

## **History of the Shattered Lands** **(for Emurian Pre-history, see Appendix A below)**

\*The history below from 525 to 612 is that of the old Kingdom of Stonegate, ruled by the Lornes. From 613 on is the History of the Kingdoms of The Shattered Lands. Individual cultures have their own histories.

This is a brief historical outline of Human settlement in Dyllaria and the Kingdom of Stonegate. This information is common knowledge among all the races and is written from a Human perspective. For Emurian History prior to 601, see the document entitled Emurian History to 601.

### **525**

Human adventurers exploring the territory known as Dyllaria by its Dwarven inhabitants find wealth and fame. More groups pour in from established territories to the north and east. The Human population begins to grow rapidly.

### **528**

Sir Garic Lorne and his followers construct a fort near the confluence of the Snake River and Basmar River. He announces plans to construct a castle.

### **532**

Construction begins on Stonegate Keep.

### **535**

An enormous army of Goblins, Ores, Ogres and Minotaurs has formed under the direction of The Overlord. This Dark Army begins to march westward from the Fortress of Kaas to annihilate both the Dwarves and Humans. Plains Barbarians allied with the Dwarves hear of the force and warn them of their fate. King Verle I declares war and the Dwarven forces are mobilized.

### **536**

Led by the extremely formidable Stone Giant known as Krolm, the Dark Army engages the first Dwarven forces on the Battle Plains. The Dwarves are heavily outnumbered, and over half of their troops are lost in a rout. The Goblin Wars have begun.

### **538**

Believing the Dwarves defeated, Krolm pushes on through the Lava Gate Pass to the unfinished Stonegate Keep. Seeing that the Dark Army is simply too large to defeat, Garic decides to flee. Under the cover of darkness he and his followers float on rafts down the Basmar River. His fortress and the unfinished castle are leveled.

### **539**

Garic enters the Beard Mounds. He and Verle I form an alliance to combat the overwhelming numbers of the Dark Army. Lacking discipline, Krolm's forces have broken down into mobs and are terrorizing outposts and villages along the Basmar River. The Dwarven/Human forces are able to isolate these mobs and eliminate them one at a time. The tides of war begin to shift in favor of the alliance.

### **541**

A small trading post near the North Wood is attacked by the Goblin armies. Many Human women and children are slaughtered. The King of the Erlunn Elves Pylarius III, refuses to respond to pleas for help. The survivors are forced to abandon their homes and flee north of the Basmar River. The Goblins pursue them.

### **545**

The Humans and the Dwarven allies move up the Basmar to face the main force of the Goblin army. This battle will be decisive as to the future of all races in Dyllaria, and Pylarius III is again asked to help by giving whatever assistance that he can. He does not reply. Garic and Verle I each swear an oath of indifference toward the Erlunn Elven Nation. King Pylarius III's name is entered into the Royal Book of Grudges by Verle I.

### **546-548**

A game of cat and mouse occurs during this period in which both sides attempt to determine the relative strengths of the other. During one battle a Dwarven soldier named Aelin Goldentongue sacrifices himself to save Lord Garic's life by taking a poisoned crossbow bolt which was intended for the Human leader. Garic suggests that the reconstructed and rapidly growing outpost near the North Wood should be named the town of Aelin.

**549**

The two armies meet at a spot just north of the Basmar River and take part in the Battle of Basmar Fields. The confrontation lasts weeks and the Dark Army is eventually forced to retreat south across the river.

**550**

Construction begins anew on Stonegate Keep.

**551**

The town of Torrent is established as a lumbering community by survivors of the Battle of Basmar Fields. The founders are those too severely wounded to pursue the Goblins and those who are disenchanting with the Goblin Wars. Although not on terribly bad terms with Lord Garic, Lord Canus Guthenor makes it clear that the citizens of his community will not pledge allegiance to Stonegate Keep.

**551-553**

A period of small skirmishes occurs in which the Humans and Dwarves successfully push the Dark Army southward. Near the end of this period the Goblins enter Lava Gate Pass.

**554**

Krolm decides to make a stand in the Lava Gate Pass. Commander Barris Hornfist leads nearly half of the Dwarven army south through the Beard Mounds to block the southern end of the pass and effectively prevent the Dark Army's retreat. The Overlord's army is annihilated. Lord Garic's top field marshal, Rage Scenarius, meets Krolm on the field of battle and defeats him in one on one combat. Some Goblins, Ogres, and Orcs escape and flee across the Battle Plains. Barris leads a division to hunt the survivors down and exterminate them. The victorious Humans and Dwarven forces return home. The final battle is known as the Battle of Lava Gate.

**556**

The Free City of Mythamber is established by a group of ex-soldiers. Their main source of income is the vast reserve of amber in the area. They wish to remain independent of Stonegate and to establish their own ties with the Dwarves and the now independent Alipostos Elves. The Dwarves establish an outpost at the southern mouth of the Lava Gate. Originally founded as a guard against entrance into the pass, this outpost becomes a springboard for trade between Stonegate Keep and the Barbarian tribes. The town is named Barris in honor of Barris Hornfist.

**560**

Lord Garic and the Dwarves sign the Treaty of Barris. In the document both sides promise to come to the other's aid in time of war. Garic grants the Dwarves farmland to the south of Stonegate Keep in return for permission to build a few Human outposts in the Beard Mounds. It is agreed that Mythamber shall remain a free city and that both sides can trade freely with them. Construction begins on Bloodhammer Forge.

**563**

Guildmaster Crabbet Guthenor of Aelin and his brother Canus, Lord of Torrent, form the Basmar Merchants' League. This union binds the two together as trading partners and solidifies their independence from Stonegate Keep. The league's main function is to standardize prices of all products exported by its members.

**564**

Bloodhammer Forge is completed.

**569**

Helmwood is established as a free outpost and a base of exploration into the Dragon's Fire Peaks and the southern part of the Forest of Tears. It quickly blossoms into a thriving lumbering town, supplying wood to the Dwarves as well as the Dark Elves in the Slaver's Peaks. Stonegate Keep is finished.

**570**

Erlunn Elves passing through the Lava Gate Pass encounter a Dwarven patrol. The suspicious Dwarves thoroughly interrogate them about their intentions. The Elves refuse to allow their packs to be searched by the Dwarves. The confrontation escalates into a battle in which two Elves and one Dwarf are killed, and several are wounded. The now venerable Dwarven King Verle I declares war and notifies Lord Garic that the Dwarves will march on the North Wood in two weeks. Barris is attacked by Barbarian raiders in the night. Elven arrows are found and this fuels the smoldering Dwarves' anger and they begin to march toward North Wood. Garic sends his son Palinor to Pylarius III to find out his intentions while Lord Garic himself intercepts the Dwarven army in hopes to dissuade Verle I. Both sides are determined that war is inevitable. Garic sends a messenger to Lord Elonia of the Alipostos Elves asking him to help mediate. Lord Elonia immediately sets out for the North Wood. Garic is able to delay Verle I long enough so that the Alipostasian leader can overtake the Dwarves and reach the North Wood first. With the Dwarven army standing in the shadow of the North Wood, Palinor manages to convince Pylarius III that his best option is to negotiate. Verle I agrees, but he refuses to meet face to face with the Elven leader. Though correspondence it is decided that troops from Stonegate will patrol the Lava Gate and Dwarven troops will patrol Barris. It is also decided that any Elf who should attempt to enter Barris without allowing themselves to be searched shall be barred for life. This agreement is known as the Lava Gate Pact.

**572**

After being snubbed by Lord Garic and learning of his father's supposed expedition to the Green Mountains, Negeon Mangus establishes a settlement near the head of the Snake River. Construction begins on a keep at this location, which is known as River's End.

**579**

Lord Garic passes away due to natural causes. Palinor is the new Lord of Stonegate Keep. He holds an official banquet to begin his reign. Representatives from all over Dyllaria attend the affair, including ambassadors from Erlunn. The Dwarven Kingdom receives invitations, but sends no representatives.

**581**

A group of Satyrian merchants settle in the Snake River Valley and establish the town of Dollos. The area is great for vineyards and will eventually produce the famous Dollosian Brandy. Later the same year, the town of Galavast is established on the northern edge of the Valley of Bones by the Wizard Arianus.

**585**

Remin is established as a mining town. Much of the initial funding comes directly from Stonegate Keep.

**586**

Lord Palinor becomes the first Human to be invited into the North Wood. He and Pylarius III agree to trade openly and that each shall be welcome in the other's lands.

**589**

Cyrus Ashington, the mayor of Dollos, swears allegiance to Stonegate Keep. As a response to the new found friendship between Palinor and Pylarius III, Verle I abandons Barris leaving it virtually undefended and putting an end to the Lava Gate Pact.

**590**

The High Council of Barris appeals to Lord Palinor for protection. No agreement is made as details need to be ironed out. Verle I dies of natural causes. He is succeeded by his son Grell Scanna.

**592**

Lord Palinor is brutally murdered in his bed chamber while his guards stand watch outside. The assailant somehow gained entry and committed the murder without making a sound. His only heir, his son Balladan assumes the title of Lord of Stonegate Keep. His first action is to meet with the new Dwarven King Grell II.

**594**

Lord Balladan and Grell II agree to a strong trade and military alliance. As a show of unity, Lord Balladan pledges to stop minting coins and to begin using the ancient system of Dwarven currency known as Dyllars. This agreement is known as the Treaty of Steelhaven after the name of the Dwarven town in which the coins are minted.

**595**

Lumberton Shire is established as a taxing station between Dollos and the Free City of Mythamber. The residing Noble and town founder is Lady Morgan Le Fay Scenarius. The Fractured Skull Orc Tribe under the direction of King Aug, declares war on the newly formed settlement.

**596**

The Head Healer of Galavast, Kellimon Pree is revealed to be the Necromancer Dannacus. After imprisoning Lord Arianus in an initial attempt to gain control, Dannacus leads his Undead minions to victory. Helmwood is quickly taken over as Dannacus proclaims himself King. His newly acquired lands become known as the Kingdom of Varingard. Later that year, Lord Chancellor Kern Darkway and High Guildmaster Dinen Davere lead an assault on Dannacus's stronghold. The Necromancer is ousted and Lord Arianus is reinstated as the Lord High Wizard of Galavast. In the aftermath of Dannacus's defeat, the people of Helmwood proclaim Lord Arianus as their new Lord. In a brutal takeover of River's End, Nobles murder Lord Negeon Mangus. The takeover is unsuccessful as no strong leader steps to the forefront. Former Herald Glenstorm assumes control under much protest. The Lumberton Shire Orc War heats up. The town defenders are defeated handily at The Battle of Blood Mountain. Lord Balladan establishes a standing garrison at Lumberton Shire.

**597**

Lord Glenstorm resigns as the Lord of River's End. Within the next few months both he and his successor Lord Khabarakh are slain during a visit to Galavast. The title of Lord is next passed to Sir Fooz Coalbaron.

The Orcish hero Huntonno leads several assaults against Lumberton Shire and meets with mixed success. He joins forces with an unknown Lich and together they pose a formidable threat to the town's survival. The Lumberton Garrison under the direction of Field Marshal Urik meets the combined forces of Orcs and Undead in a large clearing outside of town where the Lich is trying to form a new dimensional portal. The creatures are defeated handily at the Battle of Lich's Gate.

In Galavast, the deposed Necromancer Dannacus returns seeking to reunite with Lord Arianus. He is allowed to return under much protest from the people of both Helmwood and Galavast.

By the end of the year, River's End becomes cursed by a Chaos being calling himself Lord Vinlar. This being uses powerful magic to taint the ground so that Healing spells cannot be cast within town limits. Lord Fooz seeks aid from several sources to no avail. The economy of River's End makes a miraculous recovery despite the curse.

**598**

A group of Necromancers and thieves led by Lofton Sargus, Kane Lee, Kage of the Blue Diamond, and Lorik Blixar attempt a takeover of River's End. After their initial assault meets with some success they are trapped within the Guildhall and most of them are slain. Kage is captured and sent to Galavast to be executed. Lord Arianus agrees to supervise the administration of the River's End Guild as part of a new-found unity between River's End and Galavast. Sir Gili Rockcrusher and Lord Magistrate Achee lead a group to capture Lord Vinlar in a tree in the middle of River's End, effectively ending the curse.

A large horde of mixed stock invades several parts of Dyllaria, beginning with Barris. Lord Balladan, visiting Remin to quell a minor rebellion, is cut-off from Stonegate. He is not heard from again and many believe him to be dead. Meanwhile, the Dark Horde continues to attack and scores several early victories by razing Torrent, Helmwood, the Free City of Mythamber, and even Stonegate Keep itself. Lord Fooz Coalbaron resigns as the Lord of River's End and sets up a council of leaders who will rule in his place. He moves to Lumberton Shire and sets up a school for battle mages to aid in the war against the Dark Horde.

The Dark Horde attacks the Army of Stonegate east of Lumberton Shire. The army withstands the assault, but several groups of Horde troops manage to slip behind the lines to attack Lumberton. Lord High Marshal Jarn Shanodin assumes control of the town's defenses personally and leads the local garrison to victory. Several of his men are proven to be traitors, and they are all either slain or captured. The advances of the Dark Horde are effectively stalled in the Lumberton area.

Using the former town of Helmwood as a base of operations, the Dark Horde begins a campaign of harassment against Galavast. A division of the Royal Army of Dyllaria under the direction of the Dwarven Prince Threll Scanna, defends the town from the bulk of its attackers. After a seesaw battle the two sides draw to a stalemate. Sir Anselm Poleho leads a group to flank the Dark Horde and create problems with the supply lines near Helmwood. He is caught in the line of retreat of the Undead army of the Arch-Lich Daranak. Sir Anselm's force

makes a valiant stand but is routed and its leader slain at the Battle of Daranak's Flight. Sir Jarvis Longshadow also assists the Dwarves in leading a mildly successful counter-attack that settles the region for the winter.

