

# DUNGEONS & DRAGONS<sup>®</sup>

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## History of Glantri

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A supplement by  
Emanuele Betti

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The rules in this handbook are based on D&D rules as described in the original handbooks in Basic, Expert, Companion, Master and Immortal sets, in the official Gazetteer expansions, and in fan-made products, with a special mention of the works of Marco Dalmonte.

To play with this handbook you must have the original Basic, Expert, Companion and Master set rules for Dungeons & Dragons and the Gazetteer 03: the Principalities of Glantri.

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# INTRODUCTION

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When writing expansions and adventures for my campaign "Arsenic and Old Spellbooks", I needed to better detail the history of the Principalities of Glantri. I started writing down small parts of text, for this purpose, but now I need to put all of them together and compile a uniform history of this country.

This product is targeted to Dungeon Masters that want to play the campaign "Arsenic and Old Spellbooks", or may want to just add some flavour to their Glantrian campaigns. Other references of this work are connected to my "Atlante Geografico dei Principati di Glantri", a similarly non-commercial product in Italian that maps the whole country with a 1 mile per hex scale.

Many of the informations given in this booklet don't come from modules and gazetteers, but are made up by nobody else but me. This doesn't want to be at all an official record. It is just my interpretation of the limited informations given in the gazetteers, expanded. Moreover, I don't have access to all of the materials ever published for Mystara, therefore there is always the chance that whatever I write here may conflict with other official products.

On my side, I tried to provide a uniform, and as much as I could, realistic overview of the history of Glantri. I hope that players and Masters will enjoy it.

Emanuele Betti

# EARLY YEARS

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Ancient history of the Principalities of Glantri covers the centuries between the first elven colonization (about 2.200 BC) and the early Flaem civilization (Beginning in 395 AC). This period ends with the construction of the city of Braejr (the modern Glantri City).

## FIRST ELVEN COLONIZATION

The first people to settle in the valleys where the Principalities of Glantri would one day be were elves of the Belcadiz family, of the Flamingo Clan. These elves were part of an expedition that left Evergrun not long after Ilsundal, and were trying to trace him to join his journey.

**2.200 BC** Following the traces of Ilsundal, the elves of the Flamingo clan reach the north of Davania. Here they decide to settle, but the elves of the Belcadiz family keep on their travel due to a vision that predicted glory, power and wealth in the land of three rivers. After crossing the sea, the Belcadiz find the valleys where the Principalities will be, and settle here. Their civilization flourishes, and their number grows. At the time, the valleys were full of trees and light vegetation, and the elves used the huge spaces they had to build big farms. To the south, in a big and wild forest, another group of elves settles: it is the Celebryl clan. Most of the remains of this time were

destroyed by time, because in that time Belcadiz elves were mainly building their homes with wood. Some traces of their history can still be found in ancient milestones, obelisks or monoliths in the Principality of Belcadiz and on the hills of Fenswick and Duvengan. Some tombs, usually built as underground vaults, can be found scattered all the way up from Belcadiz to Boldavia.

**1.700 BC** Elves of the Celebryl clan find an ancient artifact buried in the forest. The elders of the clan activate it, but something goes wrong and it explodes. The energy it releases completely burns down the forest and corrupts the land. Most of the Celebryl elves die, and the other ones hide in the caves to escape destruction. In the north, the lands of the Belcadiz clan are covered in ashes from the big fire, and the poisonous cloud that the cataclism produces obscures the sky. Plants and animals begin to die, and many elves fall sick and suffer painful mutations. After some weeks, it is clear that this land is dying. The cloud is so thick and dense, that doesn't dissolve. The temperature is dropping, and the ice starts covering the land. Monstrous plants start growing on the hills. The elves reluctantly leave these lands, moving

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north, where they find some valleys, hidden in the heart of the Wendarian Range, not covered by the clouds. In summer, the temperature in the valleys is still mild, but winters are freezing. Elves start building their houses in stone, to better resist the elements, and settle here, waiting for the lands where they used to live to be liveable once again. Traces of the elven cities can still be found in the valleys.

