

Shattered

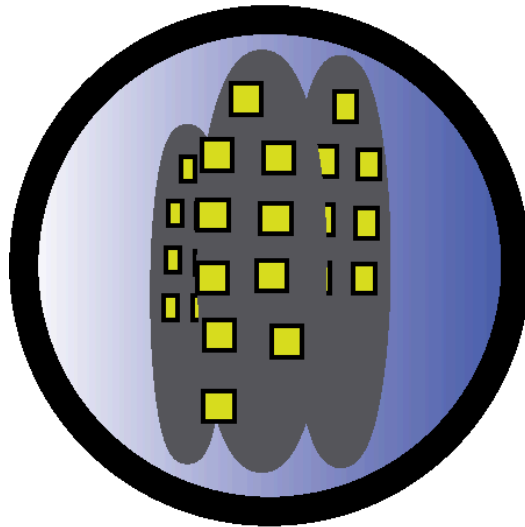
*A Detailed History of the World of Pangros
Following the Bloody War*

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100 PS - 500 SS

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*Under the law of the Last Bastion set down
by the Council of the People. The Academy of
Abarthia has certified this book to be an
accurate historical record of the histories.*



The Academy of Abarthia

Foreword

No event in the history of Pangros¹ has defined the world more than the Shattering, and the hundred-year war that led to it. So much so that the histories of the world are dated by PS (Pre-Shattering) or SS (Since Shattering). Though the Shattering did not happen overnight, for the simplicity of dating, dates shall be referred to using this methodology. Yet to understand the significance of the Bloody War it is important to establish the foundation on which this Bloody War began and how the world came to be.

The Story of Creation

The Material Realm came into existence through the collision of plans of the Elemental Primordials, beings of pure force and immense power. It was not long after the Material Realms creation that the Fey began to make their way there. They grew the great forests of the land and created all the beasts that walk upon it. They existed in a natural harmonious state with this world for hundreds of years. Yet the seeds for what was to come were planted early.

When Eladri the Lord of the Seasons created the first mortal race, the Elves. Created in the image of himself and his love the Great Fey², Floresta the Mother of the Forest. The Elves were unlike anything that came before them although they had extremely long lifespans they could die, and unlike any creature before them, they had the minds of their creator and a will of their own. The Elves were the first but quickly other Fey races began to appear most notable among them the Aarakocra³

These Fey races quickly flourished across the land and soon society and culture were born. These things were new and unlike anything seen before and soon attracted the attention of a group of Great Powers⁴ known as the Divine.

¹ The great supercontinent that once existed, home to all the people of the world.

² The title the Great Fey was given to Floresta in honor of her creation of all of the Natural World upon the Material Plane. As well in honor of her position as ruler of all Feyian creatures upon the Material Plane.

³ Aarakocra are a race of bird-like people often traveling in nomadic group with their sparse settlements located at the highest peaks of Pangros

⁴ Great Powers is a term that refers to beings of godlike power

The Divine came to Pangros interested in these mortals and soon took to creating their own.

The Divine drew their power from devotion and belief in the concepts they represented. (Refer to Appendix B). Such that their power seemed infinite. Their first creation was Humans, malleable and flexible; they could adapt to any situation. This led to a form of unity Elves and Humans stood as opposites and yet were powerful together. Thus the Divine proposed a collaboration with the Smallfolk. Each drawing is inspired by one of the Great Powers. For the Fey, there came Gnomes, for the Elemental Primordials, Dwarves, and for the Divine, Halfling blessed with a destiny.

The Age of Wonder

As Pangros flourished the world entered an Age of Unity, or as it would come to be known the Age of Wonder. The world of Pangros was united as all the races and beings of the world worked together to create an empire that spread across the world known as the Rovulas Imperium. All working to be a part of something great, all eyes looked up seeing how high they could reach. It was at this time that great cities of magic rose into the sky, gates of teleportation spread across the land, and the knowledge and resources of the world were shared and open to all who wished for and needed them. Yet this time of peace could not last forever, for as the Imperium grew so did distrust and dissatisfaction within its people. It would take over 300 years for the Rovulas Imperium to fall. When it did the world erupted in blood and chaos as neighbors fought neighbors and the land was drenched in blood.