In River's End the council falls apart due to the death of some key members, and Sir Gili Rockcrusher claims the title of Lord of River's End. A nobleman from western lands named Alarian Oakmore supports him. Lord Gili's reign begins shakily when he slays a woman and her unborn child at the direction of Vala Gurth and a few others from Galavast. The woman's protectors claim that she carried Lord Balladan's unborn heir. Sensing that all is not well, Lord Gili sets out on a quest to reclaim the child's life force.

Sir Fooz Coalbaron returns to River's End with a group of his companions to help defend the town. In Lord Gili's absence, the Chaos Lord Vinlar is freed and begins to harass the town once again. Little more than six months since Sir Coalbaron resigned his position as lord, River's End seems on the brink of collapse.

## 599

The year begins with the death of Lord Gili Rockcrusher of River's End at the hands of an unknown assassin. Without any true heir apparent to the lordship of the land, things seem close to civil war. The Dark Horde continues to attack the town, and the intensity of the assault is raised to sap the will of the people. The morale at River's End sinks to an all-time low. As things worsen in River's End, Lord High Marshal Jarn Shanodin of Stonegate Keep, acting in the King's name, sends a small army to defend the lands and the people from the threat of the Dark Horde. Lord Diplomat Artemis Silvertree is also sent to calm the political environment and assess the situation. While inspecting Lord Gili's private belongings, Lord Silvertree uncovers proof of an alliance between the deceased lord and the western nobleman Lord Alarian Oakmore of the Free City of Ashton. Lord High Marshal Shanodin declares this union to be valid, and Lord Oakmore is appointed as the new Lord of River's End. Within the first few months of his reign, Lord Oakmore successfully defeats the Chaos Lord Vinlar. He assigns Lord Dakota Ironbane as the Lord of River's End under him, and continues to rule both Ashton and River's End. One of Lord Ironbane's first acts as lord is to rename the town Rockcrusher Forge, in memory of the sacrifice made to the town by Lord Gili Rockcrusher. Lord Oakmore claims the lands in between Ashton and Rockcrusher Forge as his own holding. He calls this territory the land of Oakwood.

In Lumberton Shire, the Horde War has left its mark. The town proper barely stands in a shell of its former glory. The last lord in charge of these lands, Lady Scenarios received her final death at the razing of Stonegate Keep, and the local garrison has ruled in a state of Martial Law ever since that time. The Hobbling King of Dyllaria, the Great Old Guy, takes over in a dual role as King and Lord of Lumberton Shire. The Great Old Guy proves to be too old and weak for such taxing responsibilities, and he eventually dies. Attendance at Shire market days continues to fall.

Dark Horde assaults continue to wear away at the will of the Dyllarians. In Galavast, this once proud town becomes disheartened and many of its leaders fall to infighting. Paranoia and mistrust run rampant through the streets of Galavast, and eventually the Lord Chancellor, Kern Darkway resigns his position in the face of unfounded accusations of treason.

During this darkest time, the Dwarven Royal Army of Dyllaria and the badly battered Army of Stonegate begin to mount some victories against the Dark Horde in a two-pronged assault. In the south, the noted Healer Ezeakeal Zeldarious leads a force of adventurers to a successful recapturing of Helmwood. The Dwarves and a force of Black Robe Knights under the leadership of Sir Jarvis Longshadow orchestrate an all-out frontal attack on the Dark Horde, while Zeldarious's force attacks the town proper. The attack is a success, but not without cost. Sir Jarvis and his entire order of knights are annihilated during the fighting, and the Dwarven forces suffer heavy casualties as well. The confrontation is known officially as the Liberation of Helmwood. For his part in the engagement, Ezeakeal Zeldarious is named Lord of Helmwood by Lord Arianus.

Meanwhile, Lord High Marshal Jarn Shanodin declares the realm of Stonegate to be a Kingdom, and begins to organize a ruling hierarchy that will include Baronies and Counties. He refuses to accept any new title, and declares Lord Balladan to be the rightful King of Stonegate. While the recapturing of Helmwood is taking place, a group of heroes secretly makes an attempt to rescue King Balladan from the clutches of The Overlord, Tilicaf. Led by the former Necromancer Dannacus, and consisting of Squire Malikie of Oakwood, Goodman Falcone of Rockcrusher Forge, Lord Merchant Garrett Starlen of Oakwood, Sir David Thorne of Oakwood, Sir Thain Ironhelm of Rockcrusher Forge, Battle Master Fooz Coalbaron of Lumberton Shire, Lord Vala Gurth of Galavast, Lord Ashe of Galavast, Sheriff Fluffy of Galavast, Goodman John of Galavast, Goodman Kane Lee of Galavast, and Goodman Kage of Galavast, this group succeeds at a high cost. Over half of the group is slain during the attempt, and both Dannacus and Fooz Coalbaron are believed to have received their Final Death at the hands of dark forces. The leaders of the Army of Stonegate use the return of the king as a battle cry, and morale among the

Humans and Dwarves alike takes a sudden upward swing. The heroes responsible for the King's rescue become known as The Company of Thirteen. Each takes the title One of Thirteen.

## 600

With the King recently returned, the lands settle a good bit. Morale picks up, and momentum begins to shift in the short but brutal Horde War. Victories mount for the Dwarven and Stonegate allies, but the fighting becomes more and more difficult. Many volunteers fill the ranks as all seek to do their part. As the year grows long in the tooth, two heroes are returned to the lands and the people as both Fooz Coalbaron and Dannacus are found to be alive. Dannacus is rescued from the Fortress of Kaas by a group led by Lord Vala and Lord Ashe. Goodman Coalbaron returns after months of amnesia, and takes up residence in Galavast.

As the fighting enters its most savage and crucial point, an aging but still strong King Pylarius III decides to lead his forces from the North Wood and into the field against The Dark Horde. Striking several key victories against Horde forces, the Erlunn King and his army appear to turn the tide. In a feat of Elven Magic, the area of the Ivory Plain north of the North Wood sprouts into a thick forest within a week. This cuts off the eastern half of the Dark Horde army from the rest of it, and allows the combined Erlunn, Stonegate, and Royal Dyllarian forces to converge on the largest part of the remaining force near the western mouth of the Devil's Gate Pass. The battle that ensues is one for the ages. All sides fight well, and even the still ailing King Balladan takes the field. The result is a resounding defeat of The Dark Horde, although it does not come without a cost. The Dwarven Crown Prince, Threll Scanna is slain. He is buried with the other soldiers at his father's insistence, while the Elves and Humans look on. During the ceremony, King Pylarius III shows great respect by using his own cloak to shroud the body of the fallen Dwarven Prince. King Grell, touched by the gesture and the effort of the Erlunn army, declares that the Erlunn people will be removed from the Royal Book of Grudges. The fight becomes known as the Battle of Muddy Cloak.

After the victory and a brief celebration, King Pylarius III returns home to find his lands strangely quiet. Within a week after the Battle of Muddy Cloak however, the Elven Royal Family are found murdered in their beds. The King escapes such a fate while making an unscheduled midnight scouting trip. Furious and heartbroken, King Pylarius finds himself suddenly confronted by an enemy force that has somehow infiltrated his defenses. In defense of his lands and his people, The King invokes the power of a mighty artifact known as the Heart of the Erlunn Nation. After two weeks of fighting, the invaders are driven out of the woods, and King Pylarius III dies from prolonged exposure to the powerful magic of the artifact. The Erlunn throne sits without an heir.

Pockets of Horde forces still dominate some areas of Dyllaria such as Mythamber and the eastern Battle Plains. By the end of the year however, these groups become more and more fragmented, and it becomes apparent that the Dark Horde is very much on the run. In Lumberton, one of the heroes of the Liberation of Helmwood, Ezeakeal Zeldarius becomes Baron at the personal request of the King. The Baron brings much stability to the land, and by year's end the Lumberton market days have made a striking turn-around.

In Galavast, Lord Arianus accepts an invitation to pledge allegiance to Stonegate and is appointed as Count of the Shadowlands. The newfound unity also spreads westward as Lord Oakmore becomes the Count of Oakwood. In a tragic occurrence, two members of The Company of Thirteen receive their final deaths. Sheriff Fluffy of Galavast dies while defending the the people from a vicious Wyvern assault, and Dannacus dies along with the noted sage and Naturalist Xavier Lukather, after they and Count Arianus make an unsuccessful raid on the Fortress of Kaas. Kaas is destroyed, but The Overlord is not killed. Fooz Coalbaron and Garrett Starlen are named Lords of Ashton and Galavast for their unending service to the lands and people. Barons Dakota Ironbane of Rockcrusher Forge and Loren DeArman of Ashton accept their places within the new Kingdom gracefully.

By the end of the year however, Count Oakmore is summoned to stand before the Erlunn High Council as the last remaining heir to the throne. His claim is suspect as the bastard son of a royal mistress, but he is the only living Elf of any Erlunn blood at all. Just before his official crowning, Prince Aliposts Erlunn, lost since the end of the Dark Wars in 420, turns up and makes a claim to the throne. After confirming his identity, the High Council decides that Prince Aliposts shall rule as the king with Prince Alarian as his primary advisor, and that the blood line shall follow from Prince Alarian's first-born son. King Aliposts Erlunn III is crowned at a private ceremony late in the year. His people, the Aliposts Elves abandon their home in the southern Forest of Tears and return to Erlunn lands with their King.

## 601

The Horde War lingers on, but it is mostly contained in highly concentrated pockets of resistance. The main areas of continued fighting are that of the fallen City of Mythamber and the formidable Fortress of Kaas, and one of these would fall before the end of the year. In Galavast, Sheriff Fluffy's grave is defiled by Necromancers, and Baron Ashe makes a plea to his King and Count for assistance in making sure that this will never happen again.

Accordingly, King Balladan decrees that a secure tomb to house the remains of the Company of Thirteen shall be set up in the heart of the refurbished People's Park in Stonegate City, and that a special force of retired adventurers known as The Eternal Watch shall guard it.

Enraged at the death of two of Dyllaria's staunchest defenders, King Balladan leads a large part of his army to make sure that Kaas is indeed destroyed once and for all, and that the remains of Dannacus are recovered. Accompanied by both Count Arianus and Count Artemis Silvertree, the expedition manages to recover Dannacus's remains, but those of Xavier Lukather are never found. Meanwhile, the Horde leader Maev's attempt to awaken an evil Dragon to aid the Dark Horde's cause is thwarted by several adventurers and the sacrifice of several white unicorns who are required to give their horns to prevent the creature from awakening. A small memorial called "Ghaia's Sacrifice" is erected in The People's Park to honor those who aided in keeping the dragon asleep. It is noteworthy for its magnificent sculpture of a proud and majestic unicorn.

In Lumberton Shire, a powerful Death Knight known as Neyamius begins to attack the lands and the attempted peace with the Locathah of Lake Scenarius is in jeopardy. Baron Ezeakeal Zeldarious ascends to the position of Viscount, but is killed permanently by a large attack of fishmen. In a rushed move, his replacement as Baron, Artor Beash, accepts the role of Viscount and is succeeded as Baron by the former Knight of the Shadowlands, Malikie Sindorf. Rumors swirl that this move is made as a last-ditch effort by Count Silvertree to keep The King from declaring Martial Law once again.

In the west, the rampant Undead minions that have recently beset the lands of Ashton are seemingly defeated as the fallen knight Sir Steiner is believed to have been destroyed. With the aid of several adventurers, Lord Zacktell Blackwind uncovers the true nature of the creature known as Kal-Teth to be Undead as well. Under Lord Zacktell's leadership, the town rallies together and destroys Kal-Teth in the absence of the newly appointed Baron Baern Dragonfang. With the death of Emperor Cornelius, most of the old Imperial states fall to infighting, and Prinnith joins the lands of Stonegate. While Corliss, Ironholm, and the Crysteel City experience varying degrees of social unrest, the Free City of Vargus turns to its military leaders to provide order and lawfulness, which they do. A Town Council of local merchants and Guild Masters is appointed to handle domestic affairs while the former Imperial Mercenaries care for the town's defense. Among other problems are the ultra-fanatical anti-Neverwas group known as the Knight Blades, and a group of Marobai led by an extremely powerful magical creature known as Keldrin. The creature is virtually immortal, and can only be killed by first destroying several nodes of power that are located in towers guarded by Undead, Planar Outsiders, and other powerful creatures. The town has much trouble, including dissent within its ranks, but eventually Keldrin is defeated thanks to the leadership of Magistrate Arien, Head Guildmistress Katrina, Earth Guildmaster Valimar, and Celestial Guildmaster Altonvyr.

## 602

In Ashton, the Vampire Queen is finally put to rest, ending her reign of terror over the populace. The mystical graveyard thought to be her doing is found out to be the work of a powerful Wraith King. Four heroes led by Hoan of Avalon's Crown ally themselves with the power of Life. Four "seeds of life" are planted during a massive battle between the citizenry and the Undead, and the graveyard is destroyed. Meanwhile a massive army of Trolls entrenches in the hills west of the town, cutting off all contact with the highlanders of Sarum. The Trolls are led by mysterious robed figures that are rumored to be capable of transforming large numbers of them into greater beings. The oft-absent Baron of Ashton, Baern Dragonfang is finally stripped of his title by Count Loamann at the urging of His Majesty. Bringdar Payne is the new Baron of Ashton. One of his first acts is to lead an assault on the Trolls which succeeds in killing one of the robed mages that lead them.