## THE ELVEN EXODUS

This part of the history is only known by Belcadiz elves, and most of them ignore the most ancient or the darkest parts of it. Many members of the clan are actually very young, or joined their clan from other elven clans or tribes. Most of the elves who know this history wouldn't want to talk about it.

This history is mostly invented, because the official sources only say that the elves disappeared in caves hiding from the cataclysm in year 1.700 BC and resurfaced in Darokin only in the years around 700 AC. No explanation was given of what happened to them in the meantime, and why did it take so long for them to just get through some caves, and I decided to fill in the gap.

**1.400 BC** The energy released by the cataclysm somehow triggered a volcanic era in the valleys. Many new

volcanoes erupt, and their ashes, together with the poisonous cloud, keep obscuring the land. The ice covering the valleys turns black due to the ashes in it, and the light of the sun is still obscured. Elves scouts report that the valleys are now inhabited by monsters of many different types, including frost giants, who are now ruling the land. The people and monsters living in the surrounding area start calling this place "Land of the black ice".

**900 BC** The volcanic era ends, leaving the valleys much different from what they were before. Slowly, the impervious clouds that covered the sky for centuries, start to fade. The elven explorers report it to the heads of the clan, who hope that soon they will be able to go back to their valleys.

**800 BC** The ice that covered the land melts, revealing a dead land, made of ashes and stones. There's no trace of plants or animals, but plenty of monsters. The land looks a lot like the broken lands. With the ice receding north, the frost giants are driven north as well. Here, on the Wendarian Range, they find the same valleys where the elves are now living and try to chase them away. A war between the elves and the giants begins.

# EARLY YEARS

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**700 BC** After 100 years of war, the giants defeat the elves and destroy their last city. The surviving elves of Belcadiz are enslaved by the giants.

**400 BC** A plague starts killing the giants, but the elves are immune. Seizing this opportunity, the elves escape their prison and flee through a complex of caves in the Wendarian Range. In the caves, the elves travel for years, surviving with the flesh of the monsters they kill and the mushrooms they find. The number of the elves of Belcadiz drops to around one thousand.

**350 BC** The elves reach a huge underground cave with water, mushrooms and peaceful animals. They decide to settle here for a while, but after some months, an internal fight erupts. Some want to keep on their journey to find the land of their fathers. Some others just want to stay and live here. Eventually, the Belcadiz elves meet in the caves some Shadow elves. They introduce themselves as the Celebryl clan. The Belcadiz elves are happy to see their lost friends, and soon enough, many Belcadiz elves who want to stay in the caves join the Celebryl, while many Celebryl elves who want to live in the outside world join the Belcadiz clan. After some

years of peaceful life together, the Belcadiz clan is finally ready to leave and, guided by the shadow elves, they go towards the passages leading to Darokin.

**340 BC** When finally the Belcadiz Clan was sure they could soon see their homeland again, they met a tribe of fierce beastmen in the caves. Chased away towards unknown tunnels, the elves get lost.

**300 BC** After many more years lost in the caves, the elves finally get out and see the light of day. However, they have no idea of where they are. The land is unfit for elves to live in, and they travel south, hoping to find some woods. They reach a coast where some humans (descendants of Nithians who got cut out of contact with the former empire when it was destroyed) have settled the fairly fertile strip of plains that runs close to the coast. The elves find a small forest nearby, and decide to settle there, hoping that this will be their home now. The elves befriend the humans, and the two groups start influencing each other. Some mixed marriages even make the elven Clan grow.

# EARLY YEARS

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**100 AC** Humans from the steppes and humanoids begin attacking the friendly humans, that now call themselves Hispani. The elves help them protecting their lands. Meanwhile, the men from the steppes start cutting the forest. The elves react with traps and attack them while hiding. The Forest takes the name of Bosque De Las Ombras.

**500 AC** Humans from Thyatis come to colonize the lands where the elves and humans live. Voices of a terrible plague coming from the west reach the elves. The elves grow uncomfortable in their tiny forest, squeezed between the humans and the steppes, more and more populated by monsters. Voices from the Empire of Thyatis talk about a human kingdom founded on magic in a valley with three rivers. The elves recognise the homeland of their ancestors and the desire of going back there resurfaces. However, the elves feel compelled to protect the humans they befriended.

