

## Campaign Four: Eastern Shores

The world of Valth has been forever changed. A new continent has been found to the east of Lykasia, called the Dawnlands. This land has been preserved for the elder races of Valth, so they may spend their time isolated from the younger races while they themselves grow younger. For by the heroism of the Blazing Bulwark the elder races have been indelibly changed, their life-spans reduced yet their people becoming more populous. Thus they are saved from withering and dying off in the face of the ever-multiplying younger races. Most of the elder races have left Lykasia for the Dawnlands yet some remain behind to live out their days, anchored to the old continent by history or bond.

Not all that changed brought hope and light to Valth. The Green Crown has been destroyed by the god of magic, Typhan. Many still whisper of the Long Dark and the Searing Light that presaged the coming of the dread creatures from the Outer Darkness, Khybokh and TchkhChkChk. The world still feels the ramifications of the battles against these horrors to this day.

But what of the Witch Coast? A remote corner of Lykasia that is ostensibly part of the kingdom of Loekyr, the Witch Coast is an insular and largely forgotten part of the world. Yet it, too, has a tale to tell, fortunes to be won, and danger to face.

Within this primer you will find details on current events, information on the Witch Coast, the recorded history of the world, the gods that rule the land, and the major factions found in the towns and countrysides of the Witch Coast.

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## Current Events

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Much has changed in Valth in the 84 years since the Blazing Bulwark changed the course of the world. Also known as the Frost King's Executioners, these heroes cast down the Wuthalids, liberated Vistla, destroyed Kharadar, found a new homeland for the elder races, and, with the aid of the Gods, defended the planet from Khybokh and TchkhChkChk.

### The Green Crown

Although few understand why, in the year 587 CE Typhan, the god of magic, cast down the Green Crown. It was long rumored to contain a library filled with limitless arcane secrets; if so, it is now lost to Valth

forever. Some theorize that an exceptionally powerful spell tore a hole in the Weave surrounding Valth which allowed the horrors Khybokh and TchkhChkChk to attack Valth, and Typhan destroyed the Green Crown to prevent that from occurring again. Now, the area around the Green Crown is a wasteland, subsumed once again by the icy tundra surrounding it.

### The former state known as the Holy Union of Verenia and Ilzura

Volumes have been written on the collapse of the Holy Union of Verenia and Ilzura. The battle against Khybokh in 587 CE took place in its capital, Shefia, and the horror wrought destruction across the city and claimed many lives. Five years later, Emperor Galdor and Dowager Empress Merida left in the first ship sailing for the Dawnlands. The reconstruction of Shefia had just started, and Galdor had unceremoniously left it in his human wife Empress Shivesta's hands.

For twenty years Empress Shivesta earnestly continued rebuilding the capital, but there was an unease about the city since Khybokh was slain in its very heart. Shadows darkened in the streets. Outbreaks of strange maladies that left people changed swept through the city. People began to fear Shefia and left in droves; even the Senate was abandoned by its senators. Shefia became a ghost-haunted shell of itself. In the year 612 CE Empress Shivesta moved the court to her birthplace, the city of Zelpore in Ilzura, and left Shefia to waste.

With the collapse of centralized governance each of the provinces looked to themselves to rule, and communication and mutual aid between them broke down. In 623 CE Taldaph, the governor of the Palatinate of East Verenia, declared independence for his province and himself hereditary ruler. He called this new kingdom the Kingdom of Belaria. Just days later, Ganzoria officially recognized Belaria and Ema Taia announced she had signed a mutual defense treaty with the kingdom.

Empress Shivesta was apoplectic when she heard the news. She raised an army in Ilzura, led by her daughter Princess Finara, the nominal ruler of the Palatinate. In 5<sup>th</sup> Month of 624 CE, the army crossed Sulidas Bay and took the forest road to Chosen's Rest, with the intent to besiege Jagger's Bend and thereby bisect Belaria.

When the army reached Chosen's Rest, the monument to the heroic band known as Valth's Chosen, they were met by the Belarian forces led by King Taldaph. Finara was dismayed to find that the Belarian's were reinforced by Ganzoi handgunners. The armies were of roughly equal size, but with the firepower of the Ganzoi Princess Finara determined the Union army was outmatched. She withdrew south to Jack's Nook and called for reinforcements.

None came. Not a single lord or governor in the



Verenian heartland answered her summons. Desperate, she called upon her aunt Hogunna, the leader of the Inquisition of Bayeur Monastery. After conferring with the high priests of the monastery, Hogunna responded. "When the Inquisition attacked Haugrog it was a battle between light and darkness. It was a war for the very soul of Valth. This is a matter temporal. The inquisition has no right to intervene." This proved to be the death-knell of the Union.

Princess Finara returned to Ilzura without offering a single battle to King Taldaph. The regional governors in Verenia sensed the crown's weakness; by 636 CE the various cities of Verenia had declared their independence from the crown, as did the Golden Isles. They are now naught but turbulent petty kingdoms and city-states; even the Kingdom of Belaria has collapsed into squabbling free cities. Ilzura and its colonies in Solith still stand united under Queen Rhunwyn, granddaughter of Galdor II, but the Holy Union of Verenia and Ilzura is no more.

### Ganzoria

Once, the Vistlans and the Ganzoi had excellent relations; when the Jüklanders occupied Vistla the Ganzoi sheltered their exiled court and even granted lands to the Vistlans in the region now known as the Duchy of Welestria. However, a schism between the two kingdoms erupted in 587 CE, the year the Vistlans (with Ganzoi assistance) liberated their homeland. Frost King Pazov of Vistla publicly accused the Ganzoi Ema (queen) Taia of working to cause Pazov's death at the Battle of Lublask so that Taia could install Pazov's heir, Princess Renata, as a puppet on the Frozen Throne. He also accused her of using her wizards of the Tower of Dreams to make Duke Viromir of Welestria to go mad. There may have been some truth to at least one of these accusations. Be that as it may, in the subsequent years their relationship thawed, and the two kingdoms have grown closer.

The Ganzoi and the Holy Union viewed one another as competitors at best and political rivals at worst, even after the alliance struck between the two nations in 587 CE. Despite that, Ganzoria lent copious sums to the Union in the aftermath of the battle against Khybokh to help rebuild the Union capital of Shefia. However, the wise Ema knew that the Union was on a path to inevitable destruction when Emperor Galdor abruptly announced he would depart for the Dawnlands in the midst of reconstruction. Without a strong ruler, it would be impossible for the massive Union to hold together. And so, while still offering assistance to the Imperial Crown, the Ema began courting the governors and local nobles of several cities in Verenian lands. It seems likely that Belaria's declaration of independence from the Union in 623 CE was at Ema Taia's behest, or at the very least her encouragement. With the Union dissolved, Ganzoria is the strongest state in Lykasia.

Ema Taia never married, but she did bear a son to an unnamed emissary rumored to be from a hidden kingdom high in the Godsreach mountains. Taia passed in 640 CE at the age of 78. Her son, the Emo Abuk, now rules the kingdom.

### Vistla

The decades since the liberation of Vistla from the grip of the Jüklanders could be rightfully considered the age of the Vistlans. The frozen capital of Lublask was rebuilt, villages were restored, and peace settled across the land. A new city was founded by the great dukes once known as the Frost King's Executioners; Nadija, the frozen jewel of northeastern Vistla. Orovian trade poured into Vistla via Krol Pass, funding the rebirth of a free Vistla.

While villages can be rebuilt, some of the scars of the Jüklander occupation were too deep to heal. In Fort Drozak in the year 587 CE, several Jüklander orbs were mishandled and detonated, slaying every living creature within. The fortress is abandoned to this day, its halls haunted by the red mists that bring horrific death to anyone unfortunate enough to encounter them. The village of Okul is still a ruin, its lands forever tainted by the pink, slurry-like byproduct stored by the Jüklanders in the caves beneath the village. In the aftermath of the war and the discovery of what the Jüklanders and their Wuthalid overlords were doing to the young people of Vistla, frenzied liberators across the kingdom hanged anyone suspected or even accused of collaborating with the Jüklanders.

Despite the horrors this kingdom has endured, Vistla has flourished in the years since the liberation. Relations with Orovia and Loekyr are excellent, and relations with Ganzoria are improving. The People's College of Lublask has been rebuilt and its engineers have rediscovered the art of gunsmithing.

