



exercise book-cahier d'exercices

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subject-sujet Maths

DM ONLY

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80 Pages
10⁷/₈ x 8¹/₄ = 27.6 x 20.9 cm.
ruled = ligné
no. 12-107

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THE YEAR IS 3162 A.D.; ~~853~~ years after the
Apocalypse. 646 years ~~after~~ from the PC's present
attempt on the Temple of Tonutah.

A great number of things have changed since both
times. Artifacts are rare and greatly valued. They
are considered magic and those who use them magicians.
Also, other magic has appeared - a result of mutations,
radiation and residue left over from the far-distant
days.

Here follows a history of happenings on the ravaged
North American Continent since 2309, since the
Apocalypse...

2309 - Apocalypse - Whole world ravaged and torn
by Nuclear, Biological and Chemical warfare - and
other, stranger weapons - Lasers, Proton disruptors,
Trek bombs, Blast devices, Death robots, etc.

The Moon and Mars base are also ravaged and
a few spaceships escape to Earth's few colonies to
tell the news.

2310-2350 - Spaceships visit and return to colonies
to report Earth unfit to land on and destroyed.

- Earth wobbles in orbit, moves 3 million miles closer
to Sun. Moon stays in roughly same position.
- Many Earthquakes, floods, & Eruptions. Face of
Earth changed.
- Earth covered in clouds, temperature rises.
- First mutants develop, show greater ability to
survive. Pure strain humans die in huge numbers.

Almost no organization left anywhere, concept of
nations dissolved.

2351-2471 - Mutations stabilize, certain genetic
patterns develop. Mutated humans, animals and plants

2

appear in great numbers - large number of new intelligences develop.

First organizations develop - Secret Societies, villages etc.
Temperature Weather stabilizes.

Volcanoes & Floods subside

New races develop - Deviants in English Isles, Kalkars along west coast of America, Lizardz and Rat-men and Heroes in Greece.

New Ecology born, insects develop intelligence,

Rest Mass-reclamation of old world technology starts.

Mass-use of old weapons starts.

New York Command bunker complex that sends out first genetically perfect, Pine Stair Riders to start reconquering the East Coast.

Iron Society and Zoospeimists develop as major forces in mid-west and South.

Wakened and greatly strengthened by huge energies, radiation and some magic - an individual rises in great power in Newfoundland and takes a title - Witch King.

2471-2516

- New York reconquers area around city, influence pervades entire East coast, plans step up for permanent occupation. Association and support of Legion of Genetic Purity starts.

Iron Society and Zoospeimists claim large areas as own start periodic continual fighting w/ each side getting advantage.

Heroes & Deviants meet & fight w/ Heroes controlling Air & Deviants the sea - Europe is dominated by the 2 forces.

Rat-men and Lizard-men and Kalkars dominate their respective areas & start to spread. All serve as mercenaries.

Major Societies develop Arms-factories and produce

35

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own weapons & arms. Fighting everywhere exdates.

2514 - PC's capture NPP

2515 - PC's destroy power of lizard-king, give bloody nose to Rat-men - & start first attacks on Kuramus AFB.

2516 - Iron Society repel force repulsed from North due to Kevin. Zupremists move East with large force, New York moves West.

Large battle takes place, Zupremists lose.
New York takes base as own.

New York base badly damaged by Nuclear misses.

Characters meets Oren, help Baron Bodissey to his death - Baron Strucker takes over, Oren contaminated by radiation - largely depopulated.

New York sends missiles Oren for deciet - Oren destroyed utterly.

Iron Society takes advantage of Zupremists - destroy them & their land and their factories - lose many men in the process.

2517 - New York sends remaining missiles to Iron Society concentrations and factory complexes.

Huge war ensues, in process Legion of genetic purity is wiped out in all but name.

Iron Society defeated and scattered.

New York strength greatly depleted as they try to hold their vast new territories.

2518-2519-

Deviant raids grow in number as they discover New York weakness. Berserkers raid along coasts, battle Deviants. Raids culminate in Deviant sack of New York & large destruction of Deviant fleet by Berserkers afterwards.

Iron Society & Zupremist remnants go underground, raid each other & New York outposts.

4

2520-2530 - Deviant raids cease as Heroes occupy all their attention. Some individual Heroes migrate to the Americas for various reasons.

Besieger raids climax and dribble off. Settlement of east coast starts.

The Witch-king (?) [also known as Count of Superior and Lord of Universe] returns home to Northlands after 70 year absence. He has travelled far and wide awakening Demons etc., becoming leader of Adandi cult and learning of ~~the~~ places of magic power.

