### Vallur Regions

- 1) Free Land
- 2) Forest of Azumarill
- 3) Ephysterus Plains
- 4) Kingdom of Brunt
- 5) Raphysterra
- 6) Dorgomath

#### Vallur Races

- 1)Human
- 2) Elf/ Dark Elf
- 3) Dwarf / Halfling
- 4)Oni / Ogre /Giant
- 5)Minotaur/Centaur
- 6)Demon / Angel
- 7) Slime / Elementails
- 8) Wilderling
- 9)Arachne
- 10) Undead /Spirit



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#### 1. The Free Lands

"Strength is survival, unity is power."



The Free Lands are a harsh, untamed region of scorched plains, red canyons, and scattered tribal fortresses. Here, goblins, orcs, ogres, and Onis forge fragile alliances under the banners of strength and

blood oaths. Once fragmented by clan wars, the tribes have unified under the twin gods Eukur and Drykur, forming one of Vallur's most feared and disciplined armies.

In peace, they sell their strength as mercenaries or bodyguards, bringing wealth home to their people. Despite their ferocity, a deep honor code guides them — mercy to the weak, loyalty to allies, and vengeance to oathbreakers.



### A Religion

The Free Lands revere the Twin Gods of War and Honor:

Eukur, the Burning Blade — embodiment of courage and passion in battle.

Drykur, the Iron Shield — embodiment of endurance, discipline, and loyalty.

Together, they teach that war is sacred when fought for unity and survival. Their shrines are built from the bones and banners of past battles.



### Role in Unity

Exports / Strengths: Armies, gladiators, monster tamers, ores, hunting beasts.

Aids Others: Protects borders, trains other regions' militias, serves as mercenaries for Thronidei.

Receives: Food and refined materials from Brunt; enchanted weaponry from Dorgomath; spiritual guidance from Ephysterus.

#### 2. The Forest of Azumarill

"The moon watches, and the forest breathes as one."



🌲 Lore

The Forest of Azumarill is an immense expanse of bioluminescent trees, sacred groves, and hidden valleys. It is home to Wilderlings, Lycans, and Arachnes — races bound by ancient treaties to coexist beneath the moon goddess's protection. The forest is alive, sentient in its way, rewarding balance and punishing greed.

Each full moon, the forest's children gather to celebrate in wild dances and feasts — a spiritual communion that renews their ancient pact.



## A Religion

They worship Lunara, the Silver Mother — goddess of the moon, instincts, and renewal.

The Lycans view her as a huntress who grants primal freedom.

The Wilderlings see her as nature's nurturing spirit.

The Arachnes call her the Weaver of Threads, guardian of fate's web. Her followers believe all life is cyclical — every creature's death nourishes another's life.

## Role in Unity

Exports / Strengths: Rare woods, silks, herbs, beast hides, and alchemical components.

Aids Others: Supplies Dorgomath with forest materials and medicine, provides herbal cures to Ephysterus healers.

Receives: Crafted goods and enchanted tools from Brunt and Ephysterus, protection from Free Land warriors.

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### 3. The Ephysterus Plains

"Justice shines brightest when both light and shadow burn."



A land of eternal twilight and floating twin cities — one bathed in golden light, the other veiled in crimson dusk. Once divided by a divine war between angels and demons, they now coexist under the philosophy of Lustitiae, the fallen angel of Justice, who led both sides to overthrow a tyrant god.

The plains are a sanctuary for spirits, hybrids, and beings who seek balance between good and evil.



The people follow Lustitiae, the Goddess of Justice and Duality. Her faith preaches that righteousness and temptation are two sides of the same truth. Angels, demons, and hybrids pray together in her name, believing that judgment must come from understanding, not blindness.

Priesthoods are divided into three sects:

Custodes (Angels): Keepers of light and law.

Venatores (Demons): Enforcers of punishment and retribution.

Ducibus (Hybrids): Mediators who ensure neither light nor darkness prevails.

# Role in Unity

Exports / Strengths: Magical artifacts, potions of love/truth, lust crystals, enchanted spirits.

Aids Others: Provides enchantments, holy protection, and magical education to other regions.

Receives: Technological support from Dorgomath, alchemical reagents from Brunt, and soldiers from Free Lands for its sacred missions.

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4. The Kingdom of Brunt (Bruntition)

"Through knowledge, we build eternity."



Brunt is the heart of humanity — a kingdom of innovation, scholarship, and invention. Its golden farmlands and marble academies stand as monuments to Vyntos, the goddess of knowledge and creation. From alchemy to steamcraft, Brunt's people seek to perfect life through study and ingenuity.