In Galavast, The Arm of Winter is stolen from the safe-keeping of the townspeople by a large group of Fire Elementals, the Travelers' Stone is finally returned to its rightful place by a group of adventurers led by Lord Dinen Davere and Goodman Fooz Coalbaron, and rumors abound of a "Council of the Dead" arising in the Valley of Bones. The King's Festival is held within the lands of Galavast once again, and it is a very eventful time. All enjoy the festivities despite a trial in which several traveling adventurers led by Mistress Wynter are found guilty of murdering Katrina Weaver, the head of the ruling council of Vargus. Viscount Vala holds the trial under the watchful eye of Count Arianus and King Balladan. After the trial, King Balladan holds audience with Katrina and Arien in which they discuss the possibility of a treaty between Vargus and Stonegate.

Lord Sheth and the Death Knight Neyamius join forces for an attack on Count Arianus. Houses Ebonheart and Sinniot respond immediately and arrive on the scene in time to help their beleaguered Count. During the assault, Baron Ashe Sinniot, One of Thirteen, receives his Final Death and Count Arianus is forced to resurrect. The recently relocated Prince of the Erlunn Elves, Alarain Oakmore, becomes the new Baron.

In Vargus, the town continues to grow thanks to the leadership of its guilds. Several citizens rise to the challenge and become important leaders within the ruling council, including Arien, Katrina Weaver, LaMort, Kestra

Moonshadow, Zorin, Bobo, and the brothers Altonvyr and Val'Imar Zauafin. As the council formalizes treaties with the collective cultures of the Forest of Myst, they begin to try and deal with the remnants of Keldrin's magical curse which prevents the casting of High Magic, as well as the use of Magic items within the town proper. They are unable to remove the curse however, and no successful market days are held within the town as a result. Meanwhile, Goodman Fooz Coalbaron arrives in Vargus as an official envoy from The Kingdom of Stonegate. He and the council engage in negotiations for bringing the town under Stonegate control. The local populace seems to have little use for Stonegate, and Coalbaron receives a very cool response.

In Lumberton Shire, the Fractured Skull Orc War gets out of control. Locals are alarmed when the Orcs build a fortress on the outskirts of the Barony. Without any nobles in town, Falgar Shinglefoot leads a brave band of adventurers in a doomed assault on the Orcan lines. The attack is a ruse to allow a group of scouts led by Bleys Silverleaf to infiltrate the enemy lines, and it is a success. Several die in the attempt, but the scouts are able to gain some vital information as to the nature of the encampment. Late in the year, The Army of Stonegate overwhelms the Orcan position and destroys the fortress. Once again, King Aug escapes. Despite the trouble with the Orcs, attendance at the market days begins to climb slowly as Baron Sindorf shows his strong character and leadership abilities. He assembles a strong group of Nobles around him, but by the end of the year there are whispers among the commoners that too many Elves are gaining prominence in the Baron's hierarchy. Count Artemis Silvertree is rewarded for his years of faithful service when he is promoted to the position of Regent of Dyllaria. Tobilnor Xenox, an ex-Arcane Brigade member and noted sage takes the position as Count of Silvertree.

Near the end of the year, Fooz Coalbaron, One of Thirteen dies in Ashton while defending the town against Dark Dwarves. In a mysterious occurrence, Lord High Warden Garrett Starlen also receives his Final Death. Both are buried within the Tomb of the Thirteen along with Ashe Sinniot, Fluffy, and Dannacus.

## 603

The year is marred with strife as there are several changes in Nobility and The Kingdom experiences some tough times.

In Lumberton, Lake Scenarius has grown in size mysteriously and has turned the entire area into a swamp. Stonegate officials are baffled as to the exact cause of the dilemma, as well as how to reverse it. In a last-ditch effort to salvage the town the site is moved a few miles to the East, away from the newly formed swamp. The new town is christened as New Lumberton Shire and by the end of the year Baron Sindorf gives up his title in pursuit of other interests. His First Knight and half-brother, Ecaed Sindorf becomes the new Baron of Lumberton Shire.

The lands around Ashton are settled when Baron Bringdar leads a group of adventurers to eradicate the Troll armies. After a vicious battle and rousing victory, the region becomes relatively quiet for a time. By the end of the year however The Baron resigns his position under less than favorable circumstances. Without any obvious successor the lands of Ashton fall under Martial Law.

The Shadowlands suffer the most during this troubled time as Count Arianus becomes preoccupied with Stonegate business and spends little time running his lands. Viscount Vala performs admirably in his absence, but attendance at market gatherings falls. Baron Alarain Oakmore loses interest in his position and fails to even make it to market gatherings. He is replaced as Baron by the end of the year. His successor is Sir Gunter Gorloch. A loyal servant of Galavast for many years, Gorloch is the perfect choice. Still, the King's Festival is cancelled due to this instability, and many abandon the town during its time of need. Most notably absent are Sir Anslem Poleho, the First Knight of Galavast, as well as Lord Dinen Davere and other members of the Count's House.

The population of Helmwood falls drastically as Baron Felson Marsh is captured and killed in a mysterious incident. Baron Marsh's Champion, Sir Metrex survives the ordeal and pledges himself to Baron Gorloch.

Outside of The Kingdom, the lands of Vargus experience much strife as well. Apparently discouraged by a lack of success, several members of the Vargus ruling council abandon their positions. The town seems on the verge of collapse, and market gatherings are small and few as commerce grinds to a halt. The Dark Elf, Altonvyr Zauafin steps into a more prominent role in the running of the town, and successfully leads a group of brave adventurers on a quest to remove Keldrin's curse once and for all. The finality of the group's success lifts morale, and though there are still small issues to be resolved the victory for the town is hard fought and well-deserved. Meanwhile, a small chain of islands known as The Dragon Isles in the Southern Sea of Dyllaria becomes a popular destination for Dyllarians and Emurians alike. Embroiled in a conflict known as the War of the Veil, this locale offers much in the way of adventure. Many come here seeking to get away from the seemingly crumbling state of The Kingdom and all of the political and economic strife that has marked 603.

## 604

New Lumberton Shire continues to be plagued by a variety of creatures, including Orcs, Locathah, Hobgoblins, Minotaurs, and the never-ending threat of Neyamius. Several of New Lumberton Shire's Nobles receive their Final Deaths, including Count Malidor Bradok, Lady Baroness Lirili Therinophilus, and Squire Shadow, adding to the rumor of a curse upon the Nobles of Lumberton. Lord Fenick is elevated to the position of Count amid a subdued celebration. The new Baron, Ecaed Sindorf, continues to hold the Barony together, creating a strong house in the wake of the destruction, and slowly the market-days continue to grow. The Hobblings have settled in nicely in New Lumberton Shire, and continue their business of logging, ever careful of the presence of Dryads.

Just when things are looking up in the county of The Shadowlands, Baron Gorloch faces a devastating attack from a new group known simply as the Council of the Dead. This group is in some way tied to Lord Sheth, and thanks to his support, Galavast falls to a devastating surprise attack and her people are forced to flee. An outpost is created for the refugees, and Lord High Marshal Shannodin takes command of the situation personally. Both the Dyllarian and the Erlunn kingdoms send aid. The situation is made worse by a new weapon employed by the Council, known simply as the Crystals of Pree. Used to create a particularly virulent form of Dark Earth, the stones are eventually destroyed by a group under the direction of Baron Gorloch. The town is later reclaimed after much bloodshed and loss of life, when the Tree of Order is planted in the center of town. Lord High Marshal Shannodin takes his Final Death as part of the assault. On order from The King, his remains are returned to The People's Park at Stonegate where they will be interred in a proper tomb and guarded against defamation. Count Arianus remains mostly absent from the Shadowlands and Viscount Vala resigns his position out of frustration.

In Ashton, Fiona Ravendale is named as Baroness. As one of her first acts, the Baroness successfully leads a brave group to dispose of the Onyx Tower- a den of evil that has grown unchecked on the outskirts of the Barony. Also, a group known as The New Empire begins to attack the town and the nobles in particular. The group is reportedly led by Razik Starger, a wizard of some skill and brother of the former Count.

In the Dragon Isles market gatherings begin to shrink as the War of the Veil grinds on. Even when the war is resolved, the region is found to be of interest to several cadres of Faeries, and by the end of the year a Faerie War seems inevitable. Without any real political structure The Isles suffer economically and seem doomed to fall back into anonymity.

In Vargus four leaders step forward and form a council to help return law to the lands. Among them is Altonvyr Zauafin. Past trials and tribulations plague the new leaders, and although the going is tough at first they are finally able to eradicate both the lingering side effects of Keldrin's Curse as well as the shadow of their former status as an Imperial holding. Stonegate continues on valiantly with fighting on several sides, despite the death of Lord High Marshal Shannodin in the Reclamation of Galavast. Near the end of the year the citizenry learns of a failed assassination attempt on the life of The King. The King is left very ill but soon recovers. The assassin is never found. Meanwhile, Dark Elven assassins make an attempt of the life of some powerful members of the Erlunn Nobility, and rumors of a pending war abound.

## 605

The New Year brings a great deal of resolution and happiness to the County of Oakwood and the town of Ashton in particular as many long-standing threats are dealt with through the valiant efforts of the adventuring class and Baroness Fiona. Chief among these are the plague of spiders and quest for the Planar shards, the latter of which is brought to a conclusion with the slaying of the Harvester and the success of the shard champions. Though the New Empire continues to threaten Ashton and the Sarum Protectorate, countless adventurers stand against the onslaught and win several key victories. The year's successes are not without a cost however, as local heroes Sir Nicholas Kytarm and Goodman Kopka receive their final deaths in defense of the lands and the people. By the end of the year, new threats arise in the Ashton area as The New Empire lays claim to at least one artifact from the Scrolls of Prophecy and a mysterious group known as The Sept of Netamir sets up camp outside of Ashton, offering their services as visionaries and seers available for the right price. Rumors of trolls and Dark Dwarves joining the New Empire circulate widely.

In Vargus, the year begins with uncertainty after the deaths of council members General Trenathor Altrion and Nathaniel Riverdorn. However, Governor Altonvyr steps into the breach and becomes the newest member of the council thus solidifying the local government. The strange Faerie Portal grows in power as members of the Unseelie Court and various Faerie monsters begin to plague the area. In response, the town begins production of cold iron weapons en masse.

A dark cloud settles over Lumberton Shire as many foes turn up in its midst. The ever growing Vampire threat reaches a peak when after efforts to rid the dark scourge from the land fail, the master of the Vampires attacks Lumberton in force. The good Baron Ecaed Sindorf and his House, along with several adventurers of note, flee the town proper and seek ways to reclaim it. Eventually their quest is triumphant, showing any invader that Lumberton

Shire and her people are not to be taken lightly. At the final stand, Sir Aeneus Solarde fights valiantly against the aggressors and receives his Final Death while holding his ground to the last for King and country.

Although the vampiric threat is a major concern to The Barony, the Locathah also begin to suffocate the borders of The Shire. The retaliatory vanquishing of the Vampires finally frees the town's resources to remove the invading Locathah from the lands. After much preparation, the townspeople attack the Locathah stronghold, and in two groups seek to eliminate the key Locathah figures behind the continued attacks. One group led by Dame Coralyse Vascla descends the depths of Lake Scenarius and fights their way through a labyrinth of caves to find and kill the Locathah King Ran'Sor and his general Per'Ras. After the dust settles on this conflict the people of Lumberton can finally be at rest as a peace agreement is made between Baron Ecaed and the new Locatha King Per'Sin.

In Galavast, The Council of the Dead is scattered and destroyed almost as quickly as it is formed, precipitated by several strategic attacks by the townspeople. Thanks to efforts led by Baron Gunter Gorloch, the Necromancer Maeve, once a powerful nemesis, is relegated to eternal darkness when she is defeated and receives her Final Death.

In Stonegate, things roll along as ever, and all seems relatively quiet and well in hand for a change.

## 606

Baroness Fiona's efforts to tame the darkness and return the light to Ashton finally bring about the end of the New Empire. The Townsfolk best the last remnants of their long-standing enemy in a pitched battle within the town itself, while county troops along with a few stalwart adventurers make a stand in the wilderness. Soon after The New Empire is laid to rest however, Baroness Fiona receives her Final Death as well. An extremely popular leader who has managed to return pride and stability to the town of Ashton, the Baroness's passing is a sad and sobering shock to the people. Her spirit was strong and her will even stronger, and many despair that Ashton will return to the ways of its less than glorious recent past.

Under the leadership of its new Triumvirate, Vargus begins to expand and forms trade routes to several of the other local City States. It also reaches a hand to Stonegate and begins tentative trade routes in that direction as well. Some are worried that Stonegate will move in and claim the area in the manner of Prinnith but the deft political maneuvering of the Governor helps to keep Vargus free and independent, at least for the time being. The citizens of Vargus score a major victory against the Faerie incursion by finally closing the Portal to the land of Faerie that has stood for almost a year. Council member Leanetta Dunsparrow has a powerful Vision of Vargus being completely destroyed by a major disaster. Knowing her Visions to be true sight, Governor Altonvyr evacuates the town and establishes a new community to the south. Strange green gasses begin to seep from the ground around the area of Old Vargus. The original two Council members, Leanetta Dunsparrow and Grimbold Barov, both go missing and no sign can be found of them. Leanetta's estate appears ransacked but unique and powerful Magic seems to have protected Grimbold's. Leadership is left solely in the hands of the Governor but the army formerly under the command of General Altrion is hemorrhaging men at an alarming rate. Though some are joining militias financed by the local land owners, rumor has it that many are being recruited by Stonegate or some other foreign army.