**512 AC** A war with the Thyatis forces begins, and the humans struggle to resist. The elves, in a desperate attempt to stop the conquer, lure the enemies in the forest to trap them there. Their plan works only halfway, because the

humans to try and free themselves set the forest on fire. The elves and humans work together to save as much of the forest as possible, but what is left is just some patches of woods. Meanwhile, the Hispani and the Thyatian settlers are attacked by the raiders of the steppes, and decide to join their forces to fight them. Once the battle with the raiders is over, the Chieftan of the settlers signs a peace with the Hispani, and together they build the backbone of the Hispanic baronies of the Savage Coast.

**515 AC** The Belcadiz elves refuse to take part in the reconstruction. They fear the plague from the west and mourn the loss of their wood. Ernesto de Belcadiz, leader of the Clan, decides to guide his people east, following the directions given by Thyatians, to go back to the land of their ancestors and claim it back.

**550 AC** The Belcadiz Clan leaves the Savage Coast and heads east.

**570 AC** The elves meet the members of the Atruaghin Clans on the coast. The people of the Clans would not allow the elves through their lands. Especially the Tiger Clan starts a war with them. The elves of Belcadiz

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retreat, and get organized to cross the desert of Sind, heading north.

**584 AC** The Elves of Belcadiz cross the desert and reach the Republic of Darokin. Here, they meet the elves of Erewan, and spend some years in the land of the humans, telling their stories and getting ready to cross the Broken Lands. From the elves of Alfheim, the Belcadiz elves learn about the Trees of Life and the cult of Ilsundal.

**659 AC** The Belcadiz elves begin their travel across the Broken lands. Some scouts of the Erendyl clan join them. During the trip, they get ambushed by the gnolls, and must run for their lives. Trapped in a small valley, the elves learn how to survive the attacks of the gnolls and other monsters, build their homes hidden in the sand, to avoid being tracked and organize their resistance.

**662 AC** Some major war or conflict distracts the gnolls long enough to allow the elves, who had been waiting for this chance for a long time, to run from their hideouts and complete their travel.

**663 AC** On the first days of the new year, the elves reach the valley of Vesubia

river, where their ancestors used to live.

## THE NITHIAN REFUGEES

Around year 500 BC, when the Empire of Nithia was starting to break apart, a small group of men from Nithia dared to challenge the dangers of the valey of the three rivers to try and escape the destruction of their Empire. They were still not able to survive, but the remains of the underground palace that they built in these lands are the Necropolis of the Rift, just south of the Barony of Adlertum.

**515 BC** Shamelsest, a sorceress princess of Nithia, wife of the son of the Pharaoh, falls in love with Amunathon, a High Priest of Ra (Rathanos) who was corrupted by the evil and, turned his back to Ra, became a follower of Apophis (Bachraeus).

**510 BC** Shamelsest has a vision of the end of Nithia, and warns Amunathon about the danger. The two decide to run for their lives, betraying their nation and their Immortals. After organizing all of their riches, slaves and belongings, the two flee in the night and head west, passing through the unwelcoming plains of Ethengar.

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**509 BC** After a long journey, the two lovers reach the valley of the three rivers. Here, they fight the monsters and search for a safe place where to build their new home. Finally, in the north-west end of the valley of Vesubia river, they find an area that is ideal to build a small town, easy to protect, and with not too many monsters plaguing the place. They start building a village and a palace.

**504 BC** Shamelseh has another vision of death and destruction. She is worried that their escape will not be enough, and that the Immortals will still find and punish them. To calm her down, Amunathon promises to find a way to protect their lives, so that whatever hits their homeland would never affect them. For extra care, Amunathon orders to build an underground palace in the side of the hill, so that they could be hiding in there, whatever may it happen.

**501 BC** Amunathon finally gives Shamelseh the result of his efforts: an amulet that will protect each of them from death whatever may hit or affect them. Both he and Shamelseh wear one all the time, and live mostly in the underground palace, leaving it only when strictly needed.