In 632 CE, at the age of 80 Frost King Pazov abdicated in favor of his heir, Renata. Pazov, his husband, and a few close friends traveled west from the Vistlan capital Lublask and crossed the rebuilt Great Bridge into Welestria. They traveled the length of the duchy before taking ship to the village of Balatova. There, the Frost King laid a wreath upon the ruins of the manor-house in remembrance of Sir Bog and his daughter Luda. The party then crossed the Gatesea and traveled up the Merkwater to the ruined Jüklander capital of Haugrog. The Wuthalid tree city was now just a massive stump jutting from a shattered giant's skull. Pazov sat down, staring at the ruins for three days and nights. His companions noted how the air grew colder by the moment as he sat there; by the third day it was so cold the moisture in their throats and eyes froze. At dawn on the fourth day Pazov stood and reached a splayed hand toward the center of the ruined city. A massive menhir, some 200 feet tall and made of solid ice, grew forth from the center of the stump, completely shattering the rotten wood. Carved upon the icy



memorial were the names of every Vistlan child stolen from their homeland and taken to Haugrog to be destroyed by the Wuthalids' foul sciences. His magic spent, his task complete, Pazov died on the very spot. His body was borne back to Lublask to be buried in state. The frozen menhir stands to this day.

### Jükländ

The year 587 CE forever changed the kingdom of Jükländ. On the 2<sup>nd</sup> day of 5<sup>th</sup> month of that year, every single Wuthalid was slain by the Frost King's Executioners during a fertility festival at the Jüklander capital, Haugrog. With the kingdom's leadership destroyed in one fell swoop, the Jüklanders collapsed into anarchy. Over the course of several battles and sieges their control over the kingdom of Vistla was broken and the surviving cohorts of Jüklander troops in Vistla fled back to their homeland.

Those soldiers that survived crossing the Kazpak mountains and reached Jükländ found their kingdom broken. There were no great leaders left; by centralizing all power in themselves, when the Wuthalids were destroyed there was no one left that had the strength to unite the kingdom. Additionally, the Jüklander capital of Haugrog was razed by the Inquisition when they entered the city and found evidence of the Wuthalids' foul experiments on the Vistlan population. The remaining soldiers scattered to their homesteads and the kingdom shattered into a thousand petty chiefdoms jealously hoarding their meager wealth and fighting each other over sparse resources. Internal wars, battles, and grudges among the Jüklander tribes are too many to recount.

Occasionally, a chieftain has bound a few tribes to their will and become a minor nuisance. In 603 CE a fire mage named Frikka Goldtooth rose to power in Grosguard. After subjugating Ergsbad and Frid, in 605 CE Frikka led a massive fleet that looted and burned the Vistlan villages of Zabor and Brightsea. As the Jüklander fleet progressed around the horn of Wespín and toward Rainwater Bay they were met by a Ganzoi fleet commanded by Captain Tanhir out of Rivenwaters. Although outmatched, Tanhir made good use of fire barges and was able to sink much of the Jüklander fleet, including Frikka's flagship.

In 641 CE, dozens of clans flocked to the banner of a druid named Otthild the Tamer, who rode a massive Dragon-Toad. The horde rampaged northward from central Jükländ but collapsed before invading Loekyr when Otthild was eaten by her own scaly mount.

## Loekyr and the Witch Coast

### **Kingdom of Loekyr**

Demonym: Loekyri

Capital: Karridyll

Leader: Queen Dagverk (Dwarf female)

#### Government

Loekyr is a feudalistic society. Laws and policies are crafted within Queen Dagverk's court. After Dagverk signs the proclamations into law, the laws are passed on to the local lords who execute the laws in the Queen's name.

#### Nobility

Each town and village is owned by a noble. The people of the settlements rent their lands from the nobles in exchange for the right to live and farm.

The nobles are required to act as the executor of the Queen's edicts and sit as the judge during disputes between the people that live on his lands. Justice varies between individual nobles, so most of the time issues are resolved among the peasants instead of bringing it before the capricious lord.

Loekyr's smaller settlements are typically racially distinct, and as a result the nobles are representative of the people that tenant their lands. Cities and the Witch Coast are more cosmopolitan.

#### Trade

Loekyr's principal exports are stone and iron, mined in the Schorspites beneath Karridyll and Averwall. Karridyll also sits atop rich seams of mithril and adamantite, which Loekyr jealously guards. Rarely, the kingdom will gift fine mail made from these precious ores to the rulers of other kingdoms, but they never sell the metals on the open market.

Pine is another export of Loekyr, since much of the country lies within the pine stands of Gwindor Forest.

#### Military

Each village is expected to provide warriors in times of war. The elves of Wend and the humans of Lannor use their hunting bows to excel at hit-and-run tactics, while the people of Colney, Rhud, and Maeltryth are strong infantry. The dwarves of Averwall are experts with siege weaponry. It is rumored that the people of Karridyll make use of a powder called Cynddarium in times of war, found in the caves beneath the city. It is said that Cynddarium is a chalk-like substance with a pale-blue color. The people of Karridyll coat themselves with its powder (or mix it with mead and drink it, depending on who's telling the story) and as it seeps



into their system it imbues them with impossible strength and resilience. Either way, the legendary Caernyx warriors of Karridyll have never lost a single battle.

### Culture

Loekyr is a peaceful country of deep forest and steep mountains. Given the natural barriers, the kingdom's various settlements are rather distinct.

The forest clans in Wend, Lannor, and Maeltryth are dominated by elvish culture, where they revere the trees that provide for them and try to be at peace with nature. The peoples of these places accept the world as it is and try to fit themselves in as they can.

The mountain clans of Averwall and Karridyll value industry and hard work. These clans try to carve out their place in the world, always seeking to improve their homeland.

The water clans of Colney and Rhud revere the sea and the limitless possibility it represents. These are the most adventurous Loekyri.

The folk of the Witch Coast are insular and considered backward by many of the rest of the Loekyri.

Given their relative isolation from each other, the settlements of Loekyr vary greatly. For instance, the music and poetry of Wend often speaks of new friends and unity, given their position on the border of Orovia. However, the songs of Maeltryth, a more isolated forest town, describe the wickedness of outsiders.

### Magic

Its wild locale means that magic pervades Loekyr. Tree-songs sung by the ancients of Lannor have the ability to awaken the forest. Runes stamped into weapons in Averwall give their blades a magical edge. In Colney, rites pledged over the masts of boats before their maiden voyage ensure their sails always catch the wind. There is no unified magical school in Loekyr; yet the people of Loekyr still capture the magic of Valth to help their lives.

### Religion

The Loekyri pray particularly to those gods with domain over the natural world. The people of the mountains tend to worship Wendinghorn, the forest clans tend to worship Dinead, and the water clans tend to worship Hezan. All worship Angmin, Typhan, and their local nature gods.

### Geography

Most of Gwindor Forest lies within the borders of Loekyr. It is a shadowed and close forest of foreboding pines standing at attention, ruled over by a goddess known as the Fey Lady.

The southern portion of Loekyr lies within the mountains known as the Schorspites. It is a range of steep-walled mountains, pocked by caves and

interspersed by mazes of steep valleys.

Beyond the Schorspites is a tenuously held region known locally as the Witch Coast. It is a series of vales filled with hills and forests.

Eastern Loekyr marches to the coast. It is a land of cold tundra and icy marshes.

### Climate

Loekyr is a cold land, with short, wet summers and long, snow-filled winters. Most of the kingdom lies beneath the close boughs of Gwindor Forest, which protects its peoples from the worst of the wind and precipitation.

The mountains of the Schorspites are perpetually snow-capped and freezing, even in the summer. Only the passes are clear of snow during the summer months.

### Foreign Relations

Loekyr's closest ally is Orovia. They have banded together for their common good, given their isolation from the rest of Lykasia. Several trade and mutual defense agreements have been made between the two.

Loekyr irregularly sends and receives trade missions to the rest of Lykasia, except for Jükland; due to long-standing animosity between the two nations Loekyr refuses to treat with them.

### Demographics

Loekyr is not a technologically advanced state, and death by sickness or malnutrition is a distinct possibility. As a result, the population breakdown between races has remained relatively steady during the course of the kingdom's existence. A portion of its elder races have left Loekyr for the Dawnlands, but many are too loyal to their dwarf queen Dagverk and so still remain.

Humans and half-humans- 55%

Halflings- 21%

Dwarves- 13%

Wood Elves- 6%

Gnomes- 3%

High Elves- 2%

## **The Witch Coast**

South of the Loekyri city of Rhud, nestled between the eastern marches of the Schorspites and the whitecapped sea lies the lands known as the Witch Coast. Ostensibly part of the kingdom of Loekyr, this region is sparsely populated and has been mostly left to its own devices over the centuries.