The Bloody War

The Bloody War began in the year 101 PS when the armies of the Great Fey, Floresta the Thorn Queen united with those of Archfey Eladri, The Father of Elves. Floresta had grown enraged at the encroaching of mortals and their lack of regard for the balance of nature. Fearing the worst she had called to the Feyian Lords to establish the Council of Flowers⁵. She began her assault on the Rovulas Imperium at the Battle of Leaf and Steel in the city of Aren. They intended to drive back the echelons of society that encroached upon the natural world. To ensure that the proper balance on nature was held; they

⁵ The Council of Flowers was a war council dedicated to pushing back the tide of the Rovulas Imperium.

ignored the pleadings of the Imperium that both could exist in balance. Believing instead that mortals' presence across the land must be culled.

They first attacked the city of Aren, the holy city of Mechanol, the God of Order. A city filled with Mechanol's newest creations the Warforged⁶. Built as his greatest defenders, they were not strong enough to hold back the unrelenting tide of the Fey. The steel soldiers fell one by one drained of the magic that gave them life. Thus the first casualties of the Bloody War began.

Soon after, news of what had transpired spread across the Rovulas Imperium. Quickly, factions began to pick sides and by the year 100 PS, the whole of Pangros became embroiled in the war. When it started it was the Fey and Elves against the world; they stood against the Divine Gods and the Primordial Elementals - as well as all their Mortal Children⁷. Thus seeking allies and new weapons Floresta approached Azaraphael, the Dealmaker, God of Trickery. No one knows what words were spoken, and most likely no one ever will.

Yet the outcome is irrefutable. Azaraphael turns his back on his family, and Divine purpose; betraying them for the Fey. With him came power and creativity for destruction beyond any other. The first of their collaborations came in the monstrosities known as Firebolgs⁸. Many other races colloquially known as "War Races" were born into this world during the Bloody War created by the gods for one purpose, to destroy their creators' enemies. See Appendix A for a list of the War Races. *(Refer to Appendix A)*

The Bloody War continued for a hundred years. In this time millions of lives were lost. Countless battles were fought across the whole of Pangros. Far too many to recount, as well many records of the war were lost to time. Yet there exist a few relevant events that there exist accounts on.

Firstly, the account of a wizard by the name of Seldi Yarrow-who witnessed the death of the god Arcania in the year 75 PS. He served as part of

⁶ The Warforged are a race of metal humanoids given life and sentience through magic.

⁷ The Mortal Children of The Divine are as follows: Humans, Dwarves, and Halflings.

⁸ Firebolgs are A race of giant-kin filled with nothing but a burning rage and devout loyalty to Floresta.

a group of Rovulass' strongest wizards Arcania had led on a diplomatic mission.

"Pushing deep into the Forest of First Breath with the intent to reason with Floresta. There we came face to face with the Thorn Queen herself. Arcania was a kind god, always avoiding violence if she could. She often did all she could to ensure no blood was shed. Whether that be her men or the enemies, that day violence found her. Arcania pleaded with Floresta begging for an end to the fighting, she was convinced they could find a middle ground. Floresta did not see it that way. When it became clear Arcania stood against the slaughter, Floresta attacked. It was not a grand battle but a quick and efficient kill. Arcania had no intent to fight and was surprised by the sudden attack. We as well had come here expecting a diplomatic mission. Expecting the honor of the role to be held, we were wrong. We were supposed to be her guardians but we were little more than ants who could only watch in horror. She died as she existed seeking answers to questions that no one else cared to ask."

Secondly, no firsthand accounts exist of the death of Azaraphael the Liar⁹. Yet it is known he died in the year 15 PS, but his death was not a true death; as would befit a traitor. Azaraphael with his last breath cursed the Mortal Race such that they would never forget him. Separating his being across all mortals in existence, he instilled a curse upon us. the Tiedfling Curse, a genetic mutation that can appear in any mortal child. Altering their physical appearance¹⁰, and in addition to granting them unique abilities.

The death of Azaraphael unleashed the floodgates. Chaos erupted across Pangros as the Divine capitalized upon the weakened Fey. The tide of the war began to turn and the Divines' victory seemed inevitable. Yet the Fey were stubborn and petty, seeing their defeat looming in front of them they concocted a doomsday plan intending to ensure if they lost there would be no victors. This plan would come to be known as the Shattering.

The Shattering

⁹ A title earned after Azaraphael betrayed his Divine family.

¹⁰ Tiedflings skin varies from shades of red to brown as well fiendish horns sprout from their heads at the age of maturity.

