

Known History of the World

The First Age

Generally believed to be the beginning of all existence. A time when the Gods themselves came together and created existence. Forging shape and matter into the realm we call home. After they completed their task, they separated, becoming the Planes themselves. In this new world, they left in their stead beings to continue their work in bettering and reshaping this realm. The Titans and the Dragons.

The Second Age

The time of the Dragons and Titans was marked with many magnificent creations. As beings almost as powerful as their creators, they had the ability to sculpt the world and to breathe life into it almost as though they were painting on a blank canvas. But in time there would be nothing left to create, and the gods had not intended for their time here to be permanent. As a safeguard to ensure that once they had played their role they would leave this world, they were created without the ability to create progeny. But they would become fond of their work and made no plan to leave; in short time the Titans formed clans and a brutal war of immortals broke out for control. Dragons on the other hand had become nothing more than violent beasts that if left unchecked would eventually overtake the world. The Old Gods summoned the ancient Nightmare Dragon and charged him to become the keeper of the brood; to lock them away so that mortals could have their time in this world. The Nightmare Dragon warned them that in time mortals would be their own unmaking, being nothing more than beasts themselves. Reluctantly the Nightmare Dragon bent to the wishes of the Old Gods and trapped the Dragons in eternal sleep. In time even the Titans would be forced to leave, and in their wake their final act was to create the mortal races.

The Third Age

The Third Age began the Age of Mortals. For millennia mortals and the like had ruled this world in relative peace, and while there were always battles for land or gold, it was nothing so catastrophic that would bring humanity to its knees. It is believed that near the end of the Season of Sowing of the Third Age that mortals began to learn of the past, and their desire to tap into the ancient powers, like that of the Dragons, grew. One human made that fateful step. A mortal found the well of the sleeper and awoke the Nightmare Dragon from his eternal slumber and, with this awakening, the Age of Dragons was unleashed once more. Almost overnight the world became plagued by the savage beasts awoken from millennia of imprisonment. They began to ravage the lushness of the world and the Old Gods took notice of the rage and destruction the Dragons caused; it could not be allowed to continue. The Nightmare Dragon pleaded with the Old Gods, asking that he be granted permission to invest mortals with the blood of Dragons. His hope was to create the first Warders to control and calm the Dragons, and if that would not work then they would hunt the Dragons into extinction. Though the

Nightmare Dragon's motives were to save his brood, ultimately the efforts to calm the Dragons failed. For centuries, the Warders purged the brood from this world, and the few that escaped hid themselves away.

In their rage, the Dragons of the Third Age saw the world torn asunder and left weakened. The Barrier that separated the planes had been worn thin and because of this, the denizens of the planes made their move on the prime. The lords of Acheron brought the first blow by opening the Black Gate, with planar rifts spilling forth hordes of elementals and the lords of the Inner Plane soon after. Thus the Third Age saw the beginning of the Reality War. Once isolated planes now bled over into the Prime, and the Prime was not ready or capable of bearing the fury of the invaders that now poured into it. Once again the Old Gods played their hand in the world of mortals. This time they did not act directly but found men and women of exceptional skill and devotion and gifted them with the divine spark. With this little push they would become the forces that would create the Orders that would, in time, defend this world from invasion. For over a century the war went on until the final days when the Black Gate slammed shut. The elemental rifts were sealed and the planar Barrier was restored. By the end of the carnage, the Orders stood as the champions of mankind who had pushed back the darkness, each taking the credit for the victory. It is believed that the events of this war forever changed the world as man knew it; these changes being etched upon the very soul of the Prime. Thus ends the Third Age.

Distant Travelers

As the Reality War began, this world was inhabited by little more than mortals. Few mortals knew of the Essence, the Fae world that mirrors our own, and that the war that was raging through the Prime was directly affecting the Essence. The rulers of the Fae sent the Sidhe to the Prime to be champions of the Essence, a force to safeguard their world and ours. The Sidhe, while pure Fae, would not be such by the end of the war. During their time away from the Essence their link to the Fae plane waned, and in time they became so attached to the Prime they refused to return to their home. It has become a long held belief that the Sidhe were destined to be the Guardians of Essence, and keepers of the kingdoms.

The Fourth Age

Centuries would pass with the world being mostly at peace. Kingdoms rose and fell, and the Age turned, Season by Season. Humanity rebuilt and spread out across the world, building new civilizations and cultures. In time, the war of the Third Age would become a thing of stories and nothing more; an old lesson taught to the young. In truth, those that survived were no longer the same people they were when they were born; It was not just the world that had changed, but the people as well.