The first Loekyri to enter the Witch Coast were a tribe known at the time as the Skelds, around 1400 years BCE. It was a cosmopolitan group that crossed the



Schorspites at the gap known as the Vales and spread to the lands beyond. The region became known as the Witch Coast because the Skelds were historically matriarchal and were led by a coven of druids, seers, and wise women. Over time, governing power was ceded to lords granted lands in the region by the crown, but women are still held in great esteem by the Witchfolk and their society is largely matrilineal. The rest of the country considered the Skelds backwards and uncouth, and the phrase 'The Witch Coast' and the demonym Witchfolk was initially a pejorative, but over time the Skelds have taken pride in the name as it sets them apart from the rest of the Loekyri.

The Witchfolk are an individualistic people. Most of them, even the local landholders, view the Loekyri crown with suspicion. And, to be fair to them, they have cause to hold this grudge. The Witchfolk hold family ties and bonds among their neighbors as unbreakable. They love the wild places of their region and are given to wanderlust, but rarely leave the Witch Coast itself. They view their lands and people as one, and caring for one is caring for the other. They delight in the fruits of their lands, whether drinking beer made of Byrle barley, grilling fish caught in Firths or mutton raised on the mountainsides, or crafting fine metalwork from iron sourced from the mines of Hludd.

Due to the Witch Coast's geographical isolation, Karridyll's power over the region was never strong. The Witchfolk paid their taxes to their liegelord in Baerwick, and in exchange they were left alone. This has changed since the Jüklanders left the region as the lords of Baerwick have exerted more control over their domain.

To understand the Witchfolk one must have a sense of their history. As mentioned, the Skelds spread into the Witch Coast in 1400 BCE. However, they were not the first to arrive here; to their surprise they found a fortified high elven lighthouse along the sea. This citadel is known as Aeroth, and it stands to this day. Chalk cliffs and the sea protect the lighthouse on three sides, and a great wall protects the fourth. The elves there are friendly with the Witchfolk, but they only let sea elves inside the lighthouse. As a result, few know its true purpose; is it truly just a lighthouse, or is it a secret lair of an elvish sorcerer, or does it house a book sacred to the sea elves? Few know for certain, but it is a constant source of idle conjecture in the Witchfolk taverns.

Much of the Witch Coast's enmity towards the Loekyri crown can be traced to two historical events known collectively among the Witchfolk as The Grievances. The first began in approximately -34 BCE, with the birth of a human girl in an unnamed dale in the Schorspites. No one knows the girl's name; she referred to herself as The Martyr, and she is known as The Martyr to this day. She descended from the mountains alone in the year -26 BCE and was fostered by an old, childless miner couple in Hludd. She had no idea who her parents were, and of her time alone in the

mountains she said she was raised by mountain goats. From her first appearance in Hludd countless wonders and miracles were attributed to her; she healed the sick, healed crops, tamed the wind and waves, and gave comfort and guidance to all people, great and small. She had many followers among the Witchfolk who worshiped her as a living goddess. News of her deeds reached the Bayeur Monastery, and in the year -14 BCE a group of priests made their way to the Witch Coast to witness her power. They mingled among her followers, ate and drank beside the Martyr, witnessed her miracles, and on the 17<sup>th</sup> day of 11<sup>th</sup> month of -14 BCE pronounced her a heretic. They proclaimed the Martyr's soul as unworthy of heaven and so they executed her on the Wheel. This is one of the most painful methods of execution; the Wheel shatters the soul as it shatters the body and thus bars the victim from access to the rainbow bridge to heaven. They intended to burn her body so that she was fully erased from the world. Thus the Martyr's very name was her final prophesy.

The Witchfolk were aghast and enraged that their goddess had been slain; they chased the priests out of the Witch Coast and vowed to never allow the priests of Bayeur to enter the Witch Coast again. Local lords petitioned the crown to go to war with the church, or at least demand the murderous priests put to death, but their pleas fell on deaf ears. In fact, the crown banned the worship of the 'heretic.' This was the first Grievance. As for the Martyr, it is said that her disciples removed her broken body from the Wheel and hid the shattered pieces across the Witch Coast so they could never be taken by the church and burned.

The second Grievance began in the year 456 CE when Jüklander forces invaded the Witch Coast. The Witchfolk beseeched the crown for aid. A small army was sent and several skirmishes ensued, culminating in the battle of Din Ennath. During the battle the Loekyri defending Din Ennath were overrun and the fortress was destroyed by the Jüklanders. The remaining Loekyri army then fell back to Baerwick; this fortress prevented the Jüklanders from entering the heartland of Loekyr through the Vales, but left the Witch Coast to Jüklander and Wuthalid mercy.

Similar to their invasion of Vistla, the Jüklanders ruled over the Witch Coast with an iron fist. Any small act of rebellion was met by swift and violent reprisals and so the Witchfolk were forcefully pacified. Unlike in Vistla, the Jüklanders and their Wuthalid overlords were few in number. In 481 CE the invaders besieged the elven lighthouse Aeroth but were repulsed. The Jüklanders did not press the elves again. They stayed in the region but their control was weak outside the villages. But with little military support from the crown the Witchfolk had to resort to guerrilla warfare. In 533 CE the Jüklanders abandoned the Witch Coast and retreated beyond the Black Rhews and back into Jükland.



Money to reinforce the Witch Coast flowed from Queen Dagverk's personal coffers and from the treasury of the lords of Baerwick; a watchtower was built at the southern end of the Black Rhews to prevent another Jüklander invasion, and a road was laid to connect it to the mining village of Hludd. Also, a new castle was built at the eastern edge of the Vales to give the locals a refuge in case of attack. Despite all this, the embittered Witchfolk believe the crown all but abandoned them in their hour of need and that these new fortifications only mean the crown is trying to exert more control over the Witch Coast.

In 662 CE the Witchfolk nearly rebelled when Lord Ywel granted lands near the site of the Martyr's execution to the church. They only relented when Prior Hadan came before their leaders himself to explain his purpose. Hadan was conciliatory; he stated that the church was wrong to execute the Martyr and to do so in such a heinous fashion. He stated that his purpose was to build a priory to house the remains of the Martyr so that her body could be made whole again and bask in the light of the church. Placated, the begrudging Witchfolk suffered the building of the Priory and allowed Prior Hadan to call on adventurers to come and seek out the relics of the Martyr. Worship of the Martyr is allowed once again, but most worshipers are wary and stay underground.



## Historical Timeline

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**-25,000 BCE:** Tiadona births the primordial cloud of dust and gases, and Angmin creates a sphere of briny water from it. He dips his spear into the water, and the salt that drips off forms the land masses. Thus the planet Valth is created, and the nature gods are born. A celestial bridge tethers Elysium to the Godsreach mountains, and the gods use it to move between Elysium and Valth.

**-21,000 BCE:** Denwa gathers rock from the Godsreach mountains, earth from the Detta plateau, and moss from the great tree Gael Tholiad, creating each of the goodly races from varying mixtures of each. They wander around and form transient temporary hunter-gatherer groups.

**-19,000 BCE:** The first evil thoughts come to the goodly races, followed by envious action, then murder. The evil gods Anmare, Tanshura, Arkwath, Roch, Gajar, and Kharadar spring into being as a result of these thoughts and actions and hide in the Abyss. They summon Akivasha, the great Other, from the outer darkness to join and lead them. Tiadona births Ygdaq to pass judgement on those who acted evilly, who creates Hades to entomb the souls of evil beings.

**-18,527 BCE:** The Dragon Turtle god Murkyamar is slain by gorgons and turned to stone.

**-8,500 BCE:** The first tribes of the goodly races form as protection, and they discover farming. Thus Shand is born. Jealousy amongst the tribes leads to war and the appearance of Gurrkagne.

**-8,000 BCE:** Gurrkagne and Shand supplicate before Angmin and Tiadona and inform them of the waxing power of the evil gods as their influence spreads amongst sentient races. They pledge allegiance to the greater gods.

The evil gods come to Valth and create monsters to spread war across the planet. Angmin, finally recognizing the danger of the evil gods, descends to Valth to confront them. Thus, the War of Heavensunder begins.

**-7,995 BCE:** Valth is a battleground, as forces of the goodly races, now using bronze and learning the ways of iron, led by the good gods fight the monstrous armies of the evil gods. Akivasha reveals himself at the feet of the Dragonteeth mountains and challenges Angmin to single combat. Akivasha gravely wounds Angmin, who retreats.