First Energy beings - Demons, Rakshashas, ghouls, wights, Asura, Spirits, etc. - appear. Cause havoc and gain names.

2530-2550 -

Plan bears of magic. Shamans & Wizards appear and start to tame & categorize magic.

Demons etc become scourge of mankind. Only magic and energy beings weapons can harm them. Magic much cultivated for this reason.

Gradual loss of almost all energy devices due to lack of spare parts or energy sources.

Almost all sophisticated devices disappear.

[2543] - Birth of the great Thandaal.

Great Hero-Deviant was scourge Europe. Last wave of Heroes arrive in the Americas. There are 7 in North America, 3 in South America.

These immediately join legend as gods, demi-gods, messengers of the gods etc.

^{Battles} Wars between Demons & Heroes begin. Heroes early victors.

Witch-king gathers magic fogs & shields around his place of power in the Northlands. Gathers Demons to his service and other servants.

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2551 - 2600 - Great refinement of magic by man
Phandaal arises as the greatest magic-user of the
age. He becomes the developer of most of the spells
known to man. Also known as a great good
man and bane of demons.

Old technology becomes almost non-existent
in the world. Becomes legendary.

2579 - Battle on Mount Iuccine between great
Demon triad and Phandaal and Grotja the Head Great.

Demons defeated - only one survives to flee into
wilderness. Grotja the cast down near end of battle
from peak of mountain.

Phandaal carves side of mountain to form likeness
of Grotja. Also he digs a great tomb
and lays Grotja there in great amidst great
wealth and seals tomb.

The evil beings largely scattered and destroyed.
Only occasionally are Demons encountered.

New York Riders cement their position as
guardians of roads on east coast. They lose all
weapons but still only pure-strain humans &
have rigorous training.

Berserkers form spearhead of new frontier
pushing back the wilderness. Few raids anymore
but Berserkers retain their powers and fighting
ability.

First contact w/ black ships; Berserker ships
are attacked by ships made of black wood w/
black sails. These are manned by undead men.

Red Trident is their sign. They come from the
north.

New wave of kalkars descend and for 5 years
(2583-2588) men are hard-pressed but eventually
push them back.

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2601 - Necromancy rears its ugly head. Phandaaal takes time off his studies to investigate w/ the help of one of the four surviving heroes - Mur the heavy-handed.

He discovers linkage between the necromancers and the Adandi cult and the Witch-king. In his wrath he attacks the cult & a group of necromancers & defeats them.

He challenges the Witch-king to a duel but is cut down by an Adandi assassin who is then killed by Mur.

However, Phandaaal had prepared for this contingency and ~~had~~ in the moment of his death his life-force was transferred to ~~a~~ crystal in his strongholds.

He was now unable to do anything but communicate w/ people telepathically. He and the 4 remaining Heroes formed an alliance and gathering a force of berserkers, went to attack the Witch-king. Their fleet was met at sea by the Witch-king's undead fleet. Phandaaal's force won but most of the berserkers were killed and

Prauz the Grey was dragged beneath the waves by an elemental of astounding size and was never seen again (although the elemental wasn't either).

The Sinking Ships Fleet neared the desolate coast, having penetrated the fog & the mists and were attacked by ~~#~~ a storm & the remaining demons and elementals.

When this battle was over, only one ship remained and Iwd the Just had perished in battle w/ a demon.

Upon reaching shore, the survivors were assailed by the Witch-king's last guard of Wraiths & Aswans.

These were killed & driven away at the expense of the majority of the remaining berserkers.

Upon finally reaching & breaching entering the Witch-king's half-completed fortress, the Mur the

79

8

heavy-handed and Castile of the Cloak w/ Phandaal, found the Witch-king gone.

They returned in mixed jubilation & anxiety but just as they were one mile off of Carsity - the greatest city in those days - a sea demon (some say driven by the Witch-king himself) attacked from below and split the ship in half. He was killed from a blow by the hammer of Mer but in the confusion the Crystal of Phandaal was lost. To this day no one knows what became of it although rumors abound.

The surviving 20 berserkers were heaped w/ high honours & riches & given large tracts of land & many followers. These became the basis for the 20 kingdoms.

Mer and Castile refused honours. Although their names have since become legend, no one knows their appearance and it is believed they are still alive and wandering - an inseparable pair.

2602 - The 20 berserkers left for their property w/ their followers & gold & established individual kingdoms.

The Adandi cult was reviled by all and belonging to it was a gross crime.