As the year began, a new problem was forming on the horizons in the continent of Preth. Deep within Tesh a new empire was growing based in the ancient city of Sete'tune, led by a powerful family line of Baravi (Fae Ogre) that, for reasons unknown, had set their eye upon the eastern kingdoms of Preth. The Runemaul, as they would be called, would lead an army of Ogres, Trolls, and Gnolls against the kingdoms. While they are a deadly force and do control a large section of land, they are far from a world-ending power. Being a band of savage races, they lack the order to become a real empire, so they exist in a warlord state. They reach out to conquer, however, when they retreat they don't occupy; so while they are feared they are not controlling the countryside on a whole. One faction of the Runemaul Empire are the gnolls, led by Warmaster Gax. These gnolls reside in the city of Bresh, on the eastern side of Tesh near the Shield Mountains. While the threat of war was constant from the Runemaul the four eastern kingdoms continued to their meaningless border wars among themselves.

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It is believed that had the events of this year not come to pass that the windfall of the Runemaul would have been so great that the kingdoms of the east would have been cleft asunder. It would be on the site of current day Kashir that a military force came from almost nowhere and broke the Runemaul advance. Some three thousand soldiers brought destruction and fear to the hordes' forces that numbered in the tens of thousands. With the primary spearhead broken and the Runemaul in retreat, the leaders of this army called together the rulers of the four kingdoms, Sterif, Fenmir, Rightmore, and Duridin; founding the Malin Empire in the forge fire of war. This formed the largest empire in the known world, and would bring civil rest to the kingdoms for years to come.

2013 Season of Hopes

In the early months of the year more and more travelers began heading through this portion of the land on their way to Tesh to make a name for themselves in the adventuring world. The lands across the mountains are dangerous, and there are many that made it as far as Hollow's Pass and have stayed in the area as it seems to be a hot-spot for action. In the last year, adventurers that have made the city their home and came together to bring an end to the "curse", for better or worse. Since that time the city has begun to flourish with new life bringing an increased presence of the Empire as well as the added threat from beyond the mountains.

While for centuries the Runemaul had stayed a trivial threat, things began to change. War had come again and the forces of the Runemaul had brought destruction and chaos by raiding and killing. Though unlike their last incursion, there was new cunning to the Runemaul leadership. They had begun using deceptive tactics and subterfuge to keep their foes off balance. Conveniently enough, just months before the Runemaul renewed their assault on the empire, the Kingdom of Rightmore fell under siege by Hoth, a race of serpent creatures from the water portion of the Inner Plane. With much of the Empire's forces deployed on the eastern shores, the Runemaul met little resistance other than the adventurers. All these events were compounded by the threat of civil war amongst the kingdoms. With Hollows Pass being the

primary entry point from Tesh into the Empire the adventurers that made their homes there became the only defense against a potential invasion.

2014 Season of Hopes

With war raging on multiple fronts the Empire had been pushed to its limits. On the eastern coast the Kingdom of Rightmore was under siege by the ocean itself and the armies of the Hoth. To the west the Runemaul Empire had brought a new kind of war. While it was still not fully clear how the Runemaul achieved it, they had turned from a savage force to one that used deceptive magics and bombs of unexplainable force to push the war further than ever before. The war turned worse after an assault on the capital of Sterif which leveled a mile of the city and claimed countless lives. But these battles raging on in Preth were not the direst. A long forgotten threat was lurking in the shadows making ready to strike against the Prime again. From Acheron, the Deathlords had made ready to bring their wrath to the Prime. Sixteen thousand years had passed since they last combined their efforts to take the Prime, and this time they meant to simply convert it to their liking. As adventurers made plans of their own, the Deathlords took the initiative and made their first move upon Trice. Using a weapon of unknown design, a massive chunk of land was destroyed and in the wake of this devastation the souls caught in the blast were transformed into Deathless under the sway of the Will of Acheron. Forces of the Seven Shields and the Guardians of the Essence descended upon the area, but there were no survivors, simply a mindless army of creatures of Death. Forces gathered to try and control the border of the destroyed lands and keep the creatures at bay, but the border was too vast and the vile creatures would soon slip through.