In Lumberton Shire many changes occur as forces of Planar Darkness under the direction of one powerful Elemental being called Pit take hold of the region. As a result, the lands and Lake Scenarius are plunged into perpetual shadow and all contact is lost with the Locathah. Later in the year the combined might of local adventurers and forces of Planar Light are able to vanquish the foes, effectively returning Lumberton to the light. The Muroi Vampires led by Solovius are finally defeated, thanks in no small part to the assistance of a very powerful Vampire hunter named Garrett Thomas. All of the blood-suckers are destroyed except one known simply as Minimet. The lone survivor Minimet takes advantage of the chaos of battle to flee the scene, prompting Garrett Thomas to take up watch outside of town in anticipation of his return. King Aug resurfaces briefly and demands tribute from several petty Orc Lords in return for raising an army against Stonegate. The effort is a ruse, and Aug adds the collected tribute to his horde and his army dissipates. Amid all the trouble, Anthony DeGuz is named as the new Count of Silvertree and almost immediately names Misha as a Lady within his House. A festival to celebrate the new Count's coronation also features the wedding of two prominent townsfolk, Daisy and Christo Berylstar. Baron Ecaed's House grows as well, with the Knighting of Sir Brock and naming of Lady Illyanna Lothriaan to House Sindorf. A Changeling surfaces among the populace, causing much havoc. It impersonates many influential people, including the Count. By year's end an outbreak of were-jaguars has been noted around the nearby Army of Stonegate Outpost, and there has still been no communication from the Locathah. In Stonegate, all is not well as by mid-year King Balladan is showing signs of an unknown illness. Rumors abound concerning the

fact that the mysterious assassination attempt of 604 may not have been a failure after all, and rumblings begin to surface concerning the line of succession.

In Galavast, new enemies rise to take the place of the recently vanquished Council of The Dead. Strange Magic stirs within the trees, bringing them to life to reflect the faces of fallen friends and long-dead heroes as a bizarre perversion of Ghaian Magics takes root within the lands. The main representation of this corruption shows itself through iconic embodiments of corrupted animals and plant life that seem bent on the destruction of civilization. This threat is handled well by the Amironian adventurer Cedarlock, and eventually subsides to a manageable level, although there does not seem to be an immediate resolution. In addition, the break-down of relations with the Scavenger Coalition prompts action from Nine the tavern keeper, who with the aid of other townspeople and Nobles manages to forge a tentative peace with Coalition representatives. Even as the townspeople work steadily to stem the flow of Giants and odd, were-like creatures from the Dragonfire Peaks, new threats arise as the Ogres become united behind a Half-Ogre with enough wits to make them a viable threat for the first time in recent memory. The Miydrandan Dark Elves continue to pose a threat, until a group of adventurers, led by the Zau'afin Clan, deal a devastating blow to Sultan Krackor, leaving room for the Queen Mother to begin rebuilding her once glorious empire.

## 607

Instability and change marks the year 607 in the lands of Ashton. Political strife in the wake of Baroness Fiona's passing leaves The Barony greatly reduced. While the noble houses fall to chaos and in-fighting, the people manage to eke out an existence as attendance at Market Gatherings declines but still shows strong. Despite these troubles, many brave adventurers work together in order to eliminate the threat of the Anathema, a magic-suppressing cloud that threatens the lands and the people.

In Vargus, green gas eruptions become more prevalent and magical mutations appear in many creatures. Some have beneficial properties but most are horrific or even deadly. A huge explosion rocks the area and scouts report that old Vargus has been completely obliterated. Large eruptions of the green gas are reported from all over and a host of common folk are mutated or killed. Many estates are hard hit, losing livestock and crops, and fortifications crumble. To raise morale and assist in sorely needed trade, Governor Altonvyr organizes and hosts a week-long celebration which has the desired effect of bringing in merchants and adventurers from all over Dyllaria and Emuria and beyond. Many regional communities help in small ways, including a general policing of the Vargus borders by Corlissian mercenaries. Despite this assistance, the event is almost a disaster as a giant, multi-headed, draconic beast attacks the town proper. The creature is eventually defeated by a combined force of local adventurers led by the stalwart members of Moriken.

In Stonegate, The King's condition worsens, and the members of His House are left to rule in his stead with the assistance of perhaps The Kingdom's greatest living hero, Count Rage Scenarius. Lord High Wizard Arianas makes a special journey to The North Wood within The Forest of Shadows in order to ask for assistance. The Arch-Wizard is granted an audience with King Alipostos Erlunn, and returns to Stonegate with a cadre of Erlunn Arch-Mages. The combined powers of the Erlunn and Stonegate's finest are able to keep The King alive, but barely. Count Scenarius is constantly at The King's side, and even sleeps in the same chamber. The venerable Hero of the Goblin Wars is seen at times weeping openly at The King's bedside. As the year wears on, a secret quest undertaken by Lord High Warden Avila Segovia san Sebastian restores The King to health, and things return to some semblance of normalcy for a while.

In Lumberton, the famed Death Knight Neyamius is defeated. A powerful leader of The Dark Horde and member of Tilicaf's inner circle, Neyamius is finally brought down due to the leadership of Baron Ecaed Sindorf and the townspeople of Lumberton Shire. Several spirits are weakened, and the good Baron Sindorf himself receives his Final Death. The Count appoints Lady Illyanna as acting Baroness until such time as he can find an appropriate replacement. Later that year contact is re-established with the Locathah due to the persistence of their King, Ran'Sin. The King's son is missing after a trip to the surface, and Ran'Sin asks the townspeople for help in locating him. A council of wizards moves into the Barony, calling itself the Council of Rhee-Ver. Sir Eldar Mangus is Knighted and becomes the County's First Knight. The Count also adds Lord Aziak and Lady Embeth as members of his County house. By year's end Lady Illyanna is officially named the Baroness of Lumberton Shire. Her first act is to dismiss all of the Lords and Ladies of House Sindorf. A green-skinned Elf that some refer to as a Guardian

of Ghaia arrives in the Barony and visits one of the last remaining areas of Darkness near the tavern. As he examines the node of Dark energy, he tells of another area of Darkness to the south, beyond Mythamber. Suddenly and without warning, the Guardian is pulled into the Darkness and disappears – it immediately expands to three-times its size. A small group of Khala establishes a nearby village. The group claims to be led by the last remaining

survivors of the Khala culture, and has relocated to Lumberton from its refuge in The Shadowlands due to a dispute with the Nobles of that region.

Meanwhile, in Galavast, the Lord of Faerie rises to prominence on the Plane of Faerie, leading to a Great War upon that plane against the Seelie Fae and the Lady of Faerie. Townspeople from Galavast, guided by several of the local Gypsies and Chev'ulier, are inexorably drawn into the conflict as The War spills over to Ghaia. Champions from among the Ghaian adventurers are chosen to defend The Lady, but she eventually falls leaving many in Galavast and on the Plane of Faerie questioning what would occur next. Even as the battles on the Plane of Faerie rage on, the Traveler's Stone continues to glow red, tainted by a bizarre dweomer.

As the year winds to a close, The Overlord Tilicaf surfaces in Galavast while attempting to cast a powerful High Magic spell on The Traveler's Stone. Tipped off to the attempt by a spy within Tilicaf's camp, a strong band of adventurers led by Lord High Wizard Arianas, Baron Gorloch's House, and the Damashay Gypsies, attacks The Overlord in an effort to stop the casting. During the fighting a portal to the Plane of Void opens, apparently destroying The Traveler's Stone once and for all. Amid the melee, Tilicaf begins a new casting on the Portal and Baron Gorloch manages to push Tilicaf into it, apparently destroying The Overlord. Later it is learned that a combined force of Stonegate, Dyllarian, and Erlunnite forces, along with the last of the Green Mountain Rock Trolls had simultaneously executed an assault on Tilicaf's extra-planar fortress. Led by Kings Balladan, Grell, and Alipostos, this small army is able to defeat Tilicaf once and for all when he resurrects there after the battle in Galavast. The victory is not without a heavy price however, as King Grell Scann III of Dyllaria and King Balladan of Stonegate do not successfully resurrect, along with several members of The Golden Lions. The last of the Rock Trolls perish as well, their bloodline lost forever. With the death of King Balladan, all of the Counts are summoned to Stonegate City and do not return to their lands for several months.

## 608

The death of King Balladan is a blow to The Kingdom that many people fear will tear it apart. Without a blood heir there is quite a concern that no single ruler will be universally accepted. Several early plans are formulated that involve everything from joining other Kingdoms to the reversion to a loose collection of city-states. Two of the more credible scenarios see Lord High Wizard Arianas or Count Rage Scenarius assuming the throne, but neither is seen as a unifying solution and civil war seems a real possibility.

Just when things seem at their worst however, it is revealed that The King has an heir. Skeptics abound, but One of Thirteen, Vala Gurth, is credited with retrieving young Talumar Lorne prior to his murder at the hands of the deceived Gili Rockcrusher. Vala had apparently returned to the year 598 by the use of time travel and rescued the baby before he could be slain. Open tests by Lord High Wizard Arianas, as well as Erlunn and Dyllarian Wizards do not reveal any foul play, and so Crown Prince Talumar, not yet ten years old, is slated to be the next King of Stonegate. It is decided by a committee of The King's House and the assembled Counts that Count Rage Scenarius, 80-year old hero of The Goblin Wars, will act as the Royal Steward of Stonegate and will rule with all of the powers of The King until Prince Talumar reaches the age of 16.

Meanwhile, due to a lack of military power in the Vargus area, Governor Altonvyr takes an unprecedented step and reaches out to the local communities of races including the Trun Elves, Gimmonites, Seelie Faerie, and local persons of influence to form a new Council. Unlike the previous Council, this is not a ruling body but an alliance of mutual benefit. They agree to assist one another in time of need be it military, trade, or information. Greater stability and wealth comes to Vargus as a result, and things are looking up. By year's end however, Governor Altonvyr receives his Final Death leaving the future of the Free City looking very uncertain. In Lumberton, the year starts out with a celebration. Dame A'ubria'na' gives birth to three children – two daughters (Lina and Ra'ei) and a son (Hedeon). A new slaving network takes hold over the winter and several local commoners fall victim. The few that are returned cite the brave actions of Reesie Damashay and Dorian Grey. Even local adventurers have become targets, as Leon Loud is barely able to escape due to his natural acrobatic tendencies and being fleet of foot. Lycanthropic attacks are on the rise it seems as the cadre of were-jaguars has seemed to grow in numbers. This prompts Perego Mordan to open his estate as a safe harbor for any who wish to use it. Dame A'ubria'na' relinquishes her position as a Knight after slaying King Aug for the final time and completing her quest for the Kai-Vokin. Her absence will be a great loss to the people, but she cites her need to care for her family as the primary reason. All are sad to see her go, but even sadder when she receives her Final Death at the hands of Undead later that same Market Gathering. In The Lowlands, a new leader rises to take Aug's place among the Orcs. Little is known about him, only that he is covered head to toe in scars and fights with two maces with lethal precision. The Vampire threat seems on the rise again, and Garrett Thomas is not heard from. Still grieving from the loss of King Balladan, Count DeGuz is not seen often during the year. It is believed that he is

holed up in the County Manor House. Lord Azzaiak and Lady Aislinn relinquish their Noble titles and leave the Lands of Stonegate in pursuit of personal interests.

In Galavast, the lands begin to be consumed by the still-open Void Portal left by Tilicaf's incomplete High Magic spell. Eventually the Portal is closed, and the lands are once again made safe. As a payment in return for all of his service to The Kingdom, Vala Gurth has been granted the realm of The Shadowlands as his own holding. As one of King Balladan's last acts, The Kingdom makes good on the promise. Lord Vala becomes the sole lord of The Shadowlands, and Stonegate troops, Nobles, and guild masters vacate the realm quietly as part of a peaceful secession. Baron Gunter Gorloch resigns his position and returns to Stonegate as a commoner and hero to the people.

In Ashton, the lands are quiet and Market Gatherings continue to suffer without a proper Noble House. Late in the year, the former Baron of Galavast, Gunter Gorloch accepts the position of Baron and the situation improves almost immediately. The local citizenry embrace his reign, and Ashton seems destined for greatness once again in 609.

## 609

The year begins chaotically as permanently dead beings begin to return from the dead, seemingly upsetting the natural order of things. Many declare The Returned to be abominations and vow to destroy them at the first opportunity, but researchers at the Stonegate Academy of Mystical Arts and the Erlunn Council of Elders declare them to be legitimately returned. Still unclear as to why this is happening, the realms' brightest sages, magicians, and formalists are called to Stonegate City to lend their knowledge to the anomaly.

Royal Steward Rage Scenarius openly declares the Writ of Cruorem Paternus in which non-Human Nobles need to be approved explicitly by his hand. There is much initial opposition to this proclamation, and many outlying Baronies seem to be the most affected. The fervor diminishes as the year proceeds however, and cooler heads seem to prevail. Lord High Wizard Arianas resigns amid rumors of being forced out by The Royal Steward, and the famed enemies of Necromancy known as The Order of the Righteous Arm are officially made a Knightly Order by Rage's decree. Criticized for their fanatical nature early in their history, The Righteous Arm have been zealous participants of The Kingdom's siege of the fallen City of Mythamber since its inception in 600.

In Ashton, the year begins on a sour note when Count's House is captured and sent to the Plane of the Moon. A rescue mission is organized and all but one member of the House is returned – the First Knight does not resurrect and his body is not recovered. Meanwhile, a frontal assault on the mountain lair of the Frost Herald is sent out early in the year under the leadership of Baron Gorloch. The defenses are too strong for the group however, and a tactical retreat is called. By year's end, Gunter Gorloch has stepped down as the Baron of Ashton citing health reasons. In his absence, Sir Tidus and Lady ViviAnn lead an assault that successfully destroys the Frost Herald and his minions once and for all.

In Lumberton, Gizmo Loud takes the position of Guild Steward as were-jaguar activity escalates to the point of nearly wiping out the Khala settlement. Only a valiant effort on the part of a band of brave adventurers led by Lee of the Khala and Lord Ackron manages to neutralize the threat for the time being. Meanwhile Neyamius returns, apparently as a result of the Rockcrusher Forge graveyard's influence. Luckily his power is much diminished and town leaders feel confident that he can be dealt with soon. It is discovered that the creature known as the Changeling has replaced Count DeGuz, and he takes the Baroness captive upon the Plane of the Moon. Sir Brock, Lord Dorain, and the other members of the Noble House lead a successful rescue and the Changeling is destroyed. Shortly thereafter Lady Embeth returns as an Ogress – the result of a magical transformation forced upon her during her captivity by the Ogres in Syrinx. This ordeal takes its toll on her and she decides to return to her family and relinquishes her Noble title. Shadow also returns as a Death Kinght and assaults the town in the company of both Lord Sheth and Finnius. By the end of the summer however, Finnius leaves the barony and Sheth seems preoccupied elsewhere.