**-7,994 BCE:** Denwa creates the mountain called Bayeur and Angmin hides inside as he recovers from the wound.

Without their leader, the goodly races are sorely pressed; the evil gods start winning the war and take over almost all Lykasia.

**-7,993 BCE:** Angmin recovers. He disguises himself as a beggar and reaches Akivasha's stronghold in the Godsreach mountains. He challenges Akivasha to a rematch, and they fight in the valley below. During the

fight, Angmin threw his spear and missed Akivasha. The spear punctured Mount Bengir and a great, icy flow burst forth, creating the holy Segan River. Eventually, Angmin killed Akivasha and removed his head. He then created the moon and expelled the remaining evil gods to it.

**-2,000 BCE:** The goodly races expand from modern day Ilzura to the rest of Valth.

**-1,800 BCE:** The city of Baelirion is founded by the High Elves. It's the oldest continuously inhabited civilization outside Ilzura.

**-1,000 BCE:** Steel is discovered in Akutan. It quickly spreads throughout Lykasia.

**-975 BCE:** voyagers from Jükland landed on the corpse of Murkyamar and slay the medusae living there. They found the kingdom of Holtney.

**-936 BCE:** The magical college Ulras is founded by a cabal of High Elves.

**-800 BCE:** Ilzura is a series of city states, Verenia is 4 major states plus smaller states held by individual races, and Akutan is a single, strong state with colonies in the northern and southwestern parts of modern-day Verenia. Solith is a centralized kingdom that is fiercely independent. Nomadic tribes cover the Greensea who seasonally trade with the easternmost Verenian state of Biskal.

**-600 BCE:** Plague sweeps across Ilzura, Solith, and Verenia; populations are decimated.

**-300 BCE:** A meteor shower strikes Akutan. Many are slain but it leads to the creation of the city of Starfall.

**-220 BCE:** House Darksun releases a plague on the High Elven city and the bay, summoning countless undead to battle the elves. The High Elves ask the Wood Elves for help, but by the time the Wood Elves arrived the High Elves had defeated the invasion at great cost. They are not strong enough to strike at the Akutani stronghold in the Frozen Reach, and the Wood Elves refuse to attack alone. The High Elves never recover. Many High Elves curse the Wood Elves' lateness to this day.

**-200 BCE:** The Great Sea boils for a week, unknown cause.

**-150 BCE:** Ilzura unites under High King Garnach.

**-100 BCE:** A shared vision come to countless seers across Lykasia, saying 'Beware the impending Horror.'

**-50 BCE:** The Greensea starts to blacken. No one has seen its nomadic tribes in years. Scouting parties from Biskal report desolation.

**-34 BCE:** The Martyr is born in the Witch Coast.

**-20 BCE:** The Martyr mass heals a group of thirty lepers.

**-17 BCE:** A plague of ergot sweeps across the Witch Coast, devastating crops. The Martyr summons fresh wheat from the rotten fields around Byrle, saving the region from starvation.

**-16 BCE:** The Martyr calms the sea and stops a hurricane to save a floundering boat.

**-14 BCE:** Priests from Bayeur Monastery travel to the Witch Coast and witness the Martyr's miracles. The



priests declare the Martyr a heretic and execute her on the Wheel. The priests are then chased out of the region. **0:** The Shrouded appear and ravage Verenia. Verenians unite under the Shefian king Guyen. He is crowned Emperor and raises the Mantle. Its magical wards prevent further incursions by the Shrouded, and those within Verenia's borders are hunted to extinction. The Shrouded do not cross the Godsfall mountains, presumably due to the link to Elysium. Solithan civilization disappears.

**15 CE:** Guild of Merchant Venturers founded in Shefia by a group of retired adventurers.

**20 CE:** Akutani colonies in present-day Verenia are besieged. They fall to the Verenians. The Akutani throne's control over the Great Lords weakens, and they fall to infighting.

**80 CE:** The Unity Canal is built to encourage trade and good-will between the former city-states of Verenia. However, thousands of peasants die in creating the canal.

A large group of peasants who worked on the canal and were subject to the horrible working conditions rebelled. They were led by a young Wood Elf named Rolan. They stormed Shefia castle and Emperor Gulred is slain in single combat by Rolan. Rolan is crowned emperor.

**208 CE:** Emperor Rolan sends colonists to Solith, accompanied by a small military force. All contact with the colony is lost after a few months.

**267 CE:** Fort Valaneth is established on the Cannibal Isles by the Guild of Merchant Venturers. Dozens of families willingly join the colony, lured by the free land and the promise of riches.

**268 CE:** Fort Valaneth is overrun by local tribes, put to the torch, and the colonists are dragged into the jungle, never to be heard from again.

**311 CE:** Land is purchased in Ilzura by the Guild of Merchant Venturers, and their Ilzuran spice and silk colony is founded.

**316 CE:** The plantations around the Guild's Ilzura colony are suddenly set ablaze, and the Verenian-Ilzuran war begins.

**317 CE:** Verenian-Ilzuran war ends, with the Verenians losing all holdings in Ilzura. The Imperial Army returns home, disgruntled and wondering why they died for the Merchant Venturers. Valth's Chosen begin their quest to dispell the Mantle, defeat the goddess Tiadona and prevent her from resurrecting Akivasha, and thereby save the world.

**318 CE:** The Mantle is dispelled, Tiadona and her minions are slain in the Battle for the Dawn, and Valth's Chosen save the world. Angmin is restored to his position at head of the pantheon. Emperor Galdor ascends to become god of elves and government. Linc ascends to become god of the animals and the wilds. Eathan ascends to become god of law and truth. Liam

rejects godhood, but a bright star appears in the firmament and is named Liam's Hearth, which guides the just and true home. Typhan survives and reunites with his wife Olthirien in Gael Tholiad. The wood elves are crippled by the losses suffered at the Battle for the Dawn. Those in Verenia move to Baelrion, which has become the center of elvendom in the empire. The rest focus on rebuilding Gael Tholiad in Ilzura. Empress Merida and Emperor Maedras are initially unable to come to an agreement on how to rule Verenia since both push their claim to the throne. However, Empress Merida reveals she is with Emperor Galdor's child, and both agree to act as co-regents until the child comes of age. Later that year, Prince Galdor II is born. Findy Minklethorp is named High Priestess in Bayeur. The school building at Ulras collapses due to instability in the magical weave in the area following the severed connection to the Celestial Library. Verenia commissions the construction of a memorial called Chosen's Rest on the site of Garonne castle.

**319 CE:** Selond attempts to break apart the meteor stuck in its mountain roof, but is unable to do so. The city resolves to rebuild around the meteor. Akutan and Verenia agree to a formal non-aggression and trade treaty.

**320 CE:** King Aeronel of Akutan finally destroys the last of House Darksun in the battle of Dusk, however the king refuses to describe what he saw in the small town. Rumors shudderingly relate that there was a gigantic pit filled with pale and grasping arms spreading from the pit's walls, and nameless, formless terrors that fought beside House Darksun. The walls and palace of the city of Starfall are destroyed by King Aeronel, and he makes Blacksand his new capital.

**321 CE:** Selond is quarantined as a wave of madness has struck the inhabitants of the city. The madness persists and worsens. The quarantine is never lifted.

**322 CE:** The reconstruction work at Carmont is complete.

Construction of the Chosen's Rest memorial is completed.

**323 CE:** Still reeling from the economic destruction and the death of so many, Verenia and Ilzura sign a landmark trade agreement. The two countries agree to assign no tariffs on goods moving between them. Holtney, a maritime trading power in the east and a principal trade partner of Ilzura, threatens war against Ilzura but nothing comes of it.

**325 CE:** A peasant rebellion erupts in Southern Verenia. A group of soldiers, calling themselves "The Children" and demanding the abolishment of conscription, assassinate the captains of an army company bivouacking in Wirtle. This incites mass desertions across the south. Typhan returns to Verenia and settles with his wife in Baelirion. He founds a new wizard school, called the School of Galdor. It is based in Carmont on the site of the former home of Valth's



Chosen, but has branches throughout Lykasia.

**327 CE:** Lady Colys Knolls, commander of Fort Drakanes, is slain by The Children.

Ilzura sends explorers into Solith to attempt to make contact with anyone still living there.

**330 CE:** Emperor Maedras quashes the peasant rebellion.

**333 CE:** Several former pupils and the remaining teachers of the original Ultras break into the ruins of the school in an attempt to find the entrance to the Celestial Library among the rubble. They are all slain by a mysterious magical explosion within the rubble, no doubt killed by their own meddling.