Enough was enough and a group of a few dozen heroes along with aid from the Orders did the unthinkable; they somehow crossed the Barrier and entered into Acheron, an act that has only happened once before in an effort to close the Black Gate, to strike a decisive blow against the Deathlords. With heavy casualties they returned victorious, thus saving the Prime from an unspeakable fate. However, the growing problem in Trice would in time overwhelm the forces there if something did not change. The Orders slew hundreds upon thousands, and as the creatures died they seemed to be replaced faster and faster. Hope was bleak. Near the closing of the year something miraculous happened, there was a flash from the center of the wasted area and a sound like thunder rolled outward. The creatures suddenly just stopped and stood there while the defending forces stuck them down; and when new foes rose they too just stood immobile. After a few minutes of calm, the Deathless army began to move; only this time they walked to the edges of the destroyed lands, stopped, and began to grab hold of each other. By the thousands and as far as could be seen, the creatures ran headlong to the border and forced themselves into an ever growing wall. Within an hour a wall of bodies and bone, nearly twenty feet in height and several feet thick, had formed. Since then the area has gone silent, no creatures have left and mortals have moved away.

As if a war at home was not enough, civil war and rebellion has brewed within the kingdom of Duridin. The king had set his eye on breaking free of the Empire for some time and saw an alliance with the Runemaul to be his chance. It is unclear how long their allegiance had been in place, but it is quite clear the Dark Dwarves of Duridin have not had the best interests of the Empire in mind for a long time.

2015 Season of Hopes

Herald of the Void

With the dawn of a new year comes change and this year is no different. Around the world, the third day of the new year was one that will not be forgotten anytime soon. On that day, sleeping or awake, all suddenly opened their eyes as though from a deep sleep to the sound of thunder. It was brief, but there was no sign of clouds, and then it was gone. Years would pass before the phenomenon could be fully realized or explained. Scholars believe it was a warning of prophetic actions coming to fold in the coming months the world would once again see changes it could not explain. The event appears to have been linked to a planar phenomenon in which a breach was formed from the Void into this world. Over the course of the year vile twisted creatures would become seen, these were the tormented souls of those who had not survived resurrection. To make matters worse, as these creatures slayed the living their victims would become corrupted and twisted as their killers; increasing the enemy's forces.

Along with the emergence of these new creatures, a more powerful entity had become known: a vengeful spirit almost of a creature once known as Nalik. This spirit seemed to inhabit hosts long enough to gain power by forcing them to take horrific actions, even so far as forcing the Sheriff of Hollows Pass to take innocent lives. It was unclear where this creature had come from or what drove it; however, by the middle of the year a new face had made himself known: Blackhand, the self announced Herald of the Void. It became clear in time that the actions of Nalik as well as the void spawn were his will.

Dragon Menace

In other portions of the world there were stories of a Dragon-man and a serpent like Dragon wreaking havoc primarily on Drakken and Trice. Over time he would no longer be one man as he recruited others. With the still new emergence of the Dragon Warders there was grave concern that they somehow were tied to these actions, as the Dragons have a history that lends no trust to them to begin with of the ancient creatures. Only through future actions would their reputation be restored.

2016 Season of Hopes

A Blow to Blackhand

In the early days of the year, heroes made a decisive blow against the actions and plans of Blackhand. Through diligent research between many of the Orders, a way to locate him was found and an attack was devised. The heroes stopped the completion of a ritual he was attempting to perform that would have given him greater access to the power of Ley Lines, it is unclear what his intentions were, but having full control of that power could be devastating. While it was clear this did not by any means defeat him, it did force him to change his actions and he seemed to fall off the radar for some time. There would still be intermittent sightings of his void spawn minions, however nothing near as major as what had been seen in the prior year. While he was still a threat, many put him on a back burner to handle other issues.

Rise of Malkorin

Sometime around late spring those of Human lineage that died and were resurrected all seemed to have the same recovered memory or dream. One of a hidden isle off the coast of a mainland. In time it would become known to a select few in the world what these dreams were linked to. Hands across the globe took part in the recovery of rare elements that would be needed to make the dream a reality. A historian would record the event that took place on the north shores of Rightmore; on this dawn the fates of mortals and Titans would cross once more. For months, unnamed heroes have toiled to recover what are believed to be the fragmented divinity of Malikorin, the fallen watcher. These heroes would walk side by side with Titans who have been trapped in our world since the end of the Third Age. Across the sea they would walk to an island that had been masked from existence. There in the ancient great halls, Malikorin would have his divinity restored and he would ascend to the heavens once more, taking with him all his Titans to their rightful place in the stars.