In Rockcrusher Forge, the Old Town Graveyard begins to exhibit some unsavory qualities as Undead appear in and around it. The cause of the trouble is the crumbling remains of Dragundous, a Dragon who fell fighting on the side of Stonegate during the Horde War and was buried there by his followers. With the aid of Balvarson and led by Thorin Falstaff, a group of adventurers including Tycota and the recently returned Gilli Rockcrusher and Tordex heal the Graveyard and stop the return of the permanently dead. Meanwhile, Flame Trolls move into the area and build a damn to flood the lands around Rockcrusher. The eradication of this threat causes many in the town to take drastic measures. Leon Loud acquires the crown of a Goblin King and begins trying to rally Goblins under his banner. The combined efforts of David Everspell, Gilli Rockcrusher, Tordex, and others work to try and save the local farmers, while Thorin Falstaff petitions The Kingdom for assistance. In the end the town successfully eradicates The Flame Trolls through an unlikely coalition with Ice Trolls and Black Orcs. Thorin

and Tordex are given title in Artimus Silvertree's House, and talk of Rockcrusher regaining its status as a Barony gains momentum.

Change comes to Vargus as Guildmaster Antyr assumes tentative control of the town under the auspicious governance of the seemingly Undead Emperor, Trenathor Altrion. Patrols of Undead become commonplace around the general area, keeping an uneasy peace and even minor battle alliance between a few of the Undead patrols and town peacekeepers. By wintertime, the tentative peace is broken however, as an assault led by Barbarian siblings Vivianne and Tidus forces Trenathor's army to flee to the south and take up residence near the Trollscaw Hills.

The Army of Stonegate, led by members of House Clexan and a smattering of other Nobles lay siege to Ironholm. Grumbings among the nobility and commoners alike ask where The Crown Prince stands on these issues, but are soon quelled as it is revealed that Prince Talumar has given his approval in all of the decisions.

As the year closes, what was deemed to be a minor rebellion in the eastern County of Guthenor appears to be much more significant. It is learned that several members of the Baronial House have been slain and only Lady Dora Gray and Sir Bastion survive the initial assault of the rebels. The Lady, as the ranking noble of House Prombus under these unexpected circumstances, assumes the interim title of Baroness.

**Since the lands were fractured during The Shattering, several new Kingdoms have arisen and solidified their power. Due to this, the history of the lands from 613 on will be focused upon The Shattered Lands as a whole. Everything previous to 613 is the history as it was recorded by the old Kingdom of Stonegate (now Lorne).**

#### **To begin, a recapping of the year 612 and The Shattering itself:**

In the year 612 the Kingdom of Stonegate, as well as all the peoples of Dyllaria and Emuria, experienced tremendous upheaval. The year began with the murder of Royal Steward Rage Scenarius and the kidnapping of the Crown Prince, Talumar Lorne. Due to the disappearance of the Golden Lions at the same time, many felt they were involved. During the Crown Prince's absence, former First Warder of the Knights of the Righteous Arm (KoTRA) Stennett Arden, assumed control of the Kingdom of Stonegate as the newly appointed Royal Steward. Vowing to return the Crown Prince to his rightful seat, Arden issued a number of arrest warrants and warrants for interrogation. Among those listed were the Counts of Silvertree and Oakwood, Anthony Deguz and Azrael Thorin. Deguz and Thorin went in to hiding and Thorin was thought killed shortly thereafter by KoTRA, led by Lord High Marshal Christo Berylstar. Their guilt or innocence was debated throughout the land.

After the disappearance of Deguz and Thorin, Arden set about solidifying his control throughout the Kingdom. In the stead of the missing Counts, Arden placed current members of KoTRA. As the turmoil and uncertainty continued, many men and women were arrested. Farmers, members of the army, townspeople, merchants – none were safe from Arden's reach. As key members of noble houses and the army were removed from their positions of power, Arden moved quickly to replace them with members of KoTRA. Whispers began to spread throughout the land that Arden was seizing control for himself and had no intention to return the Crown Prince to the throne. Arden and his supporters refuted the allegations, claiming the conspiracy against the throne ran deep and he knew not whom to trust, except members of his former order. The people were further confused when Lord High Marshal Christo Berylstar joined the Order of the Righteous Arm, publicly supported Arden, and carried out his orders. The situation was further complicated by the fact that Vision of the Seasons, Ethereal Voices, and Call Forth Spirits were being intercepted and the content of them possibly affected. How this was done remains unknown.

The Counties responded differently and lines were drawn. The County of Silvertree, always known for their independent spirit and led by Baroness Ilyanna Lothriaan and Viscount Ailen, were the first to rebel. Many townspeople, as attested by the arrest warrants, joined in their cause. Towers were seized, speeches were given, and the fight was joined. They were able to successfully hold the Barony and parts of the County. Many throughout the Kingdom saw their opportunity to do the same. Some of those that rebelled initially or joined the fight shortly thereafter included (as mentioned via arrest warrants or included shortly thereafter): Sir Brock Janson, Dame Jade Berylstar and the rest of County Thorin's County House; Sir Phenom O'Nyk; Sir Miadrim Zacharal; Sir Gizmo Loud; Galindril Oakenbow; Battlemaster Tavian Mordan; Grunt Kasnarticus; Arthur Mason; countless farmers; Elie, Hope, Francesco, Maggie, Nine and Reesie of the Damashay Clan; the Barbarians of the White Wolf Clan; Cedarlock, the Naturalist; Lee of the Khala; Lord Chancellor Vala Gurth, Dreadlord Marius, Darklord Mickladis, Lady Davere, Lord Davere, and Sir Ellis Herbgrower of the Kingdom of Varingard; The County of Scenarius; the Barony of Lake Starlen; several Arcane Brigade members; several Guildmasters, Chieftain Marcellus Stronghold and the Clan of the White Bear; Michael Drago of the Katharos; Wash Skylarke and many, many others too numerous to count.

After the rebellion, many began to side with Countess Elonia Scenarious, Rage's daughter, who proclaimed herself Royal Steward of what she called the Kingdom of the Stonegate of Lorne. Those that sided with Elonia included (but were not limited to): Barony of Remin, Barony of Barris, County of Scenarious, Free City of Freeport, and Prinnith. The Kingdom of Varingard also pledged to see the Crown Prince returned and KoTRA removed from power. Others, either misguided or out for personal gain, sided with KoTRA and remained part of the Kingdom of Stonegate – County of Stonegate, County of Guthenor, Barony of Stonegate, Barony of Mythamber. Some simply remained indecisive, unsure of the right path.

Amidst the confusion and political turmoil, the fabric of Ghaia herself was under attack. As the year progressed, it was learned Tomakhan was manipulating the Weave – an invisible, magical “webbing” that overlies Ghaia. Tomakhan and Daranak, past cronies of Telicaf, were destroying the Ghaian Anchors that existed throughout Dyllaria and Emuria. The Ghaian Anchors held the weave, and the wild magic that traveled along its strands, in check. In addition, the Anchors prevented certain sectors of wild magic from intersecting or being released in to the general vicinity. Tomakhan and Daranak sought to destroy as many Ghaian Anchors as possible in the hopes of releasing and harnessing the wild magic for their own purposes. In their pursuit of power and domination they destroyed Primal Anchors, whose concentration of wild magic remains poorly understood. Adventurers far and wide attempted to stop them, including Irwin Wade, Ralisaire, Nine Rhys, Maggie Damashay, Wash Skylarke, Yona, Selindie, several Winterborns (including Sebastian, Divad, and Smuggles), and etc. but too many Anchors were destroyed. Even before The Shattering, great physical and magical changes were taking place throughout Dyllaria and Emuria. Wildings, ancient ancestors of modern-day creatures, were awakening. Some areas, like Ashton, experienced bitter, freezing temperatures.

When Tomakhan invaded the Trun Wood using spider hybrids and Barbarians, he managed to demolish the Primal Anchors that resided there, releasing a tremendous amount of Wild Magic. While Daranak turned on him, seeking to control the magic for himself, neither were able to harness enough of it before it escaped and spread throughout the land. As more Primal and non-Primal Anchors were destroyed, Seers and those that read prophecies began to tell of a mighty change that was coming to the lands and that they would never be the same again -- seas would cover the land, earthquakes would collapse large areas, volcanoes would erupt and out of it new areas and creatures would emerge from the wild magic, and geographic locations would ride the wild magic like a giant wave to areas unknown. No one knew when, exactly, The Shattering would take place; only that it would occur towards the end of 612 or early 613.

When The Shattering did finally occur, the damage was greater than anyone predicted or expected. Tidal waves rose up, swallowing entire towns and baronies in one wave, leaving in their wake calm waters to hide the bodies and ruins below. Towns and geographic landmarks were randomly relocated, unknowingly traversing the ley lines and weave lines that remained.

The Shattered Lands, as the regions once known as Dyllaria and Emuria, is now called, are drastically different from what they once were, and most areas are barely recognizable. Three primary land masses make up The Shattered Lands – to the west are the lands that make up Vale. To the south is Pawalintok, a vast, untamed wilderness where the Ra'hanaen Elves can be found. To the east hosts Kalaria, where one can find the Kingdom of Stonegate, the Hammerhandt Dwarves, and Amironia. The wild magic that traverses the land has yet to fully settle, and strange, magical areas and creatures are reported throughout. The Lands of Vale hold what has survived of the former Kingdom of the Stonegate of Lorne, now known simply as the Kingdom of Lorne. The Lands of Vale are composed of The Desert of Bone, The Kingdom of Lorne, the Free Lands of Lumberton Shire, and The Mudlands. The Desert of Bone, a vast wasteland where Necris and the Fortress of Kaas are located, separates the Kingdom of Lorne from the lands of Lumberton Shire and the Free State of Varingard. The Free State of Varingard is on the edge of the Desert of Bone and in the area known as The Mud Lands, on The Mud Sea. Pawalintok remains uncharted, a vast and strange wooded land where the Marobai and Ra'hanaen Elves dwell. Vale is now the homeland of The Kingdom of Stonegate, overseen by Stennett Arden and KoTRA. It is also the home of the Hammerhandt Dwarves and the lands of Amironia.

The different races and cultures of Dyllaria and Emuria – now The Shattered Lands – prepared for The Shattering as best they could, trusting the Seers and trying to remove themselves from those areas that would be the most devastated:

The Miydrandan Dark Elves sought to remove themselves from those cities that would be annihilated – however, Tinadriethiel was destroyed and the Queen Mother lost. Many believe betrayal was involved. In the wake of The Shattering, three clans have arisen to seize power. While the sociopathic Tarandok were almost completely wiped out, those that survived have found positions in Miydrandan society as fierce guards. For the most part, the Plains Barbarians sided with Tomakhan, seeking sanctuary in the Fortress of Kaas, though several clans stand apart. The Amironians rejoiced at The Shattering, for Amiron was awoken by the magic released from the anchors and

now rules his people once again. The Erlunn Elves witnessed the slow and total obliteration of their beloved wood and were forced to move to the pre-destined refuge of the Ra'hanaen Elves in Kalitrien, which has now emerged from its protected place of hiding. The Trun, whose homeland turned to stone, moved to the ruins of the Forest of Shadows and immediately began the healing process. The Gypsies, who never maintained a permanent home to begin with, survived The Shattering to become some of the only traders willing to transverse the new and unknown world. Many Dwarf lives were lost as tunnels and caverns collapsed. In the months leading up to The Shattering they prepared themselves, and the Stone Deep Dwarves and Dyllarian Dwarves united as one people – the Hammerhandt Dwarves. The Hammerhandt Dwarves took the Halflings, native to Lumberton, to a safe location and they currently remain under their protection. Many of the Minotaurs found themselves in the new lands surrounding Lumberton, caught in the magic that transported Lumberton to safety. The Marobai survived relatively unscathed and are incredibly inquisitive about the new magics and world around them. Some areas, such as Mythamber, the Fortress of Kaas, and the Free State of Vargingard, were protected from the overall effects of The Shattering. Thousands sought the safety of those areas and the two areas struggled to absorb the population explosion.

Others cultures and peoples did not fare The Shattering nearly as well. The Ja'Nat (those not directly under Varingard) died by the hundreds as their tunnels collapsed, as did the Fallandran Dwarves throughout Dyllaria and Emuria. The Sha-Raad, the horse scavengers of the Sha-Raad Steppe drowned in the ensuing tidal waves, as did most of the Iridanian Half-Ogres. Falling rocks and debris crushed the Highlanders, primarily located in the Green Mountains. Some Clans survived, but their current state is unknown. A significant number of the Emuri refused to leave the Trun Wood when it was evacuated and were turned to stone.

In Stonegate, many of the Counties and Baronies lay in the path of destruction. In November, at The Freeing of Mythamber, Daranak was defeated and the Crown Prince rescued. Former Count Thorin was also returned from the brink of death by Palanon, through methods that have yet to be revealed. It was revealed that Stennett Arden and KoTRA were, in fact, behind the kidnapping of the Crown Prince and the murder of Rage Scenarius. It was revealed that Ashton Rollingsworth, one of KoTRA's founders turned Death Knight, had orchestrated it. A family affair, Rollingsworth's daughter, Lilianna, was also involved. However, she was possessed of strange abilities that have since led many to believe that there is a greater, unknown power that has yet to be revealed. It was also at this time that it was revealed that Elonia Scenarius had actually been dead for almost a year at this point – some one, or some thing, had been impersonating her exactly throughout her leadership of the rebellion.

