydonian Empire stand on the gifted, is one of a very strong extreme. This is rooted in the Cleansing War that took place a thousand years back and who had nearly all of Regalos wiped out. In the empire, gifted are hunted down, killed, captured or enslaved. Even if this brutal treatment is a daily occurrence, there are still many gifted in the empire. However, they are forced to either live in the underground or flee the empire all together.

The empire has a complex relationship with its neighbours. It has a fragile peace with former kingdom for Norvania to the north, who it was at war with for almost 40 years. However, they where unable to conquer this nation, and the imperial legions where eventually defeated and pushed back of Norvanian territory. At the moment of our story, the Rydonian Empire is currently occupying Thamaria, a small isolated nation to the northeast. Here, the empire is met with a strong underground resistance and its occupational force still are unable to uphold a lasting peace. To the south, the empire borders on Eldor. While there may be occasional tensions between the two nations, they generally enjoy a peaceful relationship. The last nation the empire interacts with, is the Republic of Valtor. Since both nations do not border directly on each other, they never have engaged in open war, however, the Republic of Valtor is an economic powerhouse as well and both nations fight for economic dominance.

During the time of our story, the Rydonian Empire remains the dominant military and economic force of Regalos. Its capital city is called Ostia and lies on the western part of the empire in the province called Ostia.

## **The former Kingdom of Norvania**

Norvania is a former kingdom located to the north of the continent, bordering the Rydonian Empire to the south and Thamaria to the east. The Norvanians have a strong culture and their society is organized into clans. Prior to the empire's conquest of neighbouring countries, Norvania was a powerful kingdom that chose a high king among its clans once the old one died. However, when the Rydonian Empire began its conquest, Norvania became one of their targets.

The Rydonian Empire and Norvania have been at war for almost 40 years. Norvania was initially unable to withstand the empire's military might, but over time, they learned to adapt to the enemy's tactics. They led the empire's troops into their lush forests, breaking up their formations and fighting them with ambush tactics and guerrilla warfare. In the end, Norvania managed to defeat the Rydonian Empire and push them back from their territory.

Norvania is a land of dense forests and rough mountainous terrain, coupled with cold tundra to its north, and the people rely heavily on hunting and agriculture for their livelihoods. Their warriors are fierce and skilled with the bow, and they often use hit-and-run tactics to outmaneuver their enemies. In addition to their martial prowess, the Norvanians are also skilled craftsmen, producing fine woolen clothing and intricate jewelry.

The Norvanian society is organized into clans, each with its own chieftain. These clans have a loose alliance with one another, and they elect a high king to represent them in matters of diplomacy and war. The high king's authority is not absolute, however, and each clan retains a significant degree of autonomy. For the last 30 years, however, there has been no high-king elected, since internal conflicts have been brewing in Norvania.

Despite their victory over the Rydonian Empire, Norvania remains wary of their former conquerors. The two nations have a fragile peace, and tensions still run high between them. Norvania has a strong sense of national pride and is fiercely protective of its sovereignty. They remain vigilant against any potential threat from the Rydonian Empire and continue to rely on their guerilla tactics to defend their land.

The Norvanians are known for their exceptional skills in smithing and shipbuilding, and their craftsmanship is highly sought after throughout Regalos. They have a long tradition of metalworking, and their swords and armor are renowned for their quality and durability. In addition to this, they are also skilled shipbuilders, with their vessels being some of the fastest and most seaworthy in the region. They use their expertise in these areas to maintain their independence and resist the encroachment of neighboring powers.

One of these neighboring powers is Thamaria, with which the Norvanians have a complicated relationship. While they do not have a formal alliance nor engage in an open war, the Norvanians frequently raid Thamarian coastal towns and villages, taking plunder and prisoners as they go. This has resulted in a tense relationship between the two nations, with frequent skirmishes and raids being the norm.

The Norvanians have also been known to raid the port towns of the Rydonian Empire whenever they can. These raids are often carried out with great speed and ferocity, and the Norvanians have been able to strike deep into the heart of the empire's territory, disrupting trade and causing chaos. Despite this, the empire has not been able to subdue the Norvanians, and the two nations remain locked in a state of uneasy peace.

Despite their reputation as fierce raiders, the Norvanians are also deeply committed to their culture and traditions. They maintain a complex system of clans, with a high king chosen from among their leaders to lead them in times of war. Their culture is heavily influenced by Celtic traditions, and their music, dance, and art reflect this heritage. The Norvanians are proud of their independence and their reputation as fierce warriors, and they will go to great lengths to defend their way of life against any who would seek to destroy it.