The Djinn and the Wind Shard

Along with other events going on, the Prime would also have their hands full with a rogue faction of Djinn who had found the Wind Shard, believed to be a fragment of the Inner Plane. A powerful item that would allow them to focus immense elemental energy into locations it would not normally exist. They began to alter locations on the Prime and the Inner Plane attempting to create an overlap or bridge that would give them access to the Ley and other elements deep within the Inner Plane. In addition to the alterations of places across the planes, the faction also attempted to insinuate themselves as greater beings, even gods, to a small following of beings on the Prime. They garnered a small fervent following. While not a force that appeared to draw the eye of everyone, they drew enough attention from the Orders that adventurers were pushed to resolve these actions. While it is not clear if these actions had any bearing on the growing problem within Essence, only time would tell.

The Winter King Awakens

Deep within the lands of the Fae an ancient city was awoken, what is known now is that this too was orchestrated by Blackhand. Armies of horrific creatures surged from the city attacking the lands of the Fae without a clear mission or goal. A few months of diligent action and research would reveal the truth of the city. A city from Fae fable and history, Talahm Domhain, the “resting place” of the Winter King, one of the original Fae Lords. It became clear that this was no simple war but a violent revenge for the past and what happened between the Fae and the Planar Lords. In time that war would begin to spill into the prime.

2017 Season of Hopes

Restoration of the King

The Winter King would continue his campaign from his throne in the ancient city, trapped there until certain events would finally break his banishment. Several of the Orders were pulled to the call of this war as it was no simple battle over land, but a clear move at domination over Essence. Throughout the year heroes were able to devise a plan, though while the chance of

success was slim the alternative might mean the destruction of the plane of Essence all together. Some thousand heroes spearheaded the assault on Talahm Domhain, pushing into the cursed city while thousands more engaged the Winter King's forces outside. By the end only a handful survived the fight to stand before the King himself, though they were not fully prepared for the power of a Planar Lord. It is recorded that all but four instantly froze in place, unable to act; the four untouched were somehow protected by ancient relics they carried with them. They set their plan in motion, feigning defeat and returning an item they had safeguarded for nearly two years; unknown to the Lord this was the intent. The item had been altered in the hopes of forcing his hand. While the details are not well recorded, it appears that in some way this forced the Lord into a choice of destroying the plane and himself or relent his power and restore the Lords of the Fae. Since that time the Essence has seen a balance it has long lacked; the might of the seasons has been restored.

Blackhand Still Lurks

Blackhand, by this point in time, had become a very real and disturbing threat. Continually spreading chaos, armed with unknown magics and a seemingly endless supply of void beast minions. Across Planes, in a torrent of aggression, Blackhand continued to strive toward his goal. The adventurers of Hollows Pass and an alliance of the Orders had laid several blows to his plans, and continued to be wary of him. He had attempted at every turn to gain more personal power. Rituals to access greater magics, the disruption of the Planes, the great probability that he aided the savagery on the River, and the intentional anarchy of the Winter King's return. All this is added to the fact that very little is known about Void, a terrible opponent in any regard, and his ease in connecting to it. Blackhand challenged the very balance of existence.

Anteris, a Lost Land

Anteris is a previously unexplored continent that while known to exist, was protected from exploration by treacherous sea activity. Successful docking revealed in addition to the new land, an unknown race of beings. Despite the apparent isolation of the island and its denizens, advancements of creation and construction came into being here. Exemplars, constructed beings, inhabited the city of Secord, while other cities of the Southerlands are held by Humans, Elves, and Dwarves. Highly intelligent, Exemplars are to golems what a clay hut is to a palace. Capable of independent thought, action and choice, the Exemplars are beyond anything known crafters are capable of dreaming into being. Though the pilgrimage to Anteris is still highly dangerous, there are Adventurers who have maintained such a determined connection as to become emissaries to a land of forgotten genius. As a race of beings who are created in lieu of being born, the societal functionality of Exemplars is greatly varied from that of the average city.

2018 Season of Hopes

Sundering of the Well

The Life wells are the constructed connections between our plane, and The River. A

means by which spirits can travel back to the prime from the river, should their spirit prove strong enough to resurrect. When we die, our spirit is drawn to the River, the next natural step in the circle of life and death. Life wells are the beacon that allows us to ease the way, and for the heroic, our return. They are beyond precious. In the past, there were many life wells spread over the Prime. They helped us to put our loved ones to rest, and gave us hope of seeing our guardians again. In the last summer of the year a heinous blow was dealt to the Prime in one fell swoop. The life wells we had become so dependent on were all simultaneously destroyed. A raucous explosion shook the very core of the world as life wells seemingly destroyed themselves. Bright, stark light ripped into the sky as our planar connection to the river tore itself out of existence. While this did not prevent resurrections it made the process much more difficult to achieve without the Wells. Outside of the Riverwalkers there are few with the training and ability to resurrect without need of a Life Well, and while the Order is strong it became clear how far spread their numbers were by comparison. Deaths began to mount as Heroes died beyond the reach of those who could resurrect them. This led to many in the world becoming more wary of their neighboring lands, and raised tensions among the most civilized armies.