**339 CE:** Emperor Galdor II ascends the throne of Verenia. Dowager Empress Merida becomes his closest advisor.

Economic prosperity returns to both Verenia and Ilzura, and Lykasia is content.

**340 CE:** Soldiers of Fort Berisar report that the purplish-black earth in the Shrouded Lands has eroded away in places, revealing rich black earth. The Ilzuran explorers return from Solith and report that it is completely abandoned. Ilzuran settlers immediately enter the peninsula and the Ilzuran government declares that it is annexing the former kingdom of Solith.

**349 CE:** Jükland raiders storm into Ilzura and pillage up and down the Yavana and Ander rivers. They reach the gates of Zanakul but find that they can't breach the Dwarven doors, so they turn back. They sack Leshan and steal the city's prodigious wealth. They even collapse the huge statue of Great Leshan into the river mouth to prevent Ilzuran ships from following them onto the sea.

Jükland disavows the raiders, claiming they were on vacation and were not attacking as part of any official action, however Ilzura declares war on Jükland. Verenia and the Pirate Isles join the war on Ilzura's side. Typhan is promoted to general and given command of the Verenian army.

**350 CE:** Phoenix and Rhuno, leading the storming party, are instrumental in the coalition victory at the Jüklander city of Falmouth. They sack the city, but their army is unsupported and are themselves besieged. Typhan leads

his army to break the siege but is unable to reach them.

**351 CE:** With their northern neighbor Vistla threatening to join the coalition and also attack Jükland, High Druidess Hoarvend of Jükland sues for peace. After several months of discussion, the coalition agrees to a white peace in exchange for a sizable payment to each of the coalition members.

**357 CE:** Orovian Civil war occurs. The king loses, signs the Writ of the People in exchange for keeping his throne.

**358 CE:** Grass begins to return to the Shrouded Lands, replacing the orange growths and seeping vines that

once marked the region. Rats and other rodents are occasionally spotted.

**363 CE:** Forests begin to sprout and grow in the Shrouded Lands. High Priestess Findy declares that new gods have come to the Shrouded Lands, which has healed the region.

**365 CE:** A flight of dragons descends from the Godsreach mountains and wreaks havoc on northern Ilzura. It is eventually defeated by a band of adventurers led by Rhuno, Phoenix, and Typhan, however Phoenix is slain in the battle.

**370 CE:** The Verenian ambassador to Akutan remarks to Emperor Galdor II that King Aeronel has met with several dwarves that speak a language completely foreign to him.

The dwarves came on curious ships without sails and with iron hulls. When the ambassador asked King Aeronel about the dwarves, the king said nothing. It is later determined that these dwarves came from Abgrish.

**373 CE:** A sickness is found in the heartwood of Gael Tholiad. Typhan is able to halt the damage. He proclaims

that it was an illness called "the pining," and that the heart of Gael Tholiad was sick from missing its sister Gael Anfal.

**375 CE:** Rhuno is slain by a jealous miller in the Ilzuran town of Elinat who found the bard in bed with his wife.

**378 CE:** Groups of Verenian deserters and their families enter the Shrouded Lands.

**379 CE:** Bounty hunters return from the Shrouded Lands and report that the deserters were slain by orcs. They opine that the land appears to be clear of the taint of the Shrouded.

**380 CE:** Typhan, last of Valth's Chosen, passes peacefully in his sleep. He was surrounded by friends and died content. Upon his death he ascends to become god of magic and love.

**382 CE:** A plague sweeps across all of Lykasia. It is believed that the malady was carried by Holtish merchant ships. Emperor Maedras is one of the slain. Given the high density of soldiers in the forts and castles, the Verenian army is particularly hard-hit.

**384 CE:** Jüklander raiding ships are spotted along the coast of Verenia. They do not land, but several Verenian trading ships disappear on the ocean, likely due to attacks by Jükland. Given the plague, Verenia is unable to respond.

**386 CE:** With the army wasting away from the plague, and with fears of an attack by Jükland, Emperor Galdor II lowers the age of conscription to 14. This sparks riots in several cities, which in turn causes the plague to spread faster. Akutan cuts off trade with Verenia. Without Akutani fish and rice, food prices in Verenia skyrocket.

**387 CE:** Verenia is starving due to the ravages of the plague. Jükland strongarms Verenia into a trade



agreement that trades weapons and magical items from Verenia in exchange for poor quality food from Jükland.  
**388 CE:** Food production across Verenia is near failing due to the fact that most able-bodied people are being sent to the army to replace the soldiers killed by the plague.

Emperor Galdor II issues the 'Diamond Proclamation,' which many Verenians have been fighting for for centuries; "I say unto my people; from this day forth our tradition of conscription is at an end. Let those who wish to enlist in our distinguished military do so, and let those who do not tend to their homes and work. For I see now that a person cast as an unhappy soldier is less fulfilled than if they are cast as a happy worker, and your happiness and prosperity are all that guides me." And there was much rejoicing.

**390 CE:** Lanka, leader of the Pirate Isles, is slain by the plague.

**392 CE:** The plague appears to have run its course. All told, approximately a quarter of Verenians, a fifth of Vistlans, a quarter of Holtneys, a third of Ilzurans, and approximately half of the Pirate Islanders have died due to this malady. Akutan and Jükland are curiously unscathed.

The Ilzuran colonies in Solith, being less densely populated, are relatively untouched by the plague; the balance of power in Ilzura thus shifts to rely more on the colonies.

**400 CE:** An Orc horde roars out of the Shrouded Lands, carrying simple black banners. The horde besieges Fort Berisar and Fort Gelaza. The forts are able to hold, and a relief force from Ghyllis and Wickel pushes the orcs back into the Shrouded Lands.

**407 CE:** A large group of outlaws, downtrodden, and ne'er-do-wells sneak past Fort Gelaza and enter the Shrouded Lands, hoping to found their own city-state in the wilderness.

**408 CE:** Crippled by the plague and leaderless since Lanka died, the Pirate Isles pledge to stop their pirating ways and agree to become part of Ilzura. They are now known as the Golden Isles.

**409 CE:** The city-state of Suffrage is founded in the Shrouded Lands, along the shores of the Frostwave river. Master Vecon Fristher, a human vagabond who was held in a Meronel jail for 10 years on a fraud charge, is elected the first Mayor of Suffrage.

**412 CE:** With the army still recovering from the plague and the transition to a volunteer force, a small company is spared to set off and bring the Suffragers to heel. This force is handily defeated by the Suffragers and retreats back to Fort Gelaza.

**413 CE:** With no more soldiers to spare, Emperor Galdor II turns to the Guild of Merchant Venturers to destroy Suffrage and bring the traitors back in chains. The Guild begins amassing an army of mercenaries from across Lykasia.

**414 CE:** The Guild's mercenary army sets out from Fort

Gelaza and reach Suffrage. After a prolonged siege, the army breaches the walls and overwhelms the defenders. Mayor Fristher and the other leaders of the city are put to the sword, however the city is not torn down. The Guild replaces the city's leadership with Guild personnel, and Master of Scales Adon Basilthorpe, the young halfling firebrand and leader of the Guild of Merchant Venturers, persuades Emperor Galdor II to make Suffrage a colony of the empire. Although it is ruled in name by Verenia, the true power in the city is the Guild of Merchant Venturers.

**416 CE:** Dowager Empress Merida publicly grants a writ to Lord Holter Windle, captain of Fort Berisar, to establish a second colony in the Shrouded Lands, this one situated at the mouth of the Frostwave river. He names it Belaria after his grandmother who perished in the Battle for the Dawn. Most contend this colony was established to watch the Guild at Suffrage as much as to project the power of Verenia.

**417 CE:** Lord Windle sends a small fleet of cogs to map the ocean shoreline north of Belaria. They discover that Akutan has already set up a colony called Whiteshore at the mouth of an incredibly wide river. The Verenian fleet is turned back by a fleet of dwarven ships without sails and with armored hulls, and flying an unknown flag, only a hundred miles north of Belaria. Every subsequent attempt to explore to the north was likewise turned back by these unknown dwarves. It is later determined that they dwarves came from Abgrish.

**420 CE:** With economic prosperity returning to Verenia, Emperor Galdor II is finally able to turn his army towards scouring the country of monsters and making the empire safe.

**422 CE:** Trappers out of Suffrage report to the Guild that

they found a campsite and traces of humans to the east. They confirm that the camp could not have been made by Suffragers. The Guild sends out adventurers to find the people who made the camp, but no one is found.