Contrary to the Rydonian Empire, the Norvanians see gifted as part of their culture. They are called druids in their language and are often seen as spiritual leaders. The Norvanians call on them when they need spiritual guidance and many chieftains employs a druid in their court, to be able to make use of their powers. Often druids are called to bless crops or ships, often even accompanying them on raids, when their power includes the gift of the god of water and seas.

The capital city of Norvania is known as Emain, named after the famous national hero Ahern Emain.

## **The Kingdom of Thamaria**

The Kingdom of Thamaria is a small, isolated nation located in the northeaster part of Regalos. It is surrounded by dense forests and jagged mountains, which have helped it maintain its independence and isolation throughout history. Thamaria is ruled by Queen Cecilia, who has been captured by the Rydonian Empire prior to the start of our story. Her captivity has caused great unrest and rebellion in Thamaria, as the people are fiercely loyal to their queen and do not recognize the authority of the empire.

Thamaria is a coastal nation with a long history of seafaring and fishing. Its people are known for their skillful shipbuilding, but most of all their skill as stonemasons. However, Thamaria's coastal towns and villages have been frequently raided by the Norvanians, which has caused tension and conflict between the two nations.

Thamaria has a complicated relationship with the gifted. While they do not actively hunt them down or persecute them, they do not have the same reverence for them as the Norvanians. The Thamarians have a pragmatic view of the gifted, seeing them as useful members of their society rather than something to be revered. However, they also see them as potential danger, which has prompted the thamarian royal family to create a special school for their training known as the Schola Sientiarum. Gifted who attend this school must either pay a significant fee, or work off their depts in one of Thamarias industries, like fishing, hunting, stonemasonry or even the military.

Thamaria has a unique culture that is heavily influenced by their neighbours, the Rydonian Empire and Norvania. It is even often speculated amongst scholars, that the Thamarians came to be as people from both cultures left their respective homeland to settle new lands, thus mixing elements of both cultures together to create a new unique culture. This is also reflected in the naming of Thamaria, who incorporate words and names from both cultures. Thamarians also place a strong emphasis on self-reliance and stoicism in their way of life, as they have had to rely on their own resources to survive due to their relatively poor economy.

The Thamarians are well known for their craftsmanship, particularly in stonemasonry. Their craftsmen have built many outposts, towers and fortresses along their borders, showing of their skill in both artistic and practical ways, creating structures that are both pretty to look at as well as highly functional and easily defendable. This is due to the constant military threat posed by their neighbours, especially the much stronger Rydonian Empire, which occupied Thamaria three years ago.

The Thamarian military is small but effective, with a heavy focus on mountain combat and defensive strategies. They are adept at utilizing the difficult terrain to their advantage, often employing ambush tactics and guerrilla warfare against invading forces. This was shown during the one-year long conflict with the Rydonian Empire, during which the Thamarian forces have held out against the significantly more powerful foe, despite the fact that they were outnumbered heavily. Ultimately, the war was lost and Thamaria had to accept Rydonian occupation, if it did not want to face annihilation.

In conclusion, the Kingdom of Thamaria is a small, but proud nation with a rich cultural heritage. Despite their isolation, they have developed skilled stonemason and seafaring traditions, which has helped them maintain their independence in the face of larger, more powerful nations. Their complicated relationship with the gifted reflects their pragmatic approach to life. The capture of Queen Cecilia by the Rydonian Empire has thrown the kingdom into turmoil, and it remains to be seen how they will react to this challenge to their sovereignty.

The capital city of Thamaria is called Carantar, located on the fork of two major rivers, the Abon and the Anduin.

## **The Republic of Valtor**

The Republic of Valtor is a wealthy and influential nation located in the eastern part of Regalos. It is known for its powerful economy and advanced technology, which have made it a major player in the world of commerce and industry. Valtor is ruled by a democratically elected government, with a president serving as the head of state.

Valtor's economy is largely driven by its vast number of exotic spices, fruits and wood. The nation's spice and fruit farms are some of the most productive in the world, and their output is a major source of income for the government. In addition to their strong agriculture, Valtor also boasts a strong woodworking industry, producing elaborate furniture, boards as well as charcoal, which are exported to other nations in the region. The Valtorians take great pride in their skills as carpenters, valtorian furniture being amongst the most luxurious and sought after furniture in all of Regalos.

Valtor is also a center of technological innovation, with its engineers and inventors pioneering new advances in metallurgy, steam power, and communication. The Republic is home to many universities and research institutions, which attract scholars from around the world to study and collaborate. The Valtorian navy is also one of the most advanced in the region, with a fleet of sleek, well-armed vessels that serve to protect the nation's shores and trade routes.

