

World of Durn

Encyclopedia & Visuals

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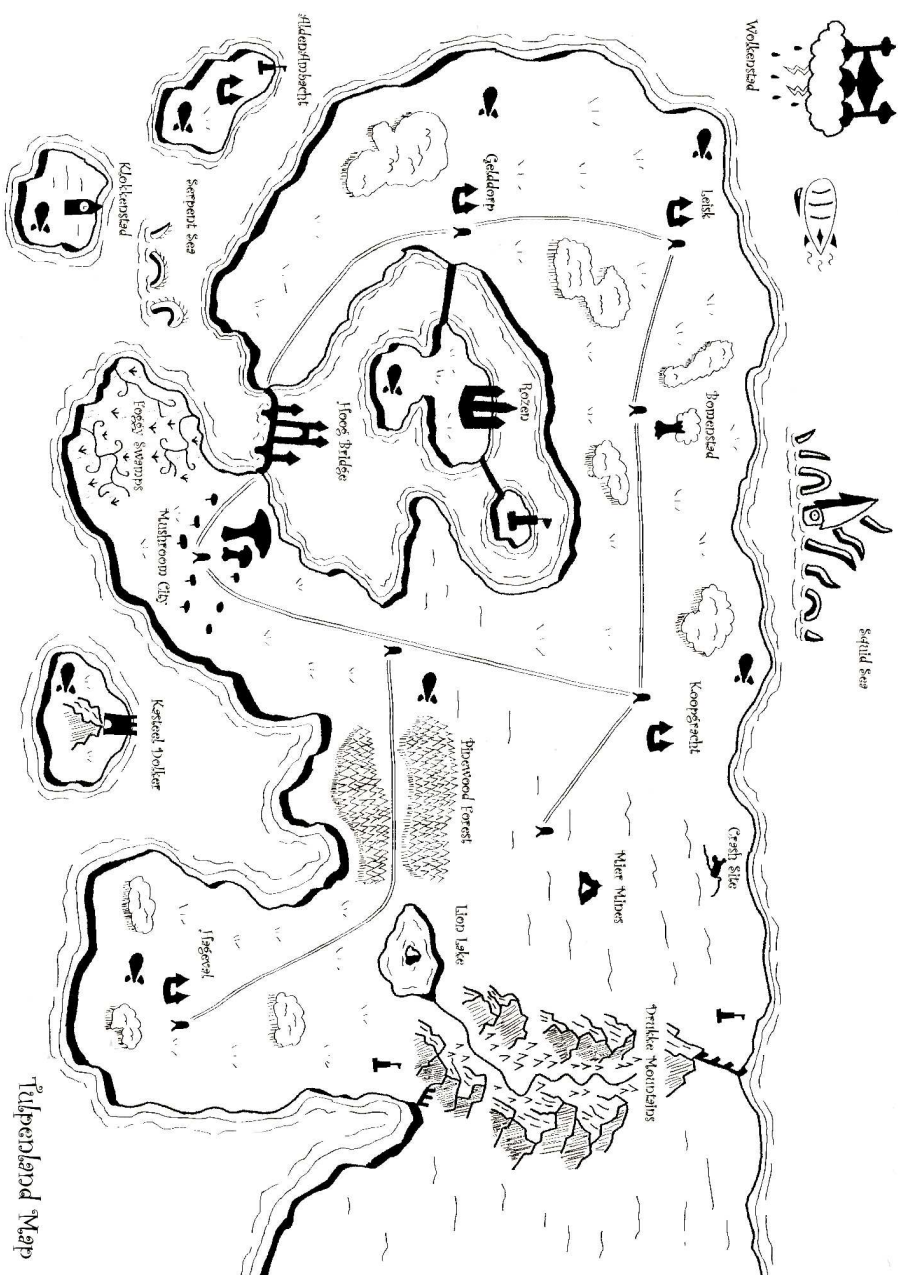
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Author's Note

This story marks a shift in my writing—a deeper exploration of characters, cultures, and the unseen forces that shape them. What began as a fantasy world of rebellion and ancient ruins has become something more layered: a reflection on how history, belief, and fear shape not only societies, but the individuals within them. One question running through this narrative is whether we ever truly act freely—or if our choices are simply the result of the worlds we inherit. From the brutal spectacles of ancient empires to the moral codes of the modern age, what we deem "normal" is often simply what has been normalized. Together with the encyclopedia and visuals companion, I invite you to explore this world more deeply. Within these pages, you'll find detailed lore, stunning illustrations, and insights into the cultures and histories that breathe life into the world. As an added surprise, I've included a preview of my second book, where the story continues to unfold in unexpected ways. Thank you for joining me on this journey. I hope this companion book not only enriches your understanding but also sparks new questions about the world—and perhaps even about your own.