**423 CE:** An adventurer out of Belaria stumbles upon an ancient tomb. Buried inside are a man and his horse. The runes used in its wall paintings were similar to those used by the tribes in northern Verenia, and were eventually deciphered. The runes identify the tomb as belonging to Chief Kurzulbai of the Tamur people. It is surmised that the Tamur were the horse-borne nomads that roamed the Shrouded Lands before the coming of the Shrouded.

**424 CE:** Riots erupt in Suffrage as the people attempt to throw off the yoke of the Guild, claiming that they are starving while all the profits of their trapping and hunting are taken by the Guild. The riots are brutally suppressed.

Chief Kurzulbai's tomb sparks a rush of scholars flooding into the Shrouded Lands to find out more about the Tamur. Most are slain by monsters in the wilds.

**430 CE:** Several dissidents against the Guild's leadership



in Suffrage have been sent upriver to Belaria to await transit back to Verenia to be tried for crimes they committed (real or otherwise) in the empire prior to establishing Suffrage. This sparks massive riots that are brutally quelled by the Guild. The Guild begins advertising in Verenia to have new settlers come to Suffrage, promising land in exchange for 10 years' labor.

**433 CE:** Hunters out of Suffrage find a young human child, lost and wounded, out in the wilderness to the east of the city. They brought her back to town and discover her name is Honba and her people are called the Ganzoi, but they are unable to get any information from her regarding where her people live or where they came from.

When asked about her people, she says the Ganzoi are the children of Lhosan, but can't explain what that means. From her clothing, the items she was carrying, and what she told them, they can tell that she is not of the Tamur nomads that once lived in the western Shrouded Lands. She is given over to a childless family in town.

Adventurers sent out by both Suffrage and Belaria attempt to find the Ganzoi, but are unable to find any trace of them. Many are cut down in the wilds by monsters and beasts.

**441 CE:** More orcs flood from the Godsreach Mountains and unite with the Black Horde in the plains between Suffrage and Verenia, effectively cutting the colonies off from the empire. Bands of adventurers organized under the Guild scour the region, but they're unable to destroy the Horde entirely. The orcs continue to harass caravans heading to the colonies to this day.

**448 CE:** Drow warriors attack the elves of Baelrion, hoping to wrest control from the High Elves. Hogun leads the defense, and the Drow withdraw to the tunnels beneath the city.

**449 CE:** Hogun's Heroes reach Suffrage. Once there, they overthrow the Guild of Merchant Venturer leadership and deliver the town to Verenian control. They enter the lands now known as Einmark and slay a creature known as the Mad Piper. They discover Ganzoria and reach its capital, Highkeag. Once there they plumb the depths of a giant tomb beneath the city and render it safe. They find an ancient weapon called Bulverk and bring it to the Green Crown. While there, they defend the volcano and its floating meteor from attacks by the white dragon Isigluidos, the army of the Abgrishal, and a creature from the outer darkness known as Burzipox.

Afterwards, Jayce (and his Kuo Toa wife) opens the Wilderness School in the southeastern part of what is now known as the Palatinate of East Verenia, Hogun returns to Baelirion, Garrett returns to Shefia alongside members of a criminal operation known as The Black Hand, and Styrke establishes Einmark.

The Tamur pursue the Abgrishal back to their underground city and raze it to the ground. The

surviving Abgrishal, their skin now turned the darkest black in recognition of their alliance with demons, flee into the tunnels. They become known by the Tamur word for their kind, "Duergar."

The tower at the Green Crown is founded, so that anyone from across Lykasia may study the meteor within the volcano and attempt to unlock its secrets. Jeoffrey and Pixie defeat an invasion by Jükland into what is now the Duchy of Welestria. They go on to become leaders in Vistla.

Ganzoria cedes the lands known as Estoch to Styrke of the Einheit; he establishes Einmark.

Ganzoria cedes its eastern marches to Vistla. This becomes the Duchy of Welestria.

**450 CE:** Garrett destroys the leadership of the Black Hand, along with himself. The criminal enterprise never recovers.

**451 CE:** Jükland invades Vistla. The matchlock is first used. Holtish-controlled smiths in Highkeag begin making weapons and armor for export by the Holtish. This brings the Ganzorian economy to a halt and precipitates the Smith Riots.

**452 CE:** The Wuthalid Coven leave Jükland and join the invasion of Vistla. Vistla capitulates, Frost Queen Kasia flees to Ganzoria. Pixie accompanies the Frost Queen, however Jeoffrey and Kaddy are slain in the siege of Lublask.

**453 CE:** Ganzoi treasure-hunters out of Dellauk cross the Honor River in an attempt to loot the giant cairns beneath the Widhurst Hills north of the river. Their bodies are found piled up on the north bank of the river, directly across from Dellauk, a few days later. Afterwards, the Tamur refuse to permit expeditions to the Green Crown for nearly an entire year.

**454 CE:** Xurghat dies from exposure on his travels to the tower at the Green Crown. His body is returned to Jayce's Wilderness School where he receives a traditional orcish funeral.

**455 CE:** [Redacted]

**456 CE:** The University of Highkeag is established.

Jükland invades the Witch Coast. Loekyr cedes control of the region, falling back to the fortress of Baerwyk which blocks the pass into the Loekyri homelands.

**457 CE:** Verenia and Einmark sign the Treaty of Belaria, recognizing Einmark as a sovereign state.

**463 CE:** Verenia and Ilzura unite, becoming one country known as The Holy Union of Verenia and Ilzura.

**468 CE:** Holtish merchants approach the Akutani village of Dusk, intent on starting a mercantile exchange. They are turned away.

**470 CE:** Holtish merchants return to Akutan with an armed flotilla. A singular storm rises in the sea, destroying the Holtish fleet.

A pack of Barghests terrorizes the Ganzoi village of Rivenwaters. Their den is found in Auchet Forest by a woodsman. Adventurers descend on the



village and destroy the Barghests.

**472 CE:** Madmen and other, frightful creatures break out of the quarantined city of Selond. Many staggered to Aylo and attacked during what is now known as the Month of Shadows. Aylo defended itself as well as it could and sent runners to Fort Drakanes. The Union army counterattacks and slays the horrors. Selond is resealed, but there are rumors that some of the escaped monsters survived and now dwell in the Malbornes or Ganere forest.

**477 CE:** Styrke is injured while slaying a kraken that swam up Heartweave River and attacked Styrkheim. He succumbs to his wounds two months later. He died with his hand on weapon hilt, surrounded by family including Jayce and Hogun.

**481 CE:** The terracing of the Widhurst Hills is completed. Ganzoria's population increases substantially, and new villages spring up.

Jüklander forces besiege the Sea Elf fortified lighthouse of Aeroth in the Witch Coast. The Jüklanders are repulsed.

**483 CE:** Jayce passes away in his sleep, due to old age. His wife, Mrggg, passes away the same night. They're found the next morning, having passed away in loving embrace.

**486 CE:** [Redacted]

**494 CE:** Every adventurer and scholar at the Green Crown is slain.

**498 CE:** A swathe of infanticides in the Union city of Leshan leads to the discovery of a coven of bearded devils in its sewers. The coven, and those that assisted it, are put to the sword by the local militia.

**499 CE:** Hogun passes away at Fort Sulidas. He died of old age. He was found at sunset on the sandy beach of the bay, lying on a sun lounge and with drink in hand.

Dowager Empress Merida begins wearing black clothing exclusively, which sets off a short-lived, morbid trend of mourning dresses at court.

**502 CE:** A large group of Einheit nomads of the Ulfbaum clan attempt to hunt beneath the eaves of Frewold Forest. None return alive. Ganzoi from Tarnauk report that the trees of southern Frewold rustled and shook for a month thereafter, even when there was no wind.

**518 CE:** The Union holds a bicentennial memorial at Chosen's Rest. Emperor Galdor II presides over it, and representatives from across Lykasia are present. The Emperor does an excellent job of highlighting the contributions of Akutan. There are minor scuffles between Vistlans and Jüklanders, and between Unioners and both Ganzoi and Einheit, but overall it went well. The Akutani ambassador notes that the event helped create much goodwill towards their people.

**522 CE:** Every person at the Green Crown goes insane.

**525 CE:** High Druidess Hoarvend of Jükland visits the Ganzoi capital of Highkeag. The city still shudders at the memory of the visit.

**526 CE:** Based on circumstantial evidence, Orovian

declares war on Holtney.

Drow emissaries are received by Baelirion. They request reintegration into the elvish city. Negotiations begin.