The Shattering did not happen overnight, in truth an event that occurred over 7 years from 7 PS to 0 SS. While the environmental shockwaves lasted until the year 100 SS. The Shattering began on the 23rd day of Dawnfall in the year 7 PS. When the Fey, seeing defeat, was inevitable, they put into action their plan to eradicate all life from the face of Pangros. The how and what of the Shattering has eluded us for centuries but many first-hand accounts of the events that occurred on the day the Shattering began have been obtained. One such account was written by a merchant of Rovula.

"I shall never forget the blessing of the Divine I have received this day. If it were not for their divine intervention, I along with everyone in the capital would be dead. It was around midday when it happened, the sun was shining brightly above the capital. Yet something was strange about it, perhaps it was shining a little too bright or warmed us more than usual. Whatever the case it didn't take long for us to realize the destruction that lay above us. The sun began to stretch, reaching down towards us below. As this beam of fire and light descended, panic engulfed the capital. I gathered my valuables and made my way as fast as I could out of the city- swallowed by the stampeding horde.

As the dreadful beam drew closer I could feel its raging flames begin to burn my skin even as it lay miles above us. I felt hopeless and began to accept my fate, but someone intervened. The sky darkened and a soft hue of twilight stretched across the horizon. I looked up and saw the cause. The Moon now stood between us and our destruction, our sole defender. As the sunbeam struck the moon the world filled with a final flash of twilight; blinding us to the sky. The light faded and the capital still stood yet far to the north smoke and ash filled the skies¹¹. While the moon towered above us in the sky, scarred and battered stood unmoving.

It wasn't long before the tremors began. The land underfoot moved and the great towers of Rovulas collapsed and shattered. The very ground beneath the city began to shake and I watched from beyond the city as the ground under the capital shattered. Sea and lava filled the cracks as Rovulas fell beneath the waves..."

While the details of what occurred that day are not known there are a few facts known for certain. Firstly, the Elemental Primordials sacrificed their lives on this day in an attempt to stop the Shattering. It is firmly accepted

¹¹ The moon did not stop the Shattering but simply directed the initial force elsewhere.

that it was their sacrifice that allowed the moon to move, lessening the damage of the Shattering. Yet there has been no proof to confirm this theory. In a last act of creation, they spawned the Elementals,¹² a new race of mortals imbued with the essence of the Elemental Primordials. Following this, the entire land of Pangros began to shake and soon shattered.

As it rose from where Rovula once stood, a gigantic cyclone reached up from the sea. Touching the moon that stood a battered defender above in the sky. This fundamentally altered the seas making them even more treacherous and unpredictable. It is not known why this exists but it is the origin of what is now referred to as the Tempest Sea. This phenomenon has persisted to this day, and while many scholars have theorized the cause; none have found any substantial evidence to support their claims¹³.

Over the next seven years, the land began to separate. Some pieces fell below the sea while others remained stretching across the sea. This created a complex group of islands, where the great continent once existed. As well during these seven years the islands were not settled and were prone to sudden movement or changes. Only further instigated by the ever-raging cyclone that had formed where there once existed Rovula. The world began a truly inhospitable place, as the lands shifted they were constantly plagued by floods, tsunamis, and in the most unfortunate cases sudden relocation. This was not an environment in which they could survive. So the Mortal Races were forced to for the first time in history take to the seas to find a new home, thus signaling the beginning of the Great Migration.

The Great Migration

Officially the Great Migration was from the year 0 SS to 100 SS. It is well documented that people had begun taking to the seas in the hope of survival. At the end of the Shattering, the Great Migration began in full. As the

¹² The Elementals were created along with the Elemental Isle, a land for them to grow and thrive away from the destruction of the Shattering.

¹³ The lack of access to the Tempest Sea has stopped any valuable research from being done on the phenomena.

lands settled and the chaos subsided, people realized they still truly had no chance of survival; if they were to stay near the Tempest Sea. So they took to the ocean, lacking any true seafaring technologies many people took to building rafts and ramshackle boats. Anything that could float was used as people desperately tried to escape.

It is believed that around thirty percent of all mortals died during the Shattering, yet it was during this time that an additional forty percent of mortals died during the Great Migration. By the end of the Great Migration, only thirty percent of all mortals remained.¹⁴ It was during this time that the first Aasimar were reported to have been born. The spawning of Tieflings enraged the Divine. So in an attempt to balance this heresy, they created the Aasimar Blessing. Allowing any child to be born with the blessing of the Divine.¹⁵

As mortals fled across the seas, little was found in terms of truly habitable islands. Those that were hospitable were often still too small to sustain any substantial population. Some were settled by specific groups led by ideology or by groups who were originally close geographically. They were often very unwelcoming to outsiders. This resulted in seventy percent of all remaining mortals¹⁶ settling on a piece of Pangros that would come to be known as the Last Bastion.

