

## **World-building**

By Tiffany Terlop

A selection of lands within a world I've created.

**WORLD:** Vordra

**AT-A-GLANCE:** A home to some who wander, a dominion to others, a hell to the frail and craven, a mystery to most.

**DESCRIPTION:** Encompassing four great continents, Vordra reigns supreme among eleven oceans of flame and sand, kingdoms of sunken desert glass, and skies open to shrines of reclusive angels.

When gods created Vordra, it was presented to the humans as a gift for their selflessness. But more malicious entities also made deals with corrupt humans, sending contagious creatures to taint the gods' gift. Infections and illnesses spread throughout the great continents and in time, all was cursed. Gods shunned the humans who were left to fend for themselves. Now Vordra, both cursed by evil and rejected by holy, breeds death throughout the stretches of sea and land.

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**LOCATION:** The Graveyards of Aldouna (within Vordra)

**AT-A-GLANCE:** A burial place for malice and venom.

**DESCRIPTION:** Aldouna, a lauded land among darker kind, is flanked at its gates by two stone sentinels. One is armed with unrivaled sight, an eye festering on its hide for each of its victims. His name is Seagim. The other is a giant winged hag who breathes gaseous smoke. Her name is Dohax.

The graveyards are an expansive burial ground and tribute to ungodly rulers' past. Among the living, there are those who decree they be buried within Aldouna's walls, a symbol of prestige. The land is silent and barren, vast areas possessed by terrifying spirits, while most locations are hazardous to cross.

**KEY CHARACTERS:** Ezo, the grave keeper. She sails on her boat through the marshlands, tending to rotten graves, pacifying the spirits while digging new burial places for the freshly dead. Ezo is a six-armed goblin, a woman of few words, proud polyglot, and satisfying a favor for the god Kalnn. Ezo's contract will be up soon and there will be another who must ascend as grave keeper.

**FAMOUS TOMBS:**

The tomb of wicked orc pharaoh, Maut-nefer. Known in his time as being the wealthiest ruler hoarding bounties of jewels and

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precious stones, he was extremely brutal in his punishments and collected the corpses as treats for his hounds.

The tomb of Teleu the Pirate. Infamous for raiding the crypts of holy men and using their riches to buy himself expensive magic, proclaiming he was an all-powerful magic-wielder.