**500 BC** The empire of Nithia is destroyed by the Immortals. The curse that the Immortals cast on the Empire echoes in the whole world, and the small colony in the valley of the three rivers is not spared. All of its members are instantly killed and their bodies turned to ashes. Their buildings turn into sand, and their traces are cancelled from the world. A rockslide closes the entrance of the underground palace. Amunathon and Shamelseh are not spared from the destruction of their bodies. However, the magic of the two medallions preserves their life forces, imprisoned in their stones, alive and at the same time trapped, until someone will come and free their souls.

## **EARLY FLAEM CIVILIZATION**

In the end of the fourt century AC, the Flaem reached the land of the three rivers. The Flaem used to have a different dating system, which incidentally was the same as the Alphatian dating system. They counted the years since the year of the destruction of their home planet of Alphatia, dating from the start of their Exodus. Events of this period are double-dated with both the Thyatian year and the Exodus year (which coincides with the Alphatian year).

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**395 AC - Exodus 1395** Explorers of the Flaem open a magic portal to Mystara from the Elemental plane of Fire. The portal, attracted by the magic of the Nucleus of the Spheres, opens in the valley of the three rivers. They find a valley which is not inhabited, poor of woods and with a fertile, black ground. The monsters don't scare them, the followers of Fire, and soon enough, they spread the voice to their leaders. Soon after, the Flaem begin colonizing this land, building towns and streets. The first colonization of the valleys was centered on the northern part of the biggest river in the valley. They decided to call the river Vesubia, which meant "River of Safety" in their language, because thanks to this river and the land around it, they could hopefully end their exodus.

**414 AC - Exodus 1414** The Flaem civilization grows, and many more followers of Fire reach these lands through the magic portals. New towns are built south, reaching a swamp at the junction between the Vesubia river and another river that flew from the west, called Banubia (Placid River in the Flaem language. Later on, this river will be called Isoile). Monsters roam in the swamp, and natural magic events seem to happen in it.

The Flaem king orders that the swamp and its magic are studied to understand if it can be used to gain power.

**446 AC - Exodus 1446** After many adventurers and sages died to study the swamp, the scholars of the Flaem reveal that from their studies, the swamp is exactly in the most magic place of this whole world. The Church of the Fire builds a shrine in the centre of the swamp. Many men die for its construction.

**450 AC - Exodus 1450** The Flaem people start building houses around the shrine, and soon the swamp is full of buildings that sink in the water and of men killed by monsters. To stop this craze, the Flaem leader Wilhelm De Roo seized the whole swamp, ordered the quenching and drainage of its waters and made plans to build on it his Capital. The city, whose waters had gold reflections due to the gold dust dissolved in them, was called Braejr, which is formed by the two Flaem words Byrah (gold) and Jehr (water). With the backing of the Flaem Ruling Council, he was declared king of the Flaem Kingdom of Braejr, and officially declared the Flaem exodus to be over. In the following centuries, the Flaem of

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Glantri will keep on using their magic portals to try and gather all of the lost Followers of Fire in their nation, a task that still goes on in present times. The Capital was a very small town, in the beginning. Most of the swamp was not quenched until much later, and because the surrounding swamp was still dangerous, it kept for a long time just a ceremonial function, hosting the king's Palace and the Shrine of Fire.

# THE FLAEM KINGDOM OF BRAEJR

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By the time the Flaem kingdom of Braejr was declared, there were already a number of towns and cities around the valley of Vesubia river. Some of them were Braastar (the biggest city of the Flaem), Kopstar, Altendorf, Ostbruch, Leenz, Sonden, Berrym, Glamoran and Taterhill. The events of the Flaem Kingdom cover the time between the construction of the city of Braejr (year 450 AC) and the start of the Forty Years War (year 788 AC).

The declaration of the end of the Exodus made by king Wilhelm had as a consequence that the Flaem needed a new dating system. The Ruling Council stated that from now on, the years would be counted from the birth of the Flaem kingdom (Flaem Year, shortened in FY). This use would be kept until the birth of the Republic of Braejr, almost 400 years later. In this chapter, dates are given both in the Thyatian system and in the Flaem kingdom system.