The government of Valtor is a republic, with power vested in a democratically elected president, simply known as “Lord Representative” and a bicameral legislature. The Lord Representative is elected to a six-year term, and is responsible for setting the agenda of the government and overseeing the implementation of pol icies. The legislature is made up of two houses, the Senate and the Chamber of Deputies, both of which are elected by popular vote. The Senate is the upper house, and serves as a check on the power of the Lord Representative and the Chamber of Deputies.

Valtor's society is characterized by a strong work ethic and a commitment to education and innovation. The people of Valtor value hard work and ingenuity, and are often at the forefront of technological and economic advancements. However, this drive for progress has also led to a certain amount of social inequality, with the wealthiest citizens holding disproportionate power and influence.

The Republic of Valtor has a complex relationship with its neighboring nations. While it does not engage in open warfare, it often finds itself in economic competition with the Rydonian Empire, with both nations vying for dominance in the region's trade and industry. Valtor also maintains a wary peace with Norvania, which has historically been hostile to outsiders and has been known to raid Valtorian coastal towns and villages.

Gifted in the Republic are often seen as usual members of society and do not get special treatment outside of a special education in order to learn to control their powers. Valtorians see the gifted as equal to them and this is reflected in the society and treatment. Gifted are often expected to be able to help further the cause of Valtor by either using their power to further innovation and progress, or defend the interests of the nation by joining the military or the navy. It is a well-known fact, that the Valtorian navy employs many gifted amongst their ranks, using their power to direct their ships in either combat or out of difficult tidings. It is even rumoured that their highest military leader, the Lady High-Admiral, is a gifted herself.

In conclusion, the Republic of Valtor is a wealthy and powerful nation that prides itself on its innovation and technological prowess. Its advanced economy and strong navy make it a force to be reckoned with in the region, while its commitment to education and democracy have made it a leader in intellectual and political thought. However, Valtor's success has also led to social inequality and tension with its neighbors, and it remains to be seen how the Republic will navigate these challenges in the future.

The capital city of the republic is known as Valtoria, meaning “the Land of Valtor”.

## **Eldor**

Eldor is a large, sprawling nation located in the southern part of Regalos. It is known for its vast, open grasslands to the north and its fast forests and rolling hills to the south as well as its nomadic lifestyle. Eldor is ruled by a Great Khan, who is seen as both a political and spiritual leader of the people.

The Eldorians are a fiercely independent people, with a strong sense of cultural identity and tradition. They are skilled horsemen and archers, and their military forces are feared for their speed and mobility. Eldorian warriors are trained from a young age to be expert riders and skilled fighters, and are often organized into mobile units known as tumens, which can quickly move to different parts of the country to defend against threats.

The economy of Eldor is heavily based on trade and commerce, with its nomadic people known for their skill as merchants and traders. The Eldorians have a vast network of trade routes that span the entire country and connect them to other nations in the region. They trade in a variety of goods, including furs, horses, and textiles, and are known for their high-quality goods that are in demand throughout Regalos.

Eldorian culture is deeply influenced by their nomadic lifestyle and the values of honor, loyalty, and hospitality. The Eldorians place a great deal of emphasis on the importance of family and community, and it is not uncommon for several generations of a family to live together in a single ger, a traditional yurt-like dwelling. The Eldorians also have a strong spiritual tradition, with shamanism playing an important role in their society.

The Eldorians have a complex relationship with their neighbors, the Rydonian Empire and the Republic of Valtor. While they generally enjoy peaceful relations with these nations, there have been occasional tensions and even border conflicts. The Eldorians are wary of outsiders and fiercely defend their independence and sovereignty.

In terms of the gifted, the Eldorians have a unique perspective. They do not actively hunt down or persecute the gifted, but they also do not hold them in high regard like the Norvanians or the Valtorians. Eldorians see gifted individuals as simply another aspect of nature, neither good nor bad, but simply a fact of life. It is not uncommon for gifted individuals to be trained as shamans or healers, and they are respected for their abilities, but they are not seen as particularly special or deserving of special treatment.

In conclusion, Eldor is a proud and fiercely independent nation with a rich cultural heritage. Its nomadic lifestyle and strong sense of tradition and community have shaped its economy, its military, and its culture. The Eldorians have a complex relationship with their neighbors and a unique perspective on the gifted, seeing them as simply another aspect of nature rather than something to be revered or feared.