At Mythamber, the fabled Blood Dragon was also slain. A vampire, long ago, cared for a dragon's egg in Mythamber. When the dragon was born the vampire bit it, overriding the young dragon's immunities. The blood thirst of the dragon grew as it aged and began to hunt dragons. Decades ago, several adventurers - a Gypsy, an Elf, and a Human by the name of Matthew Wade, ventured in to Mythamber and successfully defeated the vampire. By this point the Blood Dragon had grown so large it was unable to remove itself from the catacombs beneath Mythamber and the small company managed to escape. Bringing other adventurers with them, they reentered the catacombs to face the Blood Dragon, but they were outmatched. Recognizing the havoc the Blood Dragon would wreck if it ever managed to free itself from the catacombs, they sacrificed themselves in a ritual to seal the Blood Dragon in the catacombs. In March, the Father of Time sought out the bloodline of Wade. The magic of the Sealing Ritual was fading. With the help of the original spirits and Irwin Wade, Sebastian, Galindril, Kilgorin, Nina (Raelitir), Yona, Reesie, Arthur, Ailen, Hope, Maggie, Ajur and more, they managed to slay the Blood Dragon and the vampire that was using it as a vessel - thus destroying a creature that had become a myth to frighten children at bedtime.

Although Lilianna was defeated, Sir Ashton Rollingsworth's whereabouts are unknown. At the Freeing of Mythamber, over half the city was liberated thanks to the efforts of many of Stonegate and the Free Kingdom of Varingard. Since his liberation from captivity, the Crown Prince remains within Mythamber, surrounded by trusted advisors and the army of the Kingdom of Lorne. Many have flocked to his side and have rejoiced at his return. Mythamber, even with only half the city freed, is now the new capital of the Kingdom of Lorne. Its confluence of ley lines and the Weave allowed for its survival during The Shattering. Stennett Arden and his followers remain in control of Stonegate City and the Kingdom of Stonegate. Stonegate City also survived The Shattering intact. The two are now cut off from one another, separated by the Starlen Sea. Both scramble to rebuild/reorganize their armies in the midst of The Shattering's aftermath. Reestablishing contact, trade routes/commerce, gathering the army, and assessing new threats are the top priorities.

Prince Talumar Lorne has taken swift and easy control of the Kingdom of Lorne, despite the fact he has not been officially crowned King yet. While the political structure of the Kingdom of Lorne remains, in theory, the same as it was before Arden's coup and The Shattering, in reality it is a greatly changed Kingdom. The Freeing of Mythamber saw the return of Prince Talumar, but it also placed the Kingdom in a state of all-out war against Arden

and the forces loyal to him, of which there are many. The Stonegate of Lorne lost key, high-ranking leaders to Arden, including the head of the Arcane Brigade, though they regained Lord High Marshall Christo Berylstar, Thorin, and DeGuz. The now empty positions are slow to be refilled, as the situation continues to be assessed and dealt with.

Although Rage Hollow has long been a loyal, if distant, subject of Stonegate, the Shattering has thrown the town into upheaval. Following an earthquake of epic proportions, the appearance of the virtually impassable swamp - the kingdom of Nebnemozz - the deadly volcanoes surrounding the Shining Mountain, the dizzyingly sheer cliffs of the Whitestone Canyon, the shifting paths of the Gray Forest, and the choking heat of the Bone Desert have made Rage Hollow an isolated stronghold.

The town and immediately surrounding area seem to have been protected, as the people remained safe and the land became preternaturally fertile, producing better yields than ever before. However, outside that zone, everything is changed. The town is cut off from the Kingdom of Lorne, and the remnants of the Knights of the Righteous Arm still roam the surrounding area. Far from the heart of the Kingdom of Lorne, the townspeople of Rage Hollow seek to rebuild the roads and trade routes and reestablish themselves as part of the Kingdom of Lorne. What will happen until they are able to do so remains anyone's guess. Doubtless, however, there are those who watch the town with great interest.

In Ashton, The Shattering completely changed the face of the town. Even before The Shattering took place, Ashton was rocked by a series of dramatic geographic changes, including the volcanic eruption in the under-jungle that widened Laren's Ravine and made travel out of Ashton difficult. Laren's Ravine stretches along the eastern border of Ashton from the mountains down to where Coronus was located. Coronus, lost in The Shattering, left behind only a narrow walkway along the edge of the ravine for travelers to use to get to Ashton. The King's Road is completely cut off, with no path leading to Ashton. The Green Mountains and the Yip Nar Jag are now connected, cutting off access to Lake Sarum and drying up the river that stems from it. Lake Lakich, a small lake in Ashton, has dried up - killing off the merfolk that resided in its waters. It is now infested with undead. The Old Trade Road has become overgrown with brush and the Tainted Grove is now full of life: a thriving spot, lush with healthy plant life. Wisflame Grove, thanks to Irwin Wade, is now encircled with large trees and was protected against the devastation wrought by The Shattering. While Ashton remains steadfast and loyal to the Kingdom of Lorne, it struggles with commerce. With the trade routes cut off and Ashton only accessible via a small trail or over dangerously rocky mountain terrain, the import and export of goods has become difficult.

The Barony of Lumberton, facing complete and utter destruction, made an agreement with the red dragon Fury, leader of the Red City. The annihilation of the Red City was also foretold. As such, Lumberton and Fury came to an agreement. An ancient draconic ritual would be performed, one that required the cooperation of man and dragon. In return for Fury's cooperation, the nobility of Lumberton agreed to place Lumberton under Fury's control, leaving the Kingdom of Stonegate behind. Fury placed herself in a form of stasis, drawing the wild magic to herself, while the people of Lumberton, including Ailen, Ilyanna, Nine, Irwin, Miadrim, Arthur, David, and many others worked to gather the components needed for the ceremony. Once the ceremony was performed, safely severing the remaining Anchors in the area, Fury was able to use the wave of magic released during The Shattering to transport both Lumberton and the Red City to safety. While Fury was successful in the translocation, the new location is far from any civilized towns and Lumberton stands completely cut off.

Lumberton, transported to safety on a wave of magic sparked by The Shattering, now resides far to the South. Cut off from all surviving humanoid towns, it stands alone amid a wild, untamed area. It sits on the coast of The Fallen Sea, across from the land to the east known as Pawalintok. It is backed by the Desert of Bone and close to The Mud Sea. With no fully-functional trade roads, Lumberton sits in uncharted territory and is threatened by a lack of necessities garnered through trade. Frozen peaks can be seen to the North, while the town is immediately surrounded by an ancient and foreboding forest. While Lumberton is cut off from all that is familiar, there are other creatures that found their way here during The Shattering. Some, like the Se-in Elves and the Gandolar Gypsies, may prove to be allies. Others, like the Sea Trolls, the Ra'shana, and Balors will test the resources and survivability of the town. Battling Barbarians from the sea and Minotaurs from the inland, wild magic, and horrors yet undiscovered, the question remains of what will become of Lumberton Shire. Lumberton, which has risen from the ashes of war and chaos, must now again fight to survive and claim her rightful place in a chaotic world.

Many other areas of the Stonegate of Lorne and the Kingdom of Stonegate did not survive The Shattering. Some of the lost included: the Barony of Coronus, most of the County of Scenarius (Barony of Barris and Remin), the Barony of Lake Starlen (part of the County of Silvertree), most of the County of Stonegate, etc... Thousands upon thousands of lives were lost. Those that are left behind now must begin the long and painful process of rebuilding and moving on.

The wild magic released by The Shattering has created new geographical locations, threats, and creatures. Yet, old threats still remain. Tomakhan has gathered his spider forces and many of the Barbarian Clans to him in the Fortress of Kaas. Rumor has it that he has significant control of the wild magic he harnessed, though it has done strange things to him. The Kingdom of Lorne and the Kingdom of Stonegate are at war with one another and the fear of spies is rampant. Mythamber, the current seat of the Kingdom of Lorne, remains half in the hands of the Undead. The rumored true force behind the fall of the Kingdom of Stonegate, the true power behind the kidnapping of the Prince and the murder of Rage Scenarios, remains hidden. Dealing with old and new threats remains a difficult process, as the safety of Call Forth Spirits, Vision of the Seasons, etc., remains unsure. There is some evidence to support that they are still being intercepted and, at times, changed. Admst all of this is the issue of the Wild Magic, still moving throughout the land and causing continuing havoc.

### **General History – Kingdom of Lorne 612**

*\*While the Kingdom of Lorne history is interwoven above, below are the histories for some of the more prosperous and well-visited towns.*

#### **Barony of Rage Hollow, County of the Green**

When the orcish forces of High Shaman Jolog attacked, Rage Hollow met them with sword and with spell, driving back the orcish invaders from whence they came. The orcs, although unusually intelligent and well organized, were defeated by the courage and tenacity of the townsfolk. Assault after assault was driven back, until the heroes of the town brought the fight to the orcs.

The first push by the Black Orcs came with the aid of the tribes of flame trolls, an old foe from years past. The attacks against Rage Hollow were fierce; but, due to the cunning of Tordex Stronghold, the town was able to drive a wedge between the black orcs and the flame trolls, turning its enemies against each other. Without their Black Orc allies, the flame trolls proved little match for the determined adventurers.

Squire Marcellus demonstrated a penchant for high explosives when he, in the company of the nobility of the town and sundry adventurers, brought a devastating explosive to the heart of the orcish siege encampment, thereby destroying the encampment and sparing the town what would have been a destructive attack. Sir Darius was able to defeat and bind the nightmarish form of Hontono to his own spirit for a short time. The loss of Hontono was a major blow to the already waning orcish morale. He was able to use this twisted form to battle the Knights of the Righteous Arm.

Although the attacks of the orcs were indeed vicious, they did not carry the bitter sting of betrayal, as did the depredations of the Knights of the Righteous Arm. Although the nobility of the town were at first deceived by the honeyed words of the betrayers, they soon saw through the ruse and stood firm in their defense of Stonegate of Lorne. Led by Baron Tycota, the adventurers of the town stormed the false knights' stronghold and broke their power over the town.

Not all danger came from the lands surrounding Rage Hollow, for beneath the town sits the great Drae city of Yemineer. Thankfully, Lord Ta'Kaan and Baron Tycota were able to negotiate a truce with the Dark Elves, tenuous though it may be.

#### **Barony of Ashton, County of Oakwood**

In Ashton, the first market gathering of the year began with an announcement listing several people who were wanted for crimes against the kingdom. Included among those names was Ashton's own Baron Tidus Cavlar. The good Baron and Dame Jade Berylstar, who was visiting and also on the wanted list, being true to their noble titles, willingly went to speak with Sir Timothy, the knight of the Righteous Arm that was granted stewardship over the county of Oakwood. After the questioning, Sir Timothy let them return to continue their duty to the kingdom. Also, on the list was County Anthony DeGuz who had left on errand only weeks before the announcement was made public. He did not return. Sir Tiberius was relieved of his position as the First Knight. The other members of house DeGuz were divided on their loyalty to the kingdom or their loyalty to their Count. As the months passed the number of locals joining the ranks of the Order of the Righteous Arm increased. Rumor abound that they were conscripted, but ask any of them and they would deny it. The County of Oakwood remained divided and only Prinnith entered active rebellion.

Ashton also faced an influx of elementals. A group of naturalists, which included Lord Tax Dirtcleaver, Irwin Wade, Lily, Francesco Damashay, and Trun Elf Yona, fended off the elementals that had been pouring through the thinning veil. Several nodes were destroyed by these naturalists in the hopes of keeping Ashton free of elementals. An unnatural cold came into the lands turning what would normally be warm weather into winter-like snow storms. As the year progressed the weather only got worse. Trees grew overnight, encircling the Wisflame

Grove. The trees offered protection against the wind, making it bearable to stay within the grove and offering limited protection against the cold. Captain Corvus Durik of the Ashton town guard took his permanent death, leaving a weakening in the defenses of the Barony. The end of the year saw the volcano in the Under Jungle explode and cause a ravine to form on the eastern side of the barony, cutting it off. In its wake, a natural prison that held several vampires was broken, releasing its inhabitants. These new foes will keep Sir Faendir Thangur and his wife busy, as well as any undead hunters who would visit the barony.

Several members of the twelve barbarian tribes were having unexplained nightmares. Their bodies were being controlled by wraiths and they were turning on their kin. Were it not for the quick thinking of the Crimson Knights, Nika, Dugah, and several others would have fallen victim to the wraiths. In early Spring, the sky over Ashton filled with large storm clouds as two large thunder lizards battled over their father's throne. Were it not for the insight of Sir Phenom of Lumberton Shire, who enabled the third brother to ascend to the throne, all of Ashton would have become one with the Plane of Air. A plague linked to the Plane of Chaos spread throughout the barony. Lord Tax was able to trace the cause and, by rallying the town, the heart of the sickness was defeated. Guild Master Dozy, with the assistance of his trusty companions Charlie, Lilly, Shalr, and Alistar, was able to secure the guildhall and ensure that there would be more delightful desserts for all to consume in the coming market gatherings. While there is much rejoicing, there is still sorrow as Lilly and Shalr embarked on their triple super secret mission to the lands in the far West. The barony of Ashton wishes them the best of luck on their journey.