The Last Bastion made up around twenty-five percent of all remaining landmass. Far from the epicenter of the Shattering, it had suffered less from the fallout. Before the Shattering, the Last Bastion had existed primarily as wilderness- a land untouched by mortal hands. It was lush with resources and space and its unique geography allowed natural protection from the Tempest Sea. It was a wild, unwelcoming land but it was our last hope for survival.

So in the year 53 SS the Last Bastion was officially established as a haven for all. Its foundations are built around collaboration between all races for our continued survival. It was at this time that the common tongue slowly

¹⁴ While this is a commonly accepted estimate there is no accurate way to know how many people survived that Shattering. Much of the happenings of parts of Pangros is still unknown to this day.

¹⁵ Aasimar are born uniquely blessed with physical changes such as angelic wings, golden eyes, and on occasion halos that float above their heads, as well they have direct access to Divine power.

¹⁶ This number is believed to be accurate as verified by the Academy of Abarthia.

came to fruition. As races and cultures mixed, the lines between us blurred. The need for communication required us all to learn the languages of all races. So slowly over time, these dialects merged forming what is now referred to today as Common. While most races can still speak their ancestral language, Common is spoken by everyone within the Last Bastion.

This amalgamation of languages is an extremely pertinent example when looking at the development of the Last Bastion. The desire for survival and the deep focus on the collective needs of the people is what pushed the Bastion forward. United under common cause the people of the Last Bastion stopped seeing other races and cultures as different. Instead, they come to see themselves all as just simply people. This has led the people of the Last Bastion to consider their culture and ancestral history as less relevant to their identity. Instead seeing themselves as simply the people of the Last Bastion. Or as they refer to themselves often and perhaps over zealously as simply the People.

While the Last Bastion remains the largest and most populated land they were not the only one to form within the Known World¹⁷. Three other islands were officially established during this time.

The first was the Elemental Isles, made up of a crescent moon of mountains that wrapped around a volcanic island, whose smoke drifted up to form a city of smoke and clouds. While deep below the sea lay a thermal vent that had formed the volcano. These four pieces make up what is now known as the Elemental Isles, an area of space occupied by the Fire, Earth, Air, and Water Elementals. Each piece provides a unique biome particularly suited to each elemental. Officially it was established in the year 10 SS but it is believed that the isle itself was formed by the Elemental Primordials as a haven for their newly born creations. This theory is generally accepted though no evidence has been obtained. Since the Elemental Isles have established closed borders since their formation, little knowledge of their culture or history is known.

¹⁷ The Known World refers to the area of the world that lays west of the Wall of Order. Which has been inaccessible since the rising of the Wall of Order in 200SS

The second was Necropolis, established in 50 SS. However, the world did not know of Necropolis' existence until 401 SS when it chose to reveal itself to the world. Necropolis was founded on a small island whose land was filled with sprawling jungles and undead hordes. Though even to this day Necropolis has insisted they do not know the origin of this original undead horde. They used it to their advantage, for at the center of this island lies Necropolis. While not much is known about the origin of Necropolis; some can be inferred from what is known.

It was created before the Shattering, most likely during the Bloody War- built to protect the knowledge of the old world, filled with our histories, cultures, and magics. It is said that the founder of Necropolis, Solomon Anacron, discovered Necropolis after he was shipwrecked along with his compatriots upon the shore. Upon discovering the power held within, he believed that it needed to be safeguarded. So using the knowledge and power contained within. He commanded the undead of the island, ordering them to deter any visitors to the island. He established Necropolis as a secret citadel; with citizens serving as the guardians of our knowledge and arcane. While Necropolis has revealed itself they have continued to keep a tight hold on the knowledge and magic they hold.

Lastly, the final settlement with the Known World was Angel Valley established in the year 78 SS. Far above the seas, the remnant of what was once a great mountain range there lies the Valley of Angels. A plateau inaccessible to all but those with wings. It was founded by an Aassimar known simply as the Mortal Angel. He was the first to make the flight across the seas to Angel Valley. It is said that when he first saw the valley he knew what he must do. Establishing it as a holy city devoted to the Divine. As more Aasimar were born, Angel Valley grew and the power of the Church of the Divine grew with it. Today the reach of the church stretches across the entirety of the Known World.