**527 CE:** The Battle of Hagfang Bay is the only action of the Holtish-Orovian war. It is a draw, and a white peace is declared shortly thereafter.

**533 CE:** A night hag coven is discovered in Merskeld Swamp after a wave of madness-inducing dreams plagues Jagger's Bend. They are tracked by a group of adventurers and slain.

Without warning the Wuthalids and Jüklanders retreat from the Witch Coast, ceding control back to the Witchfolk.

**540 CE:** Loekyr builds the watchtower of Knach Bailey along its border with Jükland. They begin constructing Din Hlew at the eastern end of the Vales through the Schorspites.

**541 CE:** [Redacted]

**556 CE:** It is discovered that some locals in the Ganzoi village of Esqui are in league with a pair of white abishai hiding in the World's Edge Mountains. The cult and the fiends nearly destroy the village. Soldiers are dispatched from Wolf-Tower who are able to defeat them at great cost.

**563 CE:** It is rumored that Emperor Galdor II received an anonymous letter suggesting a mandatory one-child policy for all humans, half-orcs, dragonborn, and halflings. While this policy was not enacted, and there is no evidence that this proposal was explored by the Union government, it's unknown what his opinion is on the subject.

The Holy Inquisition is founded in the Union. It's mission is to hunt down any that seek league with Fiends and bring them to justice.

**564 CE:** A cabal of human, dragonborn, and halfling Demon worshipers is uncovered in the Union village of Nantilis. All 42 members, including the entire local noble family, were found guilty by the Holy Inquisition and executed.

**574 CE:** Negotiations between the Drow and Baelirion conclude. The Drow are reintegrated into elven society.

**579 CE:** Lady Chakti, a beautiful young human woman, presents herself to the Union Court, along with 99 of her handmaidens. Each handmaid is similarly beautiful, as if they're all related. She claims to hail from Rivergate in Ganzoria. She enchants the court, which calls her 'The River Maiden.'

**580 CE:** The Holy Inquisition investigates after a spate of human men are murdered in Shefia. With assistance from the Ganzoi crown they determine that Lady Chakti and her handmaidens are not from Ganzoria at all. They are succubi. All of them are slain.

**582 CE:** Varanash throws a huge festival for the vernal equinox. People from across Lykasia attend. Dwarven tinkerers from Zanakul give away toys to every child, and the Knights of the River joust and perform feats of



horsemanship as entertainment. Emperor Galdor II meets Ema Taia in person for the first time, and together give a speech (but, cynics would note, no treaty) expressing peace between the two kingdoms.

**587 CE:** The Blazing Bulwark are formed. After rooting out corruption in the Ganzoi capital of Highkeag, they assist Frost King Pazov in liberating Vistla from the Jüklanders and their Wuthalid overlords. During the war they discover that the Wuthalids were stealing young Vistlans and using them to create a serum to induce youthfulness while the byproduct of the process was used to create doomsday weapons known as The Orbs. The Blazing Bulwark, known as the Frost King's Executioners to their enemies, slay every one of the Wuthalids including their leader, Hoarvend.

The Blazing Bulwark broker peace between the Union and Ganzoria.

During the course of the war they encountered Kharadar. She was blocking spirits from crossing the Rainbow Bridge into heaven and preventing the gods from descending to Valth. The party slew her and reopened the bridge to heaven.

The Blazing Bulwark lead the army in liberating the capital of Lublask. They reveal Ema Taia's treacherous plans to Frost King Pazov; they contrive to have the Ganzoi take the brunt of the fighting and the Vistlans come out of the battle relatively unscathed. The Ganzoi leave Vistla.

Two creatures from the Outer Darkness, Khybokh and TchkhChkChk breached the veil; the goodly peoples of Valth fought Khybokh in the Union capital of Shefia while the gods fought TchkhChkChk in the Abgrish Ghostlands. TchkhChkChk's eggs are taken into the Shadowreach by mad Abgrishal. The god of magic destroys the Green Crown.

The Blazing Bulwark return to Highkeag and begin to repair relations with Ema Taia. They deliver Pazov's niece and heir, Renata, to her uncle.

The party travels to Orovia, destroy Kharadar's lieutenant Vergix, and discover Ian's sister Marguerite is alive. She is given the right to rule Colinvert.

The party, now Dukes of Vistla, begin constructing the city of Nadija in the Krol Pass.

Thor enlists the assistance of the White Company to seek out TchkhChkChk's eggs in the Shadowreach. They travel to the Abgrish Ghostlands, descend into the caves beneath the ruined city, and slay the Abgrishal dwarves. The White Company perishes in the final battle but Thor ascends to godhood and destroys the Meta-Egg of TchkhChkChk.

The ultimately vain attempt to rebuild the Union capital of Shefia begins.

**588 CE:** Elrohir is exiled to the moon by the gods to destroy the fiends infesting it.

Gnolls of the Stoneheart Clan stream out of the Black Rhews and attack Knach Bailey, but are repulsed by the Loekyri.

**589 CE:** Elrohir completes his exile, ascends to godhood.

**592 CE:** Ian, Emperor Galdor II of the Union, and his mother Dowager Empress Merida sail east to the Dawnlands to lay the foundations of the elder races' new homeland.

**605 CE:** Jüklanders under Frikka the Fire Mage loot the Vistlan villages of Zabor and Brightsea. Their fleet is destroyed by the Ganzoi at the Battle of the Horn.

**612 CE:** Empress Shivesta moves the capital of the Holy Union to Zelpore in Ilzura. Shefia is officially abandoned.

**618 CE:** An earthquake cracks open a Skeld barrow in the Hills of Fflam, releasing a noxious malady from the bowels of Valth. The village of Rhegar is temporarily abandoned until the malady runs its course.

**623 CE:** Governor Taldaph of the Palatinate of East Verenia declares independence from the Union and forms the Kingdom of Belaria. Evidence points to Ema Taia of Ganzoria's involvement. Ganzoria signs a defense agreement with Belaria.

**624 CE:** Union army led by Princess Finara advances into Belaria, is met by a larger force of Belarian and Ganzoi troops at Chosen's Rest. Finara seeks aid from her aunt, the High Inquisitor Hogunna, but is rebuffed. Union army retreats back to Ilzura without offering battle.

**629 CE:** The Loekyri fort of Din Hlew is completed in the Witch Coast.

**632 CE:** Frost King Pazov abdicates in favor of his niece, Renata. He travels to the ruins of Haugrog, former capital of Jükland, and through magic erects an icy monument to those taken by the Wuthalids. After completing the work Pazov dies.

**636 CE:** All of Verenia has declared independence from the Union. The Golden Isles has also declared independence. The former Verenia is now a patchwork of city-states and the Union is not strong enough to organize a response. All that remains of the Union is Ilzura and its colonies in Solith. The Union dissolves and Ilzura becomes a hereditary kingdom once more.

**640 CE:** Taia, the Ema of Ganzoria, passes away.

**641 CE:** A horde of Jüklanders unites under Otthild the Tamer, but the horde collapses before invading Loekyri when Otthild dies from misadventure.

**662 CE:** Construction begins on The Priory in the Witch Coast. Prior Hadan calls for adventurers to join him in seeking out the relics of the Martyr so they can be reconsecrated.

**671 CE:** Present day.



## The Gods of Valth

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The gods of Valth are innumerable; each mountain, stream, and forest has its own god. Each town or village has its own god as well, usually a mortal that ascended to godhood for performing some deed that pleased a greater god. These ascended mortals are called heroes. Heroes usually don't have a portfolio of their own, but they act as patrons for their followers and advocate to the greater gods on their followers' behalf.

Several gods were slain during the Battle for the Dawn, and were replaced by lesser gods that ascended by the will of Angmin. Valth's Chosen, the heroes of the Battle for the Dawn, were made new gods upon their deaths in recognition of their deeds. All of Valth's Chosen accepted this gift, except one; Liam chose to graciously turn down godhood. Instead, a single star was placed in the firmament, brighter and stronger than the rest. It is known as Liam's Hearth, and it is said that it will always lead those with good in their hearts home.

Many gods chose to aid Tiadona in her scheme to resurrect Akiyasha. These gods fought and slew those who defended Valth. After the Battle for the Dawn, those surviving followers of Tiadona repented before Angmin. In his benevolence, Angmin forgave them and allowed them to keep their places in the pantheon.