### **Barony of Lumberton Shire, County of Silvertree**

Lumberton faced a rocky road in 612. In April, it was believed that Silvertree's beloved Count Thorin was killed by members of KoTRA. In response, County Knight Dame Jade Berylstar obliterated and permanently killed the acting Count and KoTRA member Darian Prey, after which she immediately went into hiding. After Prey was murdered, he was replaced by the KoTRA member Dame Araxis. The nobles of Lumberton and Oakwood tried their best to publicly remain in KoTRA's favor, while gathering all the information they could on the situation. Mid-year, Lord Ailen was taken for questioning by KoTRA members. After dealing with the disappearance of farmers, friends, and family, Lumberton was ready to rebel, and the taking of Ailen the final straw. Everyone did their part during and after the initial rebellion: the Baroness and Sir Miadrim led the initial attacks on the Outposts; the Guildmaster and others secured the guild wares on the Plane of Illistree; Battlemaster Tavian moved in the remaining loyal members of the Arcane Brigade; and the Damashay Gypsies and friends participated in a stealth mission to move the gypsy children from Papa Xander's Gypsy caravan to safety,

Besides the situation with KoTRA, Lumberton faced numerous enemies and had to prepare Lumberton for The Shattering. The Drakor, or Dragon Hunter, an ancient being that hunted anyone touched by dragon magic or essence, was accidentally released when the Dyllarian Dwarves attempted to reclaim one of their older, lost mines in the Lumberton area. This created a particularly dangerous situation for Lumberton, as they needed to protect the hibernating Fury from the Drakor, so that she would be able to move Lumberton. Sadly, the County's First Knight, Sir Brock Janson, received his permanent death whilst defending the town against essences called forth by the Drakor. The Drakor was finally defeated when the powers of a magical red gemstone, obtained by Alric, Rellik, and others, removed his ability to regenerate. This was accomplished when Sir Gizmo arranged for a Hill Giant to force the gem into his chest, allowing the town to defeat the Drakor.

Fury's Handmaiden gave the town a ritual that would allow the Ghaian Anchors present to be safely severed from the weave, which in turn would allow Fury to literally move Lumberton and the Red City at the moment The Shattering began. Thanks to a massive undertaking of many townspeople and the sacrifice of two members of the Stonegate Army, names unknown, the anchors of Lumberton were successfully severed.

Lumberton was also besieged by Minotaur attacks, an issue resolved by Guildmaster Arthur's excellent negotiation skills and the creation of the Golden Ax treaty, which allowed the Golden Ax Minotaurs citizenship. The Gypsies of Lumberton faced a near Gypsy war with the Kytarm Gypsy Clan, which was barely avoided thanks to a Kris overseen by Reesie Damashay and Papa Xander. The House of Grey Fields, closed for many years, was reopened and is slowly being returned to its former, horrific glory. The Father of the Plane of Death was released from his long slumber when two golden plates were uncovered and accidentally activated. Shortly thereafter, death portals began opening throughout Lumberton, which Life follower Tapen Mallen attempted to counter with Life portals to keep the balance in check while townspeople obtained the items necessary to defeat The Father. Townspeople eventually countered Father Death's reign of terror when they fired death-tipped bolts upon him from a Life ballista.

Several groups of Lycanthropes also moved in to the area, as did Lycanthrope hunters called the Faliri. Several adventurers, including Smuggles, Wade, Kasnarticus, and Kankai dealt worked unceasingly to see the situation resolved.

As Lumberton moves to a new land, it also ends an era. Baroness Ilyanna Lothriaan and her Knight, Sir Miadrim Zacharel, resigned their noble titles, as did the First Knight Phenom shortly thereafter. Ilyanna Lothriaan, also Alariya of the Erlunn (now Ra'hanaen) Elves, diligently and honorably served Lumberton for over six years, sacrificing her life many times over. While she and Miadrim have returned to Kalitrien, the new stronghold of the Elves, Alariya Lothriaan maintains her estate in Lumberton. Much beloved by the people of Lumberton, the former Viscount Ailen has much to prove as he assumes leadership over the now free land of Lumberton.

## 613

Throughout the year, much changed as the citizens of The Shattered Lands attempted to recover. The Lands of Vale, host to several Kingdoms, attempted to reestablish contact with the building of roads and reconnecting trade routes. Nearly all of the Kingdoms have heard rumors of a being called "The Curator" being loosed from the Spirit Realm. Recorded on ancient documents called the Spirit Scrolls, they remain scattered throughout the lands. No one is entirely sure who or what The Curator is, but some believe she/he/it to be linked to a number of troubling events that have taken place over the years.

In the Desert of Bone, Thomakhan continues to solidify his position within the Fortress of Kaas. Several Barbarian clans sided with him for a variety of reasons, including the Goblin Eaters, Karani, Visitran, and the White Stage. Overseen by the Children of the Black, they are intelligent and a growing force to be reckoned with. Of greater concern to the Kingdoms is his continued tinkering with Wild Magic, the Weave, and a number of other unknown magics. It is confirmed that he is, in fact, involved in the continuing spread of the Ghaian taint that has breached many areas of the Planes, where it continues to spread like a disease. It is believed that his base of operations remains at the Fortress of Kaas because it was built on a site of great power – a rumor left over from the days of battling Telicaf. Thomakhan himself, however, has not been seen in a number of months and it is believed he is traveling upon the Marches of various Planes. The Desert of Bone also provides natural protection from invading forces, as the Desert heat, sand, and a variety of other geographic/environmental reasons make it near impossible to move an army in to the area to deal with the situation.

The Kingdom of Lorne saw Prince Lorne deftly assume control of the Kingdom. Each individual Barony that survived set about drafting laws as were needed to deal with issues unique to their Baronies, but always with the Old Laws in mind. The part of Mythamber freed of Undead became the new capital of The Kingdom of Lorne. Throughout much of 613 the Kingdom of Lorne focused on trade and establishing a firmer military defense, for The Kingdom of Stonegate, still ruled by Kotra and Stennett Arden, lies but a ship journey away across The Starlen Sea on Kalania.

### *Specific Histories as they relate to the Baronies of the Kingdom of Lorne*

In Rage Hollow, the year 613 began, as was the case across most of Stonegate of Lorne, in trial and hardship. Cut off from the rest of the kingdom by the White Stone Valley to the west, the Raging Mountains to the north, the Great Forest to the east and the Swamp of Nebnamozz to the south, the citizens were isolated, unable to rely on Lorne for salvation.

Laying trouble upon trouble, the ancient king of Nebnemozz, Vodna, rose in power to press his forces against the defenders of the town. Early in the spring, he managed to use his dark power to tie his life-force to that of the reigning Count, Renna Coombs. Secreting the body of the Count away to a place of safety, the townspeople, under the leadership of Baron Tycota and the newly ennobled Lords Palanon and Nikolas, were able to repel Vodna's many attacks until the fall. In a two-fold battle, the townspeople battled Vodna's physical form while their new-found ally, The Duke of Sparrows, fought him in the spirit realm. In the end, the adventurers of Rage Hollow were victorious and Vodna was taken to be imprisoned in parts unknown.

Vodna, however, was not the only trouble that plagued the citizens of Rage Hollow. Although the last forces of the Orcish incursion of 612 was dispatched early in the Spring, they were replaced an extra-planar by the serpentine Sreen-Ta. Exiled from the Plane of Fire and in service to their Emperor Ashonus, the Sreen-Ta were determined to return to their home, no matter the cost, or to set Ghaia ablaze. Under the command of Kingdom Knight Dame Jade, the adventurers of Rage Hollow were able to quench the power of the Sreen-Ta, freeing the Phoenix that would have powered their ritual and putting the last of them to the sword.

A long-standing trouble was finally put to rest with the death of Ned Stevens, who was finally tracked down and slain in the fall of the year. There has been, however, an upswing in sightings of those slavers from below, the dark elves, and farmers and isolated homesteads have been pleading for more protection from their raids. By the end of the year, things were looking far less bleak. A major road had been completed, linking Rage Hollow

the capitol at Mythamber; the mage Matthew Cooper had been appointed Count in the absence of Renna Coombs, and the threats that plagued the town had been driven back.

In Ashton, the start of the year was difficult. Ashton, being secluded from the rest of the kingdom by Laren's Ravine, has had to deal with many hardships. Adventurers scrambled to plan for ways to bring in food and supplies for the barony in order to survive the brunt of the winter force. Due to the valiant efforts of the entire barony, the farmers were supplied with the tools required to give them one of the largest harvest seasons in Ashton history.

There were some changes that rung through the barony early in the season though. Good Baron Tidus rejoined the county house in mid-summer as a Knight to focus on important responsibilities. In his stead, the Count placed Baroness Lillianna Star Ravini Sinclair Winterborn Decabre in charge of keeping order in the barony. Sir Fender was promoted to Squire to the Kingdom Knight Dame Jade as well, and assigned to the Ashton area.

To help reconnect with the rest of the kingdom, many merchants of the area pulled together and funded the building of a bridge, opening up travel again to Ashton. While the bridge may take years to complete, this was a huge step in reconnecting with allies of the kingdom. A new gypsy clan has appeared in the Ashton area as well, under the leadership of Mamma Passion. Coming to support this new clan was the Winterborn clan that established an estate in the area.

There were some troubling issues this year, one being the self-named "Vampire Queen" that was freed from her prison by the Shattering. Her attempt to take over the barony by enslaving a number of locals and adventurers was thwarted by Good Baron Tidus and Sir Faendir, who led the advance to defeat her. Further troubles were faced when the Warden Benning, known as the Wrath, king of the lycanthrope, who once lived in the Ashton spirit was split amongst six different lycans. This led to fierce battles between the factions to claim Ashton as their own territory. The Baroness and Kingdom Squire Faendir, leading the Elves of the Falls and Fang, were able to take captive the lycans and rebind the spirit together.

As the sun set on the year, a shadow cast by the White Star Empire came over the barony. An unknown magic was used to teleport their castle where it currently resides in the northern fields of Ashton.

Much happened in the other Kingdoms as well.

In the Lands of Lumberton, administered by Fury and the Vox Draconis Ailen and his capable house, grew in both prosperity and strength. The entire area focused on the defense of the land from new foes such as The Leviathan (now an ally), the Barbarians, Orcs/Ogres, etc. The Larentha were pushed back and the Wild Magic that infiltrated the tunnels underneath Lumberton were flushed in to the sea, where it was believed to have dissipated harmlessly. A tear in the Spirit Realm, caused by The Shattering, was literally mended and required the combined actions of many.

After assessing the needs of the area, Lumberton made ties with several individuals to see to trade and the building of a road to reconnect Lumberton to the Stonegate of Lorne in order to reestablish trade. The Black Raven Trade company and Lady First Mate Fuzzybottom, of the Scavenger Coalition (once thought wiped out), helped cement trade on land and sea. Friendships were made with many individuals/group, including the Seien Elvaer (Sea Elves), the Khala, the Minotaurs, and many others. Kotra, the Hamaordorian Dwarves, and the Faeries of Branwen Maerr - however, continued to pose a threat with small excursions throughout the area and their failed attempt to establish a port.

Effort was also made to increase the infrastructure of Lumberton, including the establishment of a school, as well as solidifying the boundaries of Lumberton. Foes and threats still abound. The ancient city of Hamaordoria remains sealed for now and the boundary at the border of the Primordial Forest was put in place using powerful Hexing magics channeled through Eeve Winterborn. Yet, the Dendryllios remain active within the Forest. The Curator's presence was felt and Varingard stands to the West, as a friend. Rumor has it that Hexing and Seeing magic is strong in these lands. It has helped protect Lumberton time and again as they recovered from The Shattering, but these unusual magics continue to protect them or begin to attract unwanted attention?

Varingard also began to make solid strides towards establishing itself as a prominent force in a Post-Shattering world. Arianus retired from public view, replaced by Tenalin, about whom little is known. While The Shattering did not affect Varingard nearly as much, due to the destruction of anchors like the Valley of Bones long ago, but there were still after effects. Blood rose from the ground to taint the crops that grew in it and an undead city threatened the well-being and continued survival of Varingard. Its continued legality of necromancy and undead threatens certain trade ties, but those that reside there know of the fairness and continued protection that can be found in those lands.

With the rebuilding and reconnecting of the lands fully underway, new areas and adventures abounded in 614. Kotra was struck a mighty blow when its Seer was captured and many refugees were freed thanks to a sneak attack that is rumored to have involved multiple Kingdoms. A new Primal Anchor was constructed in an area known as The Oasis (Desert of Bone), that successfully tethered the Wild Magic that continued to rage after The Shattering. During the creation of the Primal Anchor, a Blood Moon rose, which Tomakhan utilized to unleash the Uthglok. He was, however, destroyed during the market, leaving Kaas to the hands of The Children of the Black. The Shattered Lands claimed a new land – The Moonlands – which was drawn to the realm by The Murder and powerful magic. Thanks to the aid of many, the Star Stones were repowered and the constellations realigned, driving back The Murder. It remains on Pawalintok, in Darkening Reach, a strange and mysterious place. A being known as The Curator continued to wreck havoc across The Shattered Lands, its/his touch and influence felt throughout the Kingdoms. The Crowning of the Crown Prince was delayed, due to security reasons. Mythamber still remains partially occupied by undead, and a campaign to fully reclaimed it is rumored to be planned for 615.

### **Specific Histories as they relate to the Baronies of the Kingdom of Lorne**

In Ashton, Prinnith rejoined the County of Oakwood, Kingdom of Lorne. The White Star began using a weapon of arcane mass to destroy and rip part of The Outlands down to Ashton. This destroyed the Glimmering Falls and turned it to what we now know as the Blasted Fields. The town also stormed White Star Castle, and used White Stars own weapon against them, causing the castle and Razor Field to be ripped to the Plane of Air. It was replaced with the Port of Winds. Thanks to the work of the town they learned a group known as Storm was behind the ogre raids, as well as to keep the conflict between the Port of Winds and Gem Walkers going, in the hope of stopping them from holding the Carnival of Winds. In the July market day gathering, the people of the Doge of Air held the Carnival of Winds. Storm was defeated in the Battle of Shrine – heroes from the following groups all took part in that great battle: House of Star Ravini Sinclair, Knightly Order of the Cerulean Storm, Rusty Fairgood trading company, the Halfling Guild, House Gyllen, House Tiberius, the Winterborn, and many others. Sadly, Count Marcus Tiberius took his final walk with death at the end of market. Two city of Descended now remain near Ashton – The Gemwalkers (Earth Descended) and The Port of Winds (Air Descended).