A New Foe in the North

The Fallen Rook is a previously unheard of army, who suddenly cropped up in the far north of the lands of Tesh. An untiring army of humans, Fallen Rook appeared seemingly from thin air, and grew to a terrifying battle force in an unprecedented amount of time. Ascueing the common use of magic, Fallen Rook was a purely physical force, a wave of determined violence that spread like fire through a dry field. Unlike most standing armies, mages and healers were not to be seen among their ranks, heralded not by the waves of presence, but purely the sound of marching boots and ringing metal. War is almost a way of life in the lands of Tesh; being composed of hundreds of small free states ruled by Warlords. It is not uncommon for border wars to break out over land and resources, but these are temporary though frequent. However the normal hostilities began to fade as this new encroaching force pushed south and grew in power each day. Now it is a fight for survival and while they could work together against a common foe old enmity runs deep, creating a perfect storm for the Fallen Rook to seize.

Were Rising

The Moon Blooded are a unique group. Followers of primal instinct and the Silver Lady, moon blooded are so intune with their inner beast they can become one. Commonly called Weres or Werewolves, the moon blooded are as intune with nature as they are the hunt. However this is a common misnomer to those unknowing; Moon Blooded and Weres are similar in history but are very different things in how they exist, and calling one blessed by the Silver Lady a Were is an insult for sure. Most notable in the confusion is that Moon Blooded all tend to have silvery fur or hair and can be in the form of most predators, commonly wolves but also bears. In contrast Weres all have distinctly sleek black fur and hair and most common are rats and rarely wolves. Wererats content to primarily keep to themselves under normal circumstances, an unsettling trend presented itself among them. Insanity. More and more often, feral Wererats poured from the still of the night and attacked without prejudice. Entire encampments were found, uncomfortably close to Hollows Pass. The lycanthropy that changed

these men into predators was being spread without rhyme or reason, building their numbers, and leaving victim after victim in their wake. The Moon Blooded could not allow such a travesty to continue. Their brothers and sisters had turned from the path, and any person they came across was being torn apart or turned, multiplying the number of lost souls at an alarming rate. The Were Rats were hunted, by Moon Blood and adventurer alike, to stop the waves of needless death and broken lives.

Rise of the Raven God

Gnolls are a common problem. Fierce fighters who commonly travel in groups and seemingly prefer to disregard the laws for profit and pride. Banditry, kidnapping, slave trade, murder, the gnolls do not lend well to the defenceless. Regularly found in hidden camps, roving caravans, and shanty towns that spring up anywhere they can hold long enough, gnolls have been considered kill on sight, in most civilized lands, unless told otherwise. Because of their prolific disregard for the sanctity of life, and their regular addition to slave trade, gnolls are hunted by The Shattered Chains with verocity. Then a trend began among the gnolls. Some gnolls, caught during attempted kidnappings, began to appear with neck tattoos. Visible black birds, identified as ravens. Whispers of a town where gnolls were hoarding captured or enslaved beings, a shanty town built, rebuilt, and reinforced, housing many more gnolls with these raven markings. Upon locating and scouting the town, walled and guarded to the point of becoming a fortress, it was learned that the gnolls had been claimed, so they believed, by a new God. The Raven God demanded tribute from his followers. And within this base, the gnolls had begun building the demanded effigies to their Raven God. Towers, built to pierce the sky, made completely of bone. They weren't selling the people they captured anymore. The Raven God was not commonly seen, preferring to send his inner circle, the Priests of the Raven, to issue his orders and spread the news of his dominion. Rumors about the Raven God were not difficult to find if you knew where to look, but they were widely varied. He is a giant talking Raven. He is a raven Rok'Shen with great power. He is humanoid, but has feathers and the face of a raven. But what was not in question were his demands. In his name, the innocent were slaughtered, and effigies were created in his devotion. While in the beginning there was little sight of his calling it has become apparent in the last year that he is not simply a passing fad. He has reached beyond the Gnolls and has been recruiting any that would follow him blindly, this has sparked concern from cities and kingdoms alike that might soon feel his presence.