Necromancy was outlawed & those judged guilty of practising it was burned alive after torture or spirit wrack.

Many statues of Phandaal were erected and his mausoleum was opened and his works & treasures made public and put on display.

The story of the ~~the~~ attack of the Witch-king because ~~he~~ passed into many lays, songs & sagas.

2603 - 2700 - The 20 kingdoms were established & along w/ Carsity & various other small kingdoms

8

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- * city-states became the backbone of civilization.
- Carsutel grew to amazing proportions, legend states almost a million people lived there at one point.
- Its riches and splendours were incomparable.
- The by one Pharaoh's original manuscripts & artifacts were disappeared.

There were a few, but not many, advances in the art of magic.

A new danger & a new race ^{was} ~~was~~ developed discovered by the men of the east coast.

In the rocky & mountainous South-West lived a race which called themselves gnomes or dwarves. Small in stature but stalwart & strong they were an adept race of miners who lived in great underground fastnesses & cities.

A delegation of them arrived at Carsutel asking for help. They were being assailed from the South by a race of huge semi-intelligent or in some cases intelligent big flying lizards who had were armoured & could breathe great gouts of fire in some cases. These the dwarves had appropriately named dragons. The dragonsusted after the hoarded treasures of the dwarves & after dwarf-flesh.

The dwarves were willing to pay a great deal of money for help.

A band of heroes and adventurers was assembled (some say Ga Mur & Castille were among them) and Carsutel added 200 picked city guardsmen. The 20 kingdoms ea. donated 20 ~~picked~~ soldiers so that a force of 500 set off to the kingdoms of the Dwarves.

They went by ship to Saffron, a great southern city-state (one of most southerly & westerly) and from there went by land back to the

Dwarven kingdoms. The trail was a long one and 200 graves were dug by the side of the new road before the foothills were reached.

After killing one or two dragons on their way into the mountains, the small army reached the first Dwarven town dug into the side of a mountain. It was burnt and empty and occupied by a family of about 20 dragons.

A great fight ensued during which the dragons were pursued deeper & deeper into the caverns. Finally, all were killed and the survivors (about 200 in all) were jubilant. When the treasure was discovered all were astounded by its size & magnificence. Even more so when they learned this was minor compared to others.

The treasure was claimed by both the Dwarves & the men & there was much arguing. Before anything drastic occurred however, a large force of dragons ~~occurred~~ arrived outside, beat through the guard and proceeded into the caverns to attack all humans within.

A great battle, lasting over days, then developed, w/ men & dragons chasing each other through the vast & myriad passages & caverns.

This battle, known as either the battle of the halls or the battle for Cram (the Dwarven name for the town) became one of the most famous in history and many great heroic deeds were performed here. Event

Eventually, after five days, the remaining humans were forced ~~into a group~~ out of the halls into the open outside. Here a ~~now~~ the dragons fell on them from above & most of the remaining were killed w/ only 40 or so

10

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surviving to reach Saffron. That year was 2615.

Over the next winter, these men went up and down the coast, looking for volunteers & sponsors for a much larger force to return.

2616 In the summer, roughly 5000 men were assembled in Saffron, led by the 40 survivors.

These marched & rode to the ~~&~~ Curum where a large force of dragons was waiting.

The ~~the~~ 2nd battle for Curum lasted a day and at the end, the dragons were defeated & retreating.

All through the rest of the summer, the army marched through the valleys, liberating towns under siege & killing small forces of dragons.

Eventually they arrived at the other side of the range where the ~~the~~ great Dwarven city of Barak was located. Here, almost all the surviving dragons were located massed for a last stand.

The Battle was immediately joined & raged around the great iron portals of Barak almost all day with no obvious victor, though there was great loss of life on both sides.

At dusk, however, the city portals were opened with a great crash and the defenders poured out with a great roar, overcame the guards placed there by the dragon king and attacked the dragons from their flank. This action saved the day and the dragons were routed and many retreated south from whence they came, perplexing the dwarves a bit too tough to crack. Others fled North & east to the wilderness, there to take up residence.

The victors, who now numbered 1000 out of the

11

51

original 5000 were praised highly by the dwarves & given many gifts of great value. Their King, Bahú Durathi II, however was a crafty old ~~poor~~ man who was more cautious.

He is a figure of great mystery. Some say he was alive before the Apocalypse. He looks is not like other Dwarves. He is taller and has the appearance of a man of very advanced years.

The Dwarves say that he brought them to greatness. That when they were but cavemen living in the dirt he came among them & taught them the correct path.