## FIRST CONTACTS

After establishing the base of their new kingdom, the Flaem began exploring the lands around it more intensively, and soon they got in contact with their neighbouring populations, meeting the men of the plains of Ethengar in the east, the raiders of the desert in the west, the orcs of the Broken lands and the people of the Kingdom of Darokin in the south.

**454 AC - 4 FY** The Royal Palace in the town of Braejr is completed. The commoners' quarters were ready since the previous year. Due to the dangers of the swamp, the quenching takes longer than the Flaem thought. Quenching stops, and a strip of land is kept around the town to isolate it from the swamp. A wood wall is temporarily built around the small town. The offices of the kingdom are set in Braastar until the quenching will be complete.

**461 AC - 11 FY** The explorers of the Flaem reach the border with the Broken Lands, and are attacked by the orcs. They manage to run and warn the Ruling Council. In the same time, the orcs are now aware of the humans living north, in what used to be their hunting grounds for the past centuries.

**462 AC - 12 FY** Orcs try to send two teams of explorers towards the valley of Vesubia, but the orcs get killed by the Flaem both times.

**464 AC - 14 FY** The Flaem explorers reach around the Colossus mountains to the Ethengar steppes for the first time.

**465 AC - 14 FY** The orcs send a bigger army to fight the humans from the north.

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The army reaches the swamp of Braejr, but the explorers of the Flaem intercept them, and a battalion of wizards and archers force them to retreat.

**471 AC - 21 FY** An expedition of Flaem Explorers reaches the southernmost valley before the Broken Lands and explores most of it. The big river that flows in the valley carries red sand, and its water becomes reddish when turbulent. Therefore, the Flaem call it Ranubia (Red river in their language). In the Ranubia valley the explorers meet humans from the south, that every now and then cross the mountains to come and hunt here, considering it their own land. The Flaem do not really care about this valley, at this point, but will keep on sending explorers in this valley to control the humans from the south and the orcs.

**474 AC - 24 FY** After a new attack of the orcs, a group of expert Flaem adventurers is picked to explore the Broken lands and estimate the size of their threat.

**475 AC - 25 FY** The explorers come back, talking about a land that is very inhospitable and full of monsters. However, the tribes are very unorganized and don't seem to be a

real threat for the Flaem. In the same year, some Flaem settlers start building a village on the border of the plains, to use them as a hunting ground.

**476 AC - 26 FY** The village on the plains is destroyed by the tribes of the plains, that see the Flaem as invaders. When the Ruling council sends some explorers to check the situation, they only find a group of burned down buildings and corpses.

**481 AC - 41 FY** King Wilhelm dies, and his throne passes to his ambitious son Otmar.

**482 AC - 42 FY** A second quenching of the swamp around Braejr is ordered by the new king. The city is enlarged to make more space for troops and a furnace is built where the mud of the swamp is used to produce bricks. The old wall made of wood is substituted with a brick wall.

**493 AC - 43 FY** Explorers that are mapping the valley of the Banubia are attacked by desert raiders coming from the west. They manage to escape, and alert the Ruling Council. When a battalion is sent to chase them away, the raiders are already gone. To avoid more attacks from the west, the king

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orders to build a fortified village on the hills at the base of the valley, as a guardpost: the village of Westheath.

**501 AC - 51 FY** In the Republic of Darokin a war between humans and elves starts. The orcs of the Broken lands seize the opportunity to attack Darokin, and for a long time, the attacks towards the Flaem reduced so that the Flaem could once more focus on exploring the lands around them. The hunters from Darokin stop coming to the Ranubia valley.

**502 AC - 52 FY** Explorers sent to the east plains intercept Ethengarian explorers on the hills below the Colossus mountains. They stay hidden and spy on them, until they go back to the plains. The Flaem explorers go back and report the fact to the Council. The Council decides to finance the building of an outpost at the base of the hills to monitorize the movements of the people of the plains. The member of the Council Magnus Van Tongeren is endorsed with the task of building and protecting the outpost from the attacks.