Breaking of the Eye

Among the many Planes the Abyss may be one of the most difficult to traverse. The Abyss is an open confusing realm, masses of land, ships, and odd ship-like craft litter the open air at random, with no sense of gravity or direction. Traversing the plane is as difficult as it is dangerous. Control in the Abyss is not found through strength of body, but of mind. Beings without psionics, or an escort, are little more than bait. As with most Planes, Abyss has leadership. The Eye, a united powerful group of bizarre creatures known as the Illithari, who sustain their strength by feeding on the energy of weaker beings who harness psionics namely Desert Elves. Since desert elves live and are born on the Prime, The Eye assigned a representative on the prime to report and collect these awakened elves as sustenance for them.

The current representative was an Illithari named Heshkar. But Heshkar intentionally falsified the numbers, claiming that the number of elves was much lower than the reality. He intended to let the elves live as peacefully as he was able, minimising the number of their people who were sacrificed to The Eye. Among the Desert elves, one man was determined and powerful. Teris Foon, leading a group of awakened elves and working with a team of adventurers, made for the citadel hidden deep in the Cursed Desert of Draken. They intended to remove Heshkar from the Vistek's hierarchy, and replace him with Foon. The way to the Citadel was by no means an easy task and once there the small force waged battle against servants of the Eye. Grells, thrall minions, and Illithari stood fast against them, but through hard won victories, they entered the center of the Citadel. Here, they met again with Heshkar. Foon and Heshkar entered an adjoining room and began to duel. But even this was not simple, as the team of adventurers and remaining desert elves had to hold ground against the continued onslaught of Abyss denizens. From the separate room, Foon emerged victorious. Through this success, Foon was able to secure Heshkar's position, and became a sitting member of the Eye. While aiding in the protection of the awakened Desert elves, Foon's new status also gave way to a new faction in the Visteks. However, the schism of the Visteks, a previously unified force, came with an unknown, terrifying side effect. An ancient being that was unknown outside those of The Eye, was no longer being held at bay, and was beginning to enter the Abyss.

2019 Season of Hopes

Death of the Eater

For millennia, the Vistek had been emitting a beam of mental energy off to a far end of the deep Abyss, keeping an ancient creature known as The Eater at bay ever since it was discovered to be attempting to phase into our reality. Due to the schism in The Eye, the energy being produced was weakened as the smaller faction was not contributing. This caused The Eater to stop being held fully at bay, and instead start to slowly begin entering into the Abyss and even without being fully into the plane, began stripping the planar energy out of its vicinity in the Abyss. By the time enough information was discovered as to the purpose of the Vistek's energy output, it was too late to stop The Eater, and heroes were forced to find a way to destroy it. The plan that was devised to defeat The Eater was to use a powerful relic to weaken it enough it could be kept at bay forever. While relics are not something that can normally be created by mortals, due to a particular twist of fate, schematics for a special crossbow had been thought of by a sudden stroke of inspiration by Stein, a town member of Hollow's Pass. He had already been gathering items to make the weapon over the past few years without fully knowing what it would be used for, but it was eventually discovered that this crossbow was to be used against The Eater. When all the components were gathered, everything was taken to the Heart of Gold, a special forge that is capable of great feats of creation in the right hands, and the crossbow was made by the Dwarven master smiths who man it. When it was time to finally face The Eater, a group of adventurers from Hollow's Pass, along with the help of some of the Vistek ventured into the Abyss to a remote location, split into groups they each set to their task. A large group stayed on the floating island to defend against the waves of twisted creatures that were prophesied to come with the entrance of the Eater into our world, while a small team conducted a special ritual to aid the defenders. The final team was a small group whose goal was to enter

into the Eater's mouth and force it open once the Vistek's beam of energy slowing its entry was cut off. After a difficult battle on both sides, the attack team managed to force the creature to show its vulnerability, at which time the crossbow fired a massive, potent beam of energy made of starlight, that sliced a hole through the Eater, causing it to reel. As the creature became weakened and the heroes enacted the last moments of their plans; it was believed that this creature may be unkillable and the hope was to weaken it enough the Vistek could contain it once more. Though unknown to any, the Vistek had other plans, mere seconds after the beast was wounded a massive stroke of near purple lighting spiralled across the sky crashing into the Eater. The aftermath of the strike erupted the beast, sending a shockwave across the plane; it is unclear as to how this was achieved but it appeared to end the creature, though several heroes perished with it. Even now it is still not fully known if the creature is truly gone or if its remains still lie in wait.

