

Tale of the Three Kingdoms

In the old age before the land was populated by many races, a group of elves known as the Moon Clan settled the range of mountains known as the Spikes. Story goes that the clan leader Ortug had a son, Albeth, who grew up to be very spoiled and arrogant. Albeth thought of himself a god among elves.

One night he climbed to the top of the highest peak and defied the creators by slaughtering a golden stag and covering his body with its blood and entrails. It is said that a fiery star fell from the heavens and split the Spikes into two, obliterating most of the Moon Clan and sundering the mountains in the process. Thus a chasm was created connecting the Sea of Ice and the Gulf of Shadows. It is also said that the Isle of Ire is what remains of this heavenly boulder. It is named so because of its association with the creator's anger.

The elves lost the privilege of inhabiting this land and were forced to become nomads until a new land could be found. Years later, the remains of the Moon Clan led by wise elf Atu found a rich valley in whose center lay the most pristine and inviting lake. Atu saw the face of the creator in this lake and took it as a sign that redemption had been granted for his people. He then named the lake after his vision. Lake Visage became their new home.

The clan was content for over hundreds and hundreds of years while the rest of the world changed around them. Dwarves appeared from the south working deep under the mountains, humans arrived by boat and settled the coasts of the Gulf of Shadows. The Human Kingdom of Larcia was established on the South Eastern coast of the Gulf with a full monarchy, lines of succession and noble houses vying for local influence.

At that same time tribes of Orcs, Halflings, goblins and other more dangerous creatures started migrating to the land and forced the Elves to build the Wall of Tears in order to protect their coast. An alliance had to be struck with the dwarves for materials and labor. Many generations of elves and dwarves suffered heavy losses during the construction of such an ambitious project. There were constant raids coupled with numerous construction accidents. It wasn't until the alliance was extended to the humans that construction became secure enough to see the project through to completion. At this point the elves adopted the name: Elves of Moonwind Valley, after the pleasant wind currents that flowed through the valley on cloudless nights in the spring and fall. They felt safe once again and turned back to their religious studies and preservation of the land. The dwarves and humans kept collecting food and gold from the elves as payment for the wall as well as continued protection from unwanted visitors. The dwarves patrolled the mountain ranges, The Eastern Spikes to the north and the Moon Range to the East. The humans patrolled the various coasts of the Gulf of shadows.

Peace did not last, however, as the Dwarven clans were overtaken by armies of orcs, goblins, gnomes and enchanted creatures that found the Moonwind valley an attractive prospect.

The Dwarves were forced off their mountains and were given asylum by the elves and the humans, thus they were incorporated into their cultures. Fortunately another empire of humans appeared from the great planes and settled the western coasts of the Gulf. They had knowledge of magic and having no

love for the blood thirsty orcs and goblins and their kin, proposed an alliance of the three kingdoms. Elves of Moonwind Valley, Kingdom of Larcia and the Empire of Univa joined forces and with the help of the displaced dwarves, drove the dark hoards back deep within the mountains.

The dwarves re-established a couple of outposts in the Moon Range but have not been able to push much further. A lot of their kin chose to stay and live in exile fearing further attacks from the underworld. An expedition is currently underway to find the legendary dwarves of the lost deep, bring them back and retake the Moon range. The dream of the dwarves is to be unified under a single banner instead of scattered clans.

In the meantime the empire of Univa suffered a civil war over the misuse of magic and its unethical implications. Many wizards and witches were persecuted and killed, accused of using magic for dark purposes. Thus the magic wielding people fled north and rebuilt an old fort by Titan's Wrath chasm. This is known as North Univa. The remainder of the old empire, a warlike community, stayed at the southern tip of the Gulf of Shadows and founded the city of Illumbria. Thus the empire of Univa is sundered.

South Univa now carries the flag of the old empire. North Univa is content to stay out of the way as long as no unwanted visitors come looking for trouble and it no longer considers itself a kingdom or empire. They are now a group of scholars in search of knowledge.

The Kingdom of Larcia (named after a legendary knight that fought against the dark one) has bowed to stay out of Univan matters where it pertains to their civil war. They have their hands full fending constant raids from the Eel Islands and there are rumors that the assassins guild has infiltrated the kingdom. Knights patrol the land and admirals patrol the sea. Dwarves help where they can and have forged coastal garrisons. Halflings in the area are being interrogated about their affiliations with pirates and rogues, tensions are high and so is army recruitment.

As if all this wasn't enough, villages have come under attack by mysterious monsters in the Isle of Ire. The Island is mostly populated by the exiled dwarves from the Moon Range and Eastern Spikes. Rumor has it that rare metals have been extracted deep underground. Materials not of this world that resonate to the power of magic. This has attracted a lot of attention from raiders, pirates, mercenaries and the like. Northern Univa has taken a keen interest as well since amplifying their magic prowess has been one of their life long goals. South Univa has grown wary and the council of the three kingdoms has been convened to protect the island from greedy and power seeking groups. The island has been subdivided into three slices, each kingdom caring for a piece. Expeditions have been launched to confirm or debunk the rumors of this precious metal, as well as investigate these creatures that have suddenly sprung up wreaking havoc.

This is the setting that finds the players as they create their characters and choose their background, motivations and goals.

Let the Adventure begin!