Though they are mortal, their ambition often rivals the divine.



They worship Vyntos, the Architect of Thought and Flame. Her temples double as libraries, and her priests are both scholars and engineers. Brunt's people believe the mind is divine, and progress is the purest form of worship.

# Role in Unity

Exports / Strengths: Agriculture, alchemy, tools, inventions, and education.

Aids Others: Feeds the continent, arms adventurers with crafted goods, and teaches literacy to allied tribes.

Receives: Magical energy from Ephysterus, metals from Dorgomath, and trade protection from Free Lands.

### 5. Raphysterra

"Steel of horn, grace of leaf — one blood, one honor."

## **T** Lore

A vast domain of rolling fields and misty glades where the Elves of the Silver Courts and the Minotaur Khans coexist. Their alliance was born of betrayal and redemption — when a Minotaur warlord broke faith with Azumarill's tribes to save the Elves from invasion, sealing their fates together.

Now, their mixed culture reveres both nature and discipline, blending elven refinement with Minotaur pride.



### Religion

They worship Thal'Erius, the God of the Eternal Bond — patron of loyalty, love, and the sacred oaths between races.

His priests are called the Vowkeepers, and marriage between races is viewed as divine service. Their rituals often involve blood oaths under moonlight, symbolizing the blending of strength and grace.

# Role in Unity

Exports / Strengths: Cavalry, exotic fruits, artistry, woodcraft, armor combining beauty and power.

Aids Others: Provides elite mounted warriors and unmatched artisans.

Receives: Magical enhancements from Ephysterus and trade access through Brunt's caravans.

### 6. Dorgomath

"In stone and fire, the soul finds eternity."



Lore

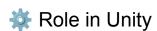
Carved deep into the mountains, Dorgomath is the heart of invention and resilience. The Dwarves' forges burn without rest, while the Halflings cultivate rare herbs in warm caverns. Their alliance of logic and joy has produced creations that border on miracles — automatons powered by trapped souls, airships, and weapons blessed by both science and sorcery.



### A Religion

They revere Duragmar, the Forgefather, god of endurance and creation through suffering.

His followers believe the soul must be tempered like steel — refined by hardship until it shines with purpose. Halflings also venerate Merritha, goddess of Delight and Renewal, whose faith ensures balance between industry and pleasure.



Exports / Strengths: Metalworks, automatons, weaponry, mining, and rare minerals.

Aids Others: Provides technology, armaments, and machines across Vallur.

Receives: Magical power from Ephysterus, natural resources from Azumarill, and trade routes through Brunt.

7. Kingdom of Thronidei (The Capital)

"Where all banners meet."



At the crossroads of all six regions lies the radiant city of Thronidei, the shining capital of Vallur. Its marble spires and crystal towers stand as the symbol of unity. Governed by the Serves Pacis council — a representative body of each region — and safeguarded by the Adventurer's Guild, it serves as the heart of diplomacy, trade, and law. Beneath its beauty lies mystery: the city was built atop a magical leyline nexus said to connect all divine realms.



### Religion

Thronidei honors Aurelion, the Ascendant Light — a neutral deity who represents harmony among gods. Priests of all pantheons gather here, turning the capital into a divine crossroads.

## Role in Unity

Exports / Strengths: Governance, diplomacy, trade regulation, spiritual convergence.

Aids Others: Balances disputes, maintains the peacekeepers, coordinates defense and trade.

Receives: Resources, devotion, and cooperation from all regions.

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## The Web of Unity

Region Deity / Faith Gives Receives

Free Lands Eukur & Drykur (Twin Gods of War) Armies, soldiers, strength Food, tools, enchantments
Forest of Azumarill Lunara (Moon Goddess) Materials, silk, herbs
Craftsmanship, potions

Ephysterus Plains Lustitiae (Justice Goddess) Magic, potions, spiritual power Technology, metals

Kingdom of Brunt Vyntos (Knowledge Goddess) Food, alchemy, learning Minerals, defenses

Raphysterra Thal'Erius (God of Bonds) Cavalry, craftsmanship Magic, trade

Dorgomath Duragmar & Merritha (Forgefather & Delight) Weapons, machinery, minerals Food, mana, wood

Thronidei Aurelion (Ascendant Light) Leadership, unity, diplomacy Loyalty and tribute

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Together, they form the Great Concord of Vallur — a pact not of convenience, but of survival.

Magic, might, wisdom, and faith intertwine, ensuring that no single flame burns alone.