These settlements would continue to grow for hundreds of years and become the most stalwart powers in the Known World. Though many others have been established in the years since. For the rest of the Great Migration,

these settlements remained disconnected, unable to communicate or trade. The environmental shockwaves of the Shattering persisted till the year 100 SS. When without warning the tide stopped pushing outwards and instead began to pull the sea deeper into the Tempest. This signaled the end of the Great Migration as travel from near the Tempest became impossible. So the People began to focus inward and began to ask questions about what caused the Shattering. It was undeniable the Elves had sided with the Fey, and as people forgot about just surviving and began focusing on thriving- The judgment day of the elves drew near. To eradicate and purge any influence of the Fey upon our world, the Divine Crusade began.

Appendix A

The Races of War

Warforged - A race of sentient automata brought to life by the Arcane

Created - 105 PS by The Mechanol of Order (God of Order) assisted by his sister Arcania, the All-Knowing (Goddess of Knowledge and Arcane)

Firebolgs - Giant kin with a magical connection to nature and filled with bloodthirsty rage.

Created - 91 PS by Floresta, Queen of Thorns (the Great Fey) assisted by Azaraphael the Dealmaker (God of Trickery)

Dragonborn - Dragonlike humanoids equipped with a breath weapon-correlating to their draconic origin.

Created - 73 PS by Ignis the Elemental Primordials using the soul of their last trueborn child Alderas, King of Scale and Wing - the Last of the Dragons.

Sahuagin - Sharklike humanoids born with a hunger for blood and a passion for killing.

Created - 96 PS by Angrador, the Thousand Teeth Horror. Made in his image.

Orcs - Green-skinned humanoids. Often with sharp tusks protruding from their mouth. Strong and built to survive- Orcs are relentless.

Created - 68 PS by Seceron, the Warblade (the God of War or Peace) was built to strengthen the Divines' foot soldiers.

Goblins - Small green-skinned humanoids- similar in build to the Smallfolk. Filled with a desire for chaos and trickery.

Created - 53 PS by Azaraphael the Liar (God of Trickery) created as raiders and harassers against the Divines' supply lines.

Appendix B

The Great Powers

The Great Powers can for the most part be divided into three categories, the Divine, the Fey, and the Elementals. A few great powers that don't exactly fit into any of these categories are the Giants and the Dragons, who are mostly extinct.

The Divine

The God of Ocean - Thunrok the Tempest, the Ocean's Fury, Stormbreaker

The God of Trickery - Azaraphael the Liar, the Dealmaker, Father of Fiends (Dead)

The God of Order - Mechanol of Order, the Builder, the Gearhead.

The God of Light - Illuminus the Light, the Guide, the Everwaking

The God of Death - Death - the Grim Reaper, the Soul Guide

The God of Life - Life - the Lifebringer - the Mother

The God of War and Peace - Seceron/Decorious the Two-Faced - the Warblade, the Peacebroker

The God of Arcane and Knowledge - Acania the All-knowing, the Source of Magic, the Weave. (Dead)

The Fey

The Great Fey- Floresta - the Mother of the Forest/the Thorn Queen

The Mistress of the Moon - Selune, the Hidden Light

The Great Shark - Angrador - He of a Thousand Teeth, the Bloodhunter, the Queens Bite, the Continent

The Great Lizard - Giadrasi - the Lizard of Flame, the Scaled Horror, the Queens Claw (Dead)

The Fairy Queen - Sapphira - the Rainbow Wing, the Great Forest Weaver, the Smallest Royal

Lord Firebolg - General Furrson - the Dread of Man, the Forest Furry, the Beast of Death.

The Shell Frog - Roberto - the Leaping Island, the Unbroken, the Shield of the Fey

Lord of the Seasons - Eladri - the Father of Elves, the Everchanging Season, the Burning Winter

The Goblin King - Goblok - the Green Wart, the Traveller of Hidden Paths, the Laughter in the Dark.

The Thunderbird - Unkai - the Lightning Wing, the Claw of the Night

The Elemental Primordials

The Fire Primordial - Esperon - the First Flame

The Water Primordial - Sumar - Baron of the Depths

The Air Primordial - Sai - the Cyclone

The Earth - Kaban - the Landshaker

Others

The Lord of Wing and Flame - Drogo - King of the Dragons

The Last Giant King - Gunther Stormbane - King of the Weather Giants

Lord of Perfection - Unknown - the Lord of Maggots, the Rot, the Deceiver, the Undying