Destruction of Blackhand

Through the alliance of the great heroes and the Orders, Blackhand was tracked, followed, hunted, and actively sought out. But through a disturbing anomaly, a solid lead was finally had. There is contention about the exact cause of the anomaly, but without warning two apparent connections to Blackhand appeared. The first, and the most unsettling, was the arrival of an avian Rok'shen to Hollows Pass. He had a growing blackness across the flesh of his hand, and a possible direct tie to Blackhand. As the Battle against Void continued, the reach of darkness on the arm of the Rok'shen did as well. The second connection came to the town through their dead. Well, they resurrected. Visions of Blackhand, possibly his own memories, attached to the returned spirits of the heroic. Through the magic that connected the Avian Rok'shen to the Void, a (rift?) was found hidden in the forest, and with Rok'shen's aid allowed a group of Adventurers to enter the space, and found four separate windows within a seemingly fathomless emptiness. When the first window was touched, it acted as a portal, within the new space, and brought the Adventurers to what is believed to be a fixed point in Blackhand's past. Each window represented a point in history that was personally altered or important to Blackhand and his search for power. Within each of these focal points, the only being aware of their arrival was Blackhand himself. Battle after battle after battle ensued. In each new location, upon his defeat, a quarter of an amulet that hung from his neck remained, but in each encounter, the amulet appeared whole. As the amulet pieces were gathered and combined, Blackhand changed. Growing weak, an echo of the Terror that had plagued the Planes for so long. Through these efforts, his demise was finally secured.

Life Restored

In the fall of the year diligent work by members of the Riverwalkers along with other heroes a plan was made to attempt the creation of a new life well through very non-standard means. Some seventy heroes gathered on the banks of the River itself and took part in a ritual, in which many sacrificed a portion of themselves to create a powerful new Life Well in Hollows Pass. In the end the result was greater than could be expected, not only did the ritual succeed and create a Well far stronger than before, but somehow it tipped the hands of Fate. While it is not understood how in the coming months after the ritual, the key item needed to create Life

Wells began to slowly reappear in the world. In the months following the Hollows Pass ritual at least eight new Life Wells have been created around the Prime.

Ascension of Rainer

Justicar Rainer was many things. Fierce, proud, determined, so dedicated to the betterment of life and the protection of our world, he never took a natural life. As the Justicar, he was stern and held to the law. All citizens under his purview were expected to uphold and obey the laws. No exceptions. As a Life Knight, Rainer was the epitome of Sanctity of life. Swaths of criminals, foes, and invaders fell before his blade, but his oath and skill left each defeated, but alive to face justice. Throughout the years of dedicated service to others and to his commanding officers, Rainer had protected, aided, investigated, provided leadership, and even taught the people of Hollows Pass. As a Justicar, and a Life Knight, Rainer stepped onto many battlefields, not all of them on the Prime. His people weren't just under attack on the fields and roads of Hollows Pass, or even just the Prime. The River continued to wage war against the Void invaders, Spirits lost to un-existence, and the Life Knights had been called to defend. Rainer, who had never truly healed from his and the adventurers' joint attack on the Spirit Totem of Battle, had defended our world in his mortal body for as long as his will would allow. Upon the completion of the new Life Well of Hollows Pass, Rainer gave the towns dedicated citizens his final words and warnings, and before their eyes transformed from the wounded Leader they had stood by for so long into a new being. Like a cloak being cast aside, Rainer stepped out of his mortal bones, a warrior of brightest light, the warm glow of life itself encompassing his body. Wings opened from his back and the being that stood tall was truly a beacon of strength. Without even a hesitant glance, Rainer, in his new, true form, leapt into the sky of the River, sweeping across the banks and charging into battle.

Local History of Hollow's Pass

Hollow's Pass was once a booming city set in the foot of the Shield Mountains. The city thrived through most of the Third Age, survived the Reality War, and prospered into the Fourth Age up until the time of the first Runemaul war. Sometime during the war something horrible happened, and the city fell. Little more is known about it. Anyone that can remember or has a record of it will say the city has always been there, but no record exists of who ruled from its seat. Since that time, the keep and the city proper have all been abandoned; the farmlands closer to the river however, have become full of life again in the last 100 years or so. A new town of Hollow's Pass was founded; it is small but it is busy. The town itself is simple and the majority of the citizens are farmers and miners. Not far to the east of the town proper is a small port where the Grey River ends.