### The Greater Gods

#### Angmin

The all-father, god of gods. All gods rule by his consent. He is responsible for ordering the gods, ensuring there is no strife amongst them, and lifting mortals into godhood. Manifests as a humanoid with 18 faces; one for each combination of goodly race and sex. Portfolio: Good, Law, Sun.

#### Typhan

God of magic and love. One of Valth's Chosen, he ascended to become a greater god upon his death. Typhan took the traitor Tiadona's place as the god of magic. With Golorien's death, he also inherited his powers over love. When a mortal ascends to godhood, he creates a new constellation to honor him. Manifests as a middle-aged human male with a spangled robe. Portfolio: Air, Magic, Knowledge.

#### Jabizwe

The known and unknown. She is the goddess of memory. After Wugatrix' death, she became the goddess of time, death, and immortality. Her manifestation changes based on the perceiver, manifesting as their favorite memory. Portfolio: Time, Death, Knowledge.

#### Hurqwath

The weeping death. They are the god of slain children and mothers who died in childbirth. When Ygdaq died, Hurqwath became the ruler of the underworld. They manifest as a robed androgynous humanoid wearing a weeping mask. Decides whether a mortal will go to hell or to heaven. Attended by an army of tortured souls. Portfolio: Law, Death, Strength.

#### Bregan

Lord of writing, fishing, and hunting. Manifests as an ancient wood elf with elk horns. Patron of the Wood Elves. Portfolio: Animal, Knowledge, Plant

#### Wendinghorn

Heroic earth. Wendinghorn's aid against the demonic hordes of Tiadona during the Battle for the Dawn was instrumental. With Denwa's death, he ascended to fill her role as a greater god in recognition of his courage. He manifests as a flock of owls. Portfolio: Good, Earth, Plant.

#### Shand

Lord of farming, herbalism, and medicine. Manifests as a weather-beaten bare-footed elderly human man with a wide straw hat. Portfolio: Plant, Healing, Animal.

#### Dinead

Goddess of wood, fertility, and spring. Manifests as a lithe dryad. Portfolio: Plant, Travel, Healing.

#### Hezan

God of water and winter. Manifests as a giant blue octopus. Portfolio: Water, Animal, Chaos.

#### Golgana

The molten beauty. She is the goddess of volcanoes. With Agnirn's death, she ascended to take his portfolio. Manifests as a beautiful dwarven female made of molten rock. Portfolio: Fire, Sun, Strength.

#### Pentalax

Pentalax is the god of technology and discovery. Upon Berqada's death he took control of her portfolio, including metal, autumn, and commerce. Manifests as a huge dragon with paper scales covered in scribbled scientific theorems. Portfolio: Protection, Knowledge, Earth.

#### Gjora

Gjora is the goddess of writing. When Wend was slain, Gjora inherited her powers over literature, art, and culture. Manifests as a young female human bearing a pile of books. Portfolio: Knowledge, Luck, Travel.

#### Gurkagne



God of war. Manifests as a human with fire for hair. Portfolio: War, Strength, Destruction.

#### Ulshiya

Goddess of mercy. Manifests as a plump human female. Portfolio: Healing, Time, Law.

#### Hould

God of fortune. Manifests as a plump gnome with sacks of gold and a filled cornucopia. Portfolio: Luck, Travel, Good.

#### Anmare

Goddess of murder and desire. Manifests as a high elf cloaked in dark smoke. Portfolio: Evil, Death, Destruction.

#### Tanshura

Goddess of craving, lust. A giant sow. Portfolio: Chaos, Evil, Animal.

#### Arkwath

Goddess of aversion, fear. Manifests as an emaciated gnome with long stringy white hair. Portfolio: Chaos, Death, Travel.

#### Roch

God of greed, envy, and passion. Manifests as a richly clothed Halfling skeleton. Portfolio: Trickery, Chaos, Evil.

#### Khota

God of Unfulfilled Oaths. Manifests as a gigantic ghost wolf wrapped in iron chains. Portfolio: Death, Evil, Time.

#### Bolcskung

God of slaughter. Manifests as a barrel-chested man encased in black armor. Portfolio: Strength, Destruction, Chaos.

#### Jenoth

God of the winds and messenger of the gods, brother of Kharadar. Manifests as a huge dragon whose scales constantly ripple with various metallic hues. Portfolio: Order, Air, Knowledge.

#### Galdor the Blessed

Once the emperor of Verenia and one of Valth's Chosen, Galdor ascended to become the god of all elves and of good government. He manifests as a male high elf with a missing eye. Portfolio: Good, Knowledge, Law.

#### Eathan

A Lord Paramount of the Knights of the River, Eathan's virtue and courage were tested in several battles; he was never found wanting. As with the other

members of Valth's Chosen, he ascended to become the god. He rules over Law, Truth, and Puzzles. Eathan manifests as a broad-shouldered half elf. Portfolio: Law, Good, Strength.

#### Linc

The shifter, ally of all plants and animals and hero of the battle of Ulras. Linc was one of Valth's Chosen, and upon his death he ascended to become the god of animals and all the wild places on Valth. Linc manifests as a middle-aged human man. Portfolio: Animal, Plant, Travel.

#### Elrohir

The inquisitive, seeker of knowledge. Once one of the Blazing Bulwark, he was sent by the gods to bring fire and sword to the fiends that infest the moon. Now, he is the god of curiosity. Elrohir manifests as a black cat. Portfolio: Magic, Chaos, Good.



## Major Factions of the Witch Coast

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The Witch Coast hosts many disparate factions; some good, some evil, some at odds with others.

### The Order of the Marten

The Order of the Marten is a Loekyri chivalric order based in Rhud. Dozens of its members wander the Witch Coast, dispensing the Queen's justice in her name and bringing order to the recalcitrant Witchfolk.

### The Guild of Merchant Venturers

By all rights the Guild of Merchant Venturers should no longer exist. They've been brought low several times; the mishandling of the Ilzuran plantations and resulting Verenian-Ilzuran War in 317, the mismanagement of Suffrage in the early 400s, their entanglement with the Ganzoi Smith Strikes of 451. But each time they're thrown a lifeline and miraculously survive. Prior Hadan has engaged them to bring in material and adventurers to aid in his quest to find the relics of the Martyr, and now they are a permanent fixture in the Priory

### Children of the Martyr

When worship of the Martyr was outlawed in -14 BCE her disciples went underground, leading and guiding the Witchfolk from the shadows. Her adherents have been struggling to preserve Witchfolk culture and independent spirit ever since.

### The Whispering Crone

When the Wuthalids and their Juklander thralls invaded the Witch Coast, not all Witchfolk resisted. Now that the Wuthalids are dead, whispers claim that the descendants of those collaborators have formed a death cult guided by the dreams of a Wuthalid's ghost.

### The Bloody Palm

Since the founding of the Priory, foreign adventurers have flooded the Witch Coast- and with them came foreign criminals.

The Bloody Palm is a splinter faction of Verenia's Black Hand thieves' guild. Every murder they commit, every home they loot, every grainary they burn is marked with their signature: five black lines coming to a point like a crude hand, crossed by a slash of red.

### The Holy Order of the Priory

When Prior Hadan was given leave to build the Priory he was accompanied by a retinue of tonsured monks, robed priests, and zealous paladins. This order administers to the daily upkeep of the Priory, cares for the souls of Prior Hadan's flock, and ensures order among the Guild of Merchant Venturers' rag-tag adventurers employed by the Prior to seek the relics of the Martyr.

### The Witchthorns

Since time immemorial the Witchfolk have been led by druids, seers, and wise-women. Over time, power has been ceded to the landed nobles, but the old ways still command reverence and respect.

The Witchthorns is a grove of druids, esteemed as law speakers and advisors throughout the Witch Coast. They travel the region, tending the wilds and counseling the highborn and the low.

### The Worthies

The Witch Coast has always had a rich bardic tradition. Loekyr developed writing relatively later than most and so their first chieftains relied on bards to memorize and recite the events and histories of their lands. This tradition continues today.

The Worthies are an itinerant band of bards and skalds that travel the Witch Coast, recording and reciting the histories and traditions of its people. They are always treated as guests of honor in the courts of the nobles and the taverns of the poor. Their travels and access to the inner sanctums of power means the Worthies know many secrets.

### The Order of the Oak Leaf

The Order of the Oak Leaf is a chivalric order based in the Witch Coast. Entrance to the order is restricted to Witchfolk of any social rank that have completed some feat of arms or daring adventure. Members of the Order of the Oak Leaf swear an oath to never commit murder or treason, to give mercy, to succor and aid Witchfolk that asks of it, and to never take up arms against another of the Order.