**504 AC - 54 FY** The construction of the outpost starts, but the raiders of the plains attack the site overnight to chase the invaders away. After

months of guerrilla with the raiders, after building wood barricades and walls around the site and spending too much time, effort and resources on the construction, Magnus is forced to reduce the project and make the outpost just a small fort, where a battalion of no more than 50 people could live. The wood barricades are reinforced, and another wall is added around the tower, to protect it even more. Once it is finished, the outpost is known as the Bramyra Fort, from the Flaem word "Bram", which means "East".

**505 AC - 55 FY** The raiders try to attack the fort but are pushed back by the Flaem. King Otmar dies, and his son Wilhelm II becomes king.

**507 AC - 57 FY** A patrol of Flaem tries to explore the border of the plains, but is attacked by the raiders and all of its members are killed. Some weeks later, the raiders try another attack, to the fort but are defeated again.

**513 AC - 63 FY** Magnus Van Tongeren is visiting the Fort, when he and his men manage to witness the attack of a big group of orcs from the Broken lands towards a small patrol of Ethengar warriors. Seizing the opportunity to befriend the Ethengarians, Magnus

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orders to his men to go and kill the orcs, helping the Ethengarians. Once the battle is over, the men bring the Ethengarians back to the fort, where the Flaem heal them and feed them. The next day, they send them back with presents like food and jewels. Some days after this episode, a group of raiders approaches the tower bringing presents as well: jade and horses. From this moment, the border fights between the two groups cease, and a faint friendly exchange of gifts starts. It is made clear that the Ethengarians don't want the Flaem in their plains, and promise not to climb on the hills as long as the Flaem stay out of the plains.

**519 AC - 69 FY** King Wilhelm II creates the Fire Guard, a special body of adventurers who were endorsed with the task of exploring the external plans of existence to locate all of the remaining Flaems scattered in the different dimensions and invite them to join the Flaem kingdom of Braejr. In the following years, every now and then the Fire Guard would come back using the Fire Portals taking with them some more survivors.

**527 AC - 77 FY** The orcs strike a new attack on the south, but they are defeated once again before reaching Braejr.

However prince Berend, the lone son of the king and commander of the Flaem army, dies in the battle. During the past years, the Bramyra fort has become the diplomatic outpost where the Flaem and the Ethengarians met a number of times. King Wilhelm II hopes to finally sign a peace with the Ethengarians, but his hopes are crushed when a group of Flaem hunters is caught by Ethengar raiders far in the plains. The hunters attack the raiders and kill some of them, but the raiders strike back much harder than the Flaem thought. Most of the hunters are killed, but three of them manage to escape, and hide in the Bramyra fort. When the Ethengarians get to the fort, Magnus himself needs to pay a huge amount of jewels and food to the raiders to apologize for the behaviour of the hunters. The exchange of gifts is interrupted, and the relations between Braejr and Ethengar drop. At the end of the year, king Wilhelm II gets sick, and the Clerics struggle to help him, but with no success.

**528 AC - 78 FY** King Wilhelm II dies at the beginning of the year. The closest possible heir left to the king is his grandson Iskander, a boy of just 16 years. Iskander is made king, but the

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Ruling Council takes over most of his tasks, leaving him a powerless king.

**530 AC - 80 FY** The raiders from the desert are found in the valley of the Banubia, building an outpost. The Council is worried that they will be too close to their capital, and they could seize land from their kingdom. Therefore, the Council calls for an army to be sent against them to chase them away. Arno, a far cousin of king Iskander and the only heir left in the royal family, seizes the opportunity to gain the throne. He puts in his cousin's mind the suspect that the Council wants to control him and make a puppet of him, and suggests that he shows his strength to the council and the nation by guiding the army against the desert raiders. Iskander follows his advice and, as Arno was hoping, dies in the battle. The Flaem army is victorious, but the body of the young king is taken back to Braejr and burned, in the old fashion of Flaem kings. However, the King's Crown went missing, seized by one of the raiders before retreating. The throne passes down to Arno, who becomes the new king of the Flaem, and a new crown is made for him, using the jade from Ethengar.