Hollow's Pass is located on the western edge of the Duchy of Vampir, inside the Kingdom of Sterif. While the town is small it has many travelers, as the main road that runs from the nearby port goes through the mountains and into Tesh. This makes the little town a frequent stop of travelers, since the pass is one of only three that cross through the Shield Mountains. Hollow's Pass is known for another reason as well though, albeit a far more infamous one. Unlike the rest of the lands in the Empire, there was no Baron who ruled this corner of the world, and the Countess took very little interest due to the curse. It has been recorded that even in the

times before the formation of the Malin Empire that all those who came to claim rulership over that land died within weeks of taking the seat. The curse did not seem to reach far, only a few dozen miles from the pass; and those of the noble line outside those areas seem to be unaffected. As such, the King had declared the area to be the Lost Barony. While some would think this precludes them from the law the truth is the law is still present. Enforced by the people and backed by a circuit judge, a Lord Justicar, who travels the Dutchy, they act as the hand of the kingdom to ensure that the people are all treated as they should and order is maintained.

The people of the region all grew up with stories of the curse and of the banshee from that had been handed down through the centuries. Tales tell that he was a mighty warrior who fell fighting off the darkness of old and since then he has been cursed. The people know of the keep's curse and that the banshee will allow only the chosen to walk its halls and rule its throne. During the day the banshee stayed in the graveyard and keep, and there are some that say he sings a song of lament over the graveyard. By night however, he patrols the countryside protecting the villagers from harm. All those born to the area had been raised to respect and honor their guardian.

In 2013 heroes who had come to call the city home came together, along with aid from the Riverwalker, and brought an end to the curse that hung on the region; as well they made right the Banshees death and took the creature to rest in the River. In the coming year one of the heroes would rise from the ranks to do his duty and lead the region's people out of darkness. Sigmund Whitefield was named the Magistrate of Hollow's Pass and for the next few years he would diligently raise up the people of Hollow's Pass. Not just the heroes but the common man as well, aiding in the growth of their lands and prosperity. In time his work would be rewarded and he would become the Baron of the Lost Barony, though he would restore its lost name, Bristar. As Baron he would do all he could to grow the Barony, including constructing a Grand Library and College at the Baronial seat in Provender.

The Town

This chapter's game is centered in Hollows Pass, which is located in the Kingdom of Sterif along the Eastern side of the Shield Mountains. Until very recently the area was known as the Lost Barony due to a curse, which has since been lifted in recent days by adventures. Hollows Pass is located in the Duchy of Vandir under Countess Dastin Sevrin. Vandir along with the County of Millhall and Redburrow, make up the Kingdom of Sterif, which is led by King Lucious Stoval.

The city of Hollow's Pass is roughly 45 square miles, with a population around 3500 people.

The city has a strong presence of the Imperial Guilds; Mages Guild, Artisans Guild, Healers Guild, and the Merchants Guild; as well there is a Wayfarers Guild station just outside of town. Just outside of town to the south is a military barracks manned by a division of soldiers from the Seven Shields.

In-Game Figures

Justicar Anne Fowler (Human, played by Sunny Wetzel) - A traveling circuit judge that has

become a staple in the township. She is a servant of the kingdom and carries the authority to pass judgment on the people of the land for crimes committed.

Baron Sir Sigmund Whitefield (Human, NPC) – Sigmund is an example of what the Empire aspires to bring to its people. As an adventurer and noted scholar he spent years bettering the kingdom and Empire and in time his efforts were noticed and rewarded. As he moved through the ranks of nobility on his way to his current position he helped restore Barony of Bristar to its former glory.

Magistrate Sadi (High Elf, played by Joel Velasquez) - His flare goes without saying, as a member of the social upper crust he sees it almost as his born duty to bring the rest of society up to a better standard.

Sheriff Caelith Miruvar (High-Elf, played by Neil Junco)- Long time member of the Guardians of Essence and the Fallen Leaves, he has proven time and again to be a loyal servant of the Empire.

Artisans Guildmaster- Addison Page (Human, NPC)- Little is known about Addison's background though he was originally stationed in Hollow's Pass after a Guild inquiry into its operation.

Healers Guildmaster- Michael Isley (Human, played by Jason Myrick)- A commoner who was born and raised in Hollows Pass, built a higher calling several years ago and under the tutelage of several skilled adventurers has become the face of the local Healers Guild.

Mages Guildmaster Aldan Undoviel (High Elf, played by Kevin Barrett)-the Guild is currently under the leadership of Grand Master Aldan, with the assistance of Assistant Guildmaster Rini (Fox Rokshen).

Merchants Guildmaster Lee Carson (Human, played by Kevin Barrett) - The head of the merchants guild located in Hollow's Pass. He drives a hard bargain and holds to his busy schedule. It's best to set an appointment or you're likely to wait quite a while.