[2617] At any rate, the next spring the 1000 set off for home along the now-permanent road to Saffron. Only two of the original 48 survivors survived. These are now purported to be Cast Mew and Castille.

Curnin was made into a huge resting place for the warriors who had fallen in the dragon war - both human & Dwarves. A Dwarven clan was given the responsibility and honour of guarding & protecting it.

[2618-2627] In the years that followed, Dwarven goods started to flow out of the mountains down the road to Saffron where they journeyed up the coast. Gold, Silver, armor, tools & weapons passed this way as did Dwarven travellers & immigrants. A large amount of trade developed.

The Dwarven King became known as Durin-All-father and his old name was soon forgotten in all but the history books. To some he became even more secretive than ever.

[2628] A number of unexplained atrocities occurred as when 'wandering' dwarves slaughtered

12

11

Some hellhoppers forest-dwelling Cren. These were not paid too much attention to as Cren were held in suspicion & Dwarves were friendly & generous. The effect of this was to establish a long-lasting enmity between Dwarves & Cren & it drove the Cren deep into the forests beyond the casual reach of humans & such. Also the Cren became more centralized & organized & started to cultivate some war-like arts.

In 2635, another wave of ^{invaded} kalkars arrived but did little damage & were routed in the Battle of the Seven Hills by a coalition of forces from Barak, Cansith & the 20 kingdoms.

Thousands of kalkars were massacred by cavalry after. The battle happened when the kalkars were trying to cross the river Trone and were caught by a squadron of cavalry & those already across were slaughtered.

The kalkars remained milling about on the opposite bank for 2 or 3 hours while unbeknownst to them, allied forces were crossing to either side of them (they were situated in a bulge of the river).

These forces formed a ring line cutting them off & forced them ~~into~~ into a small area of the bulge near the river where 7 hills were situated in a sort of ring. These hills were small & covered w/ bushes. The kalkars formed a ring on these hills facing outwards & the allied forces ringed them round & set up camp for the night as they were tired from their long chase & crossing.

During the night the kalkars made several attempts to break out which were unsuccessful.

On the next morning, Prince Daening (of the 17th kingdom & Larsup and who was in command

13

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of the whole force. He was had a reputation of great cruelty & evilness but was also a general of great capabilities. Several assassination attempts were made on him which were unsuccessful. He was rumoured to be possessed by a demon. This [0220] rumor was fortified by the fact that five years after the battle he 'took ill' suddenly & was visited by several high priests of Trinom who 'treated' him for 5 days before his sickness was reported to be eased. The details were suppressed. He died 6 months later, a broken man. Most people think he was exorcised over the 5 days.) ordered a all-out frontal assault which was repulsed after a vicious hand-to-hand fight leaving heavy casualties on both sides.

He then reorganized and decided upon a new plan:

He ordered his archers to shoot live arrows into the woods.

After a slight delay he ordered a heavy attack on one side of the ring. As the Kalkars became heavily involved on that side, a force of cavalry forced its way through the Kalkar lines between the hills.

With a force behind them, the Kalkar position became untenable and large numbers ran into the river and were killed by Boomer or drowned. Very few survived.

The remainder fought to the death on the hills.

The losses were so massive that no burials took place. The Kalkar bodies were burned on the hill tops & then the allied bodies were placed atop the ashes & cairns were raised over them.

Since that time, nothing has ever grown on those

14

81

hilltops & men say that ghosts wander the area & this the ho region is shunned.

[2650] Giants became a nuisance about this time after wandering down from the Northland, as did Trolls & various other monstrosities.

[2650] Unusual mutants started to become visible as the genetic patterns settled down.

[2650] Laws started to be passed in the various states bar outlawing unusual mutants & mutants became exiled & beaten & killed.

Generally these people went to live in the wilderness or on islands offshore in small communities or alone.

The Durarven community accepted quite a number but this time (2650-2670) became known to the mutants (& others) as the great exodus, as thousands of talented & unique people left civilization. They have never left forgotten average mankind for this.

About 2680, a mutant council was formed w/ tentative communications developed between the various communities. A ~~secret organization~~ was also formed. The Iron Society was also revived as the secret organ of this council and it started to infiltrate back into society.

[2670] Covert support was given by a lot of dwarves & by the some Gruen - those who were most rash & adventurous.

During this time, both Saffron & Carsut expanded a fair deal to incorporate smaller villages & towns around them & the 20 kingdoms became expansionist. All this caused much hostility & tension which resulted in the 1st Carsut war.

In 2679, Saffron siezed a number of Carsut ships on the pretext they were to smuggling in spies.