Encyclopedia

Tulpenland lore

Tulpenland is a nation that harmonizes nature's beauty with human ingenuity, marked by stunning landscapes, unique cultures, and breathtaking engineering feats. It is governed by five city-states, each with its own distinct identity, united under the central authority of the capital, Rozen. Rozen is perched on an island in the middle of a vast unnamed lake, surrounded by the mainland. A single, unremarkable bridge connects Rozen to the mainland, but it is the Hoogbridge, to the south, that is truly a marvel. The Hoogbridge is an extraordinary feat of engineering, a massive bridge that stretches across the river, linking the southern mainland with the rest of the nation. It is more than just a bridge—it's a vital lifeline for trade and transport, incorporating a suspended monorail that encircles the lake, connecting Rozen to the cities and towns along the shores. Tulpenland's airspace is dominated by airships, the preferred means of travel due to the dangerous sea monsters lurking beneath the waves. The Serpent Sea to the south is home to giant water snakes that make sailing perilous, so the airships offer a safe alternative for long-distance travel and trade. In addition, the Ratched Sea to the north harbors colossal squids that make navigating its waters deadly, further reinforcing the reliance on air travel. Despite its relatively small population of 10 million humans and 1 million elves (tall humanoids capable of magic), Tulpenland is the most powerful nation on the continent of Durn. The elves, whose magic strengthens the

nation's military and technological advancements, stand as a crucial part of Tulpenland's dominance. The humans, driven by ingenuity and a fierce will, have forged an empire that's as advanced as it is formidable. Together, the two races have crafted a nation that balances incredible power with breathtaking beauty. The landscape of Tulpenland is as diverse as its people: The Drukke Mountains to the east form a natural boundary between Tulpenland and the neighboring Sloodland. These jagged peaks, home to mining communities, are steeped in natural beauty and danger, with untamed wilderness and rich mineral deposits. To the west, the land is dotted with iconic tulip fields, and the country is crisscrossed by an expansive network of railways that connect the various city-states, facilitating both industry and trade. Tulpenland is home to many regions with distinct cultures and peoples: Lion Lake is a peaceful body of water surrounded by cliffs and thick forests. The Wolffolk and Clayfolk live here, shaping their lives from the natural resources around them. The Pinewood Forest, a dense, ancient woodland, is home to the Wolffolk, who roam the forest, and the Clayfolk, who craft tools and shelters from the earth. In Bomenstad, towering trees form a treetop city where the Owlfolk live and watch over the skies, their sharp eyes scanning the land below. The Foggy Swamps, an area shrouded in mist, is where the Toadfolk and Marshfolk endure the swamp's humid and mysterious environment, living in harmony with the murky waters and shifting tides. Tulpenland, with its breathtaking vistas, technological achievements, and unique peoples, is a nation that balances the ancient with the modern, the dangers of nature with the ingenuity of its people. Whether

through the soaring airships or the monumental Hoogbridge, the future of Tulpenland is shaped by both human ambition and the wild forces of nature. With its potent combination of magic, industry, and strategic dominance, it remains the most powerful nation in all of Durn.

Marble, Canals, Tulips and Windmills

The cities of Tulpenland are a fusion of old-world charm and modern innovation, where cobbled streets and tranquil canals weave through districts of towering gables and bustling marketplaces. Each city has its own distinct character, yet all share the same picturesque beauty—tree-lined avenues, narrow alleyways, and stone bridges arching over gently rippling waters. Above it all, immense civilian airships drift in and out of the skyline, their massive forms gliding gracefully between grand airfields that serve as the lifelines of trade and travel.

Leisk, the heart of Tulpenland, is a city of grandeur and commerce. Majestic townhouses lean over its shimmering canals, their facades adorned with intricate carvings and colorful shutters. Narrow alleys lead to lively courtyards where traders strike deals beneath the towering spires of the city's guild halls. Its airfield, a marvel of engineering, is constantly alive with the hum of dirigibles arriving and departing, carrying merchants and travelers across the land. Aldenambacht is a city of craftsmanship and innovation, where the scent of sawdust and fresh bread drifts through the streets. Blacksmiths, weavers, and machinists work along the waterways, their workshops standing side by side with stately guild houses. The city's airfield is a hub for