**Establishment of Ordor**

Ruku is found by a group of nomadic humans after traveling further east. Over the next few years, he is resuscitated. Ruku explains what occurred, and the tribe confirms that the barrier is cursed--Only letting living things in, never out. Ruku travels with the tribe, defending them from Elementals. The tribe is in awe at his combat prowess, having usually escaped Elementals rather than fighting them off. The leaders are skilled at stonecraft, bearing tools of Aura-strengthened rock.

After completing a cycle of the tribe’s migration, Ruku proposes forming a permanent settlement. They stop in the forest and begin to make small shelters. Quickly, Nature Elementals begin to attack in larger numbers. Ruku leads the guards in holding off the Elementals, and work picks up on construction of stone walls. Craftsmen begin to use their Aura to move stone, and this quickly develops into sealing separate rocks tightly together. Soon, the walls are being built taller completely with Aura. Slabs of stone are deftly tossed skyward, caught by burly crafters perched atop the wall, and sealed into place.

All's not well, though. The strength of the stone wall is precious, but construction is still far slower than wooden or dirt walls. Earth Elementals are being awoken by the quarrying effort, and even a few Fire Elementals have attacked. The guards of the tribe are quickly outmatched by the more powerful Elementals, and Ruku is staying up for sixteen hours at a time in combat.

One night, as the full moon rose above the battlefield surrounding the embryonic city, Ruku orders his remaining guards back into the safety of the walls. Only one section is left, all of the craftsmen working at top speed. The hole is gaping though, and Ruku commands every able hand to assist in constructing the wall. The sun rises on a scarred Ruku, still fighting off Elemental after Elemental. The ghostly, whispering moans of Nature Elementals fills the forest. Rumbles can be felt in the ground from wakeful Earth Elementals. One after another, each are felled in quick order by Ruku. The sun sets, and he still battles.

Upon the sun’s rise, the walls are complete. A scarred, bleeding Ruku fights his way back to the gates as the tribe watches in awe. The gates are opened painfully slowly as the gigantic chunk of stone is shoved to the side. Ruku’s killing blows have slowed down, his coat of emerald flame flickering now. His back pressed to the sliding stone, he finally falls backwards beyond the walls, and the craftsmen raise a quick barrier outside to recover him. The door is slid back into place, and the Elementals show their fury to no avail.

Ruku recovers over the next few weeks, receiving infusions of Aura from the craftsmen, now called Builders by the others in the tribe. In the meantime, Ruku and the Builders take on a leadership role in the village. The Builders act as a council, communicating matters of the people to Ruku, who makes a final decision. The city within the walls is named Ordor. Representatives of the newly formed city are sent out north and east to where other settlements are rumored to be.

Within a few years, the city has become a burgeoning economy. Ordor establishes a trade route across the eastern mountains with the villages and city of Dundyr, and with the coastal desert city of Melen. Space has quickly become limited within the walls. At the back sits a small castle of gleaming white stone. The bulk of the building is an atrium, the throne in full view of the city. Rows of houses and workshops spread out over the few square miles the walls encompass. Beside the castle is another building of gleaming stone, the Church of the Builders. Once just a place of worship, it has been renovated to house representatives from Melen and Dundyr during annual discussions.