The year was ultimately a prosperous, but difficult year for Rage Hollow. The year began with the final ascension of Count Renna Coombs to the plane of Water and the installation of then Count *pro tempore* Matthew Cooper to the full authority of Count of the Green. Unfortunately, the rescue of Renna Coombs inadvertently led to the release of Vodna, who had previously been trapped in the Realm of Spirit by the Duke of Sparrows. Left to his own devices, Vodna continued his attacks on Rage Hollow in an effort to expand the swamp kingdom of Nebnemozz. Dame Jade, First Knight of Rage Hollow managed to separate the consciousness of Vodna from the twisted swamp creature he had become. When the now mindless power of the swamp inhabited the sentient construct Zeta, the town managed to defeat it once and for all. After defeating the remaining guardians of the ancient kingdom, it seems that the threat of Nebnemozz is finally ended.

In the spring, the farms of Rage Hollow and the County of the Green at large were affected by High Magic gone awry. While casting a spell originally designed to increase the yield of the land in the County of the Green, Melvin the Green inadvertently caused cancerous corruption to spread throughout the county. The adventurers of Rage Hollow, spearheaded in no small part by the Lycan Marrik, gathered the foci and scrolls that Melvin had used to cast the ritual and used them to undo the damage. In so doing, they also managed to purify the grove of druids that resides in the Black Forest, returning them to communion with Ghaia. It was also discovered that the Wild Magic had worked a change upon the gigantic spiders of the Black Forest, granting them preternatural intelligence and a host of other strange abilities. One group of spiders and their queen seemed determined to take the town of Rage Hollow as their nest, and although the queen was killed, the ultimate fate of the spiders is yet undetermined.

Much happened in the other Kingdoms as well.

In The Lands of Lumberton there was a large-scale attack on The Red City, by the Kingdom of Kra'na'graithe, a banner-magic centric kingdom from Sun/Fire. Many dragons were lost when the banner magic turned dragon against friend. They were eventually beaten back and their remnants destroyed. Rumors have it they originally hailed from one of the portals in the lost city of Talamoria. The House of Grey Fields, after much struggle, was finally returned to Moon, leaving a door in its wake for those that wish to visit. The Aldpine regained their dominance on the Plane of Earth by disbanding the Kinobat and defeating Nether with Lumbertons aid. The tool necessary to create Spirit Scrolls, linked to The Curator, were located with the help of Shianess, one of the Children of Both Worlds and whom resides in the Spirit Realm. Ties were made with Kalistrania, Witch of the Blue Sands,

and the townspeople were able to return the Corral King's Crown, though war-drums have now been heard echoing across the water. The connection to Faerie in the area has faded significantly, for reasons unknown, and the Sanguial, Primordial Forest, and Tumbledown await!

In Varingard, the land continued to prosper and trade with the other lands was discussed. Many of the nobles of Varingard traveled to other lands to better establish diplomatic ties post-shattering. However, towards the end of the year, High Wizard Tenalin and his Gnoll Troops (as well as some of Varingard's main force), seized full control of Varingard while most of the nobles traveled to The Moonlands. Placing magical Marthian barriers that prevented magically traveling in to the area, little is known as to what exactly happened. It is known, however, that Lady First Advisor Maeve was seized and then rescued by the ousted Varingardians. Sadly, her dragon fell in the initial onslaught. It is rumored that those ousted and many Varingardian refugees have taken sanctuary in the remnants of old Helmwood.

**Emurian History to 613**  
*As penned by the school of History*

The following is a brief outline of the history of Emuria as seen from a Human perspective. From 601 forward, the histories of Dyllaria and Emuria have been tied together, and are joined as the History of the Kingdom of Stonegate. NOTE: Dyllaria and Emuria are no more, replaced by The Shattered Lands, upon the world of Ghaia.

**501**

Gandris the Wise, a wizard of notable skill, enters Emuria from the east.

**502**

Gandris settles in the Valley of Stars and works a treaty with the Stone Deep Dwarves. Construction begins on a tower at the mouth of the valley. It is built by Dwarven stone masons, and with the aid of the wizard's magic it is completed by the end of the year. Some strange magic causes the tower to glow dimly at night, and the Dwarves begin calling it the Moon Tower.

**505**

The alarming amount of Trun Elves frequenting the Moon Tower causes the Dwarves to disassociate themselves with Gandris. The Trun also begin bringing primitive humans from the east with them to study with the wizard.

**511**

Karani nomads under the leadership of a chieftain named Rengek invade the Trun Forest and incite the wrath of the Trun Elves. The Karani are defeated handily at Shining Grove and nearly massacred. Rengek is among the few that manage to flee with their lives.

**516**

The Dwarves of Stone Deep begin to expand Hammerhandt Citadel, on the shores of Sky Lake, deeper into the mountains.

**522**

The expansion of Hammerhandt Citadel is completed. Only the beauty of the nearby lake rivals its exquisite craftsmanship.

**524**

A half-elven explorer from the east named Grodun lives among the Karani for a while. Members of his party teach them how to make better weapons. Before the end of the year Grodun heads south into the Forest of Myst and is never heard from again.

**530**

Rengek, now much older and wiser, leads Karani war parties back into the Trun Forest. Their purpose is revenge and they set fire to the wood in many places. The Trun Elves attack and kill Rengek, but the casualties are high and their homes are left in smoldering ruins. The Karani that survive the campaign tell wild stories of Elven ghosts and walking dead at the final battle. The battle is known as the Battle of the Dead.

**541**

The Trun Forest comes to be known as the Whispering Wood by visitors because of the Elven ghosts that reportedly haunt it. The Elves there continue to call it the Trun Forest.

**549**

Primitive humans from the east begin to inhabit the Whispering Wood. These humans call themselves Emuri.

**564**

The first Cyclopes move from the mountains south into the Gandiel Vale.

**567**

Due to a growing influx of migrants into Emuria from the east, Gandris closes the doors of the Moon Tower to outsiders.

**570**

A few tribes of the Karani encounter the Tarandok Dark Elves along the shores of the southern Khala River. The plains people believe the Tarandok to be half-spider and attack them as hideous and vile creations. The spider riders annihilate the tactically crude Barbarians at Old Ford. Legends about the spider riders spread rapidly among the Karani.

**576**

A powerful Emuri Shaman from the east moves into the Whispering Wood and begins teaching the ways of magic. The Trun Elves and Emuri there call him The Great Shaman. His name is Llowananji.

**584**

Cornelius enters Emuria from the north and settles in the Doon River Valley.

**586**

A few short miles from their original settlement, Cornelius and his followers construct a fort. Later in the year they begin construction on a keep at the same site. While excavating in the area the builders find a rich vein of iron- Cornelius declares the site to be known as Ironholm.

**591**

In a series of short but effective campaigns against the Karani, Cornelius defeats the plainsmen and straps several of the scattered tribes under his control. Those who do not flee eastward are trained as soldiers in Cornelius's army.

**592**

Cornelius proclaims himself Lord of Ironholm. He unifies the various scattered petty landowners and creates a system of government based around his leadership. Any who wish to maintain their autonomy are crushed by his newly unleashed military might. After dominating his own region, Lord Cornelius extends his power to the west and south. He establishes the town of Corliss to the northwest of his capital city. The town is based around a salt mine that soon becomes famous for its harsh working conditions and high death toll.

**594**

Lord Cornelius proclaims himself Emperor of the Emurian Empire. He unveils his Iron Codes and publicly pledges to unify all of the people of the region against the military conquest of outsiders. He mainly cites Dyllarians as the primary aggressors against Emuria. His holdings extend even further eastward and south to the Khala River. The town of Prinnith is established south of Ironholm at the western edge of the Sheroc Pass.

**596**

Freeport is established as an independent town on the Khala River at the southern border of the Empire. Emperor Cornelius requires and receives a monthly tribute in exchange for the city's semi-autonomy. A town is established on the eastern edge of the Silgolian Wood. Originally established as an Imperial outpost, the town is named Vargus. Imperial foresters begin Lumbering operations in the Whispering Wood. After some initial resistance from the Trun Elves there, The Emperor orders Imperial Forces to the location. After a few battles in which the Trun Elves are hopelessly outmatched, they submit to the Empire's superior strength and sink deeper into the forest. Meanwhile, in Prinnith, Provincial Governor Joahann Loamann is found guilty of breaking Imperial Law by rejecting the Iron Codes as oppressive and instituting his own laws. For his efforts Loamann's government is destroyed and he is taken in chains to the Corlissian Salt Mines. The members of his house are executed, and most of them perish permanently as a result.

**597**

The newly founded town of Ashton is the site of a petty rebellion led by a Dyllarian who calls himself Lord Oakmore. A trading post east of Freeport becomes the town of Veridian. This small town exists in the shadow of

the larger and much more important town of Freeport, and soon after its establishment the Lord of Veridian all but swears fealty to Freeport.

### 598

Imperial forces attack the Cyclopes of the Gandiel Valley after several incidents in which the Gandielians are found guilty of attacking Imperial caravans and border guards. The battle is extremely one-sided as the Imperial Army is simply too much for the out-classed Gandielian forces. By the end of the year the Cyclopes are on the run and all but beaten. The growing strength and popularity of the Ashton rebellion pushes the Empire to action. Several attempts are made to recover the town and its surrounding area for the Empire, but all of them meet with stout resistance and little success. Lord Oakmore is captured, but is rescued by a group of freedom fighters led by Lady Daleth and the Lord's half-brother, Xavier.

### 599

Fighting in Ashton continues as the rebellion gains more momentum. Lord Oakmore acquires the hold of River's End on the Western fringe of Dyllaria by way of an alliance with its recently deceased lord, Gili Rockcrusher. One of Oakmore's first acts is to free River's End from the torments of a particularly powerful Lord of Chaos known as Vinlar. The Chaos Lord is removed to his home plane by force, and the town is very pleased that he is gone. Shortly afterward, Lord Oakmore lays claim to all of the lands between Ashton and River's End, including the Karani Plains, and declares this realm to be called Oakwood. The plainsmen have little desire to be ruled by anyone but their own chieftains, and Oakwood's control of this region is tentative at best. By the end of the year, Alarain Oakmore is titled as Count Oakmore within the Kingdom of Stonegate. His lands become the known as the County of Oakwood.

In Ashton, a group of heroes known as the Black Jackals recover an artifact from the Well of Chaos. These selfless individuals are led by the combined wisdom of the two adventurers Loren DeArman and Baern Dragonfang. After grueling tests of will and combat, the group is able to recover the Chalice of Order. This powerful cup can be used to create a shield across all of Emuria that will prevent Chaos beings from rifting into the region from their home plane, and will also prevent the opening of portals to and from the Plane of the Moon. This shield will last for 100 years, and is a major hindrance to Chaos in the region.

In the Gandiel region, the remaining Cyclopes begin rebuilding in the wake of their lost war with the Empire. Countless Gandielians have died, but with the help of many sympathetic Emurians, the culture is not lost. Among those that offer the most significant help are Galena and Aegiryn Beylstar, the leaders of the Berylstar Gypsies.

### 600

Ashton becomes a Barony of Stonegate, and its leader is Baron Loren DeArman. The town weathers many strange happenings, the most significant being the founding of Coronus as the second Imperial town to be established east of the Yip-Nar Jag. In a seemingly unrelated incident, an assassin named Zanatose attacks Lumberton Shire's Baron, Ezeakial Zeldarious, who is visiting Ashton with a retinue of Knights and Lords. Tried in Baron DeArman's noble court, Zanatose is found guilty of assault on a noble and Banished from the lands of Stonegate forever. Meanwhile, beings from the Plane of Shadow begin to show interest in the Ashton region.

Count Oakmore is summoned west to his homeland as the bastard son of the royal house of the Erlunn Elven Kingdom. The entire House has been annihilated in the Horde Wars affecting Dyllaria, and The Count is the last legitimate heir to the throne. He relinquishes his title of Count and becomes Prince Alarain Erlunn. Countess Ellonia Quillen, the former leader of the Green Mountain Drae in Dyllaria, becomes the new Countess of the realm.

In Coronus, Aegiryn Berylstar initially holds the position of Magistrate, but he resigns the post and it is taken up by the powerful battle mage known as Rytic. Magistrate Rytic deals with many troubles, including the death of the Imperial Governor. There seems to be foul play involved, but none of it is ever proven. In addition, the town is beset by Dark Dwarves who are in league with a Lich. The Lich seeks to change the flow of time by using an artifact that takes the entire town back in time. Many adventurers assist the local authorities in defeating the Lich and returning the town to its rightful place in time.

### 601

Together with other members of the Black Jackals, Baron DeArman leads an assault on ex-Imperial forces to rescue Lord Joahann Loamann, the former lord of Prinnith. The Black Jackals liberate Lord Loamann, and he returns to Prinnith determined to regain control of the city.

In a somewhat mysterious occurrence, the Emperor Cornelius dies while taking his regular bath in the Imperial Palace. The Empire almost immediately breaks apart as several of the petty noblemen vie for leadership. Chaos reigns and the Imperial Army breaks into factions supporting one lord or another. By the end of the year The Empire is utterly destroyed, and all of its former states have become independent.

In Prinnith, Joahann Loamann steps to the front of the Prinnith liberation movement, and reclaims his former title as Lord of that state. He almost immediately swears fealty to Stonegate. Citing the lack of true control of the Karani Plains and the distance between River's End and Ashton, the eastern section of Oakwood becomes part of the County of The Green. To compensate the loss in land, Oakwood absorbs the towns of Coronus and Prinnith. Joahann Loamann is given the new title as Count of Oakwood, and Baron Loren DeArman is appointed as his Viscount at the same time. Baern Dragonfang becomes the new Baron of Ashton.