**531 AC - 81 FY** Arno immediately reveals himself as a strong leader for the Flaem, and a good tactician. However, he is worried of the power of the Ruling Council. In the first months of his reign, he tries to start back the exchange of gifts with Ethengar, and sends messengers to Darokin to secure peace with the people of the South. He also orders a new quenching of the swamps around Braejr to enlarge the city and have a palace built to host the Ruling Council, plus houses for the members of the Council and their families and servitude. Unfortunately, his financial resources were already limited, and when the Fire Guard took to the country the biggest group of lost Flaem they ever found, counting about 20.000 people, the quenching needed to stop because the money was needed to build new towns to relocate them. The leader of the new group of Flaem, Markus Krollnar, is admitted into the Ruling Council to help the integration of his people in the new land.

**533 AC - 83 FY** Arno's efforts towards the Ethengarians are repaid: the people of the plains timidly start the firendly exchanges once more.

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**536 AC - 86 FY** The scouts report of a big army of orcs that are getting ready to invade the southern part of the nation. They are reaching up to the southern end of the Colossus mountains to cut trees and collect wood for their weapons. Arno declares the state of emergency and calls into service all of the capable men, raises the taxation to get funds, and commands women to go in the mines and dig for gold to sustain the nation in this difficult time. The Ruling Council, afraid that the moves of the king will cause riots, try to suppress its laws, but he reacts by accusing them of High Treachery. The members of the Council are arrested, and a trial starts.

**537 AC - 87 FY** The army is ready to leave the upper valley of Vesubia to intercept the orcs. The fight is fierce, and many men die, but the preemptive attack pays and the orcs are chased away before they could finish building their catapults. The king lifts the taxation and uses the money raised by the continuous mining to repay the families that lost some beloved ones. The popularity of the king raises even more. To avoid being executed, some members of the Ruling Council plea for mercy and swear allegiance to the king. When he restores them to their role, the other

members of the Council follow their example, and the king spares their lives as well. Although, he ditches them from the Council and substitutes them with people he trusted more. The events of these two years are now known as Arno's Coup. In this way, king Arno ensured that the new Council would always back him, getting almost full powers and at the same time preserving the integrity of the nation and its institutions.

**551 AC - 101 FY** After years of relative peace and good relations with the people of Ethengar, king Arno sends diplomats to the Bramyra fort to try and start a trade with them. Lord Zegert Kloosterman, the head of the Fire Guard and Ruling Lord of Taterhill, is sent to oversee the talks for the King. He is chosen because, as part of the Fire Guard, he already treated peace with plenty of other populations in the Elemental plan of fire, and is considered one of the most successful diplomats of the Flaem kingdom.

## **THE BRAMYRA ACCIDENT**

All of the historians agree that the Bramyra accident is at the base of the enmity between Ethengar, the Flaem kingdom before, and the republic of Glantri later. This

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diplomatic disaster is now studied as a proof that experience itself is not enough to have successful talks, especially if you don't know your counterpart properly. The accident was caused by the ignorance of the Flaem people about the uses of the Ethengarians, and the ignorance of the Ethengarians of the Flaem history.

The organization of the meeting between Lord Zegert and one of the Ethengar Khans was not easy. None of the two factions was able to understand the language of the other ones, and so far the mutual understanding of the languages was limited to few words, like thank you, chief, present, foer, horse, friend. Most of the communication was gestual, and often misunderstood. When the day of the meeting came, the things didn't quite go the way the Flaem were hoping for.

**552 AC - 102 FY** The meeting was prepared in the plains just in front of the Bramyra fort. It was now clear for the Flaem that the Ethengarians didn't like to enter their buildings. When the Khan and his men arrived, ritual greetings and gifts were exchanged. However, the Flaem scholars that were trying to explain their will for a trading partnership with the men of the plains were struggling to be understood by their counterparts. After a few efforts to exchange some words, Lord Zegert stepped in the talks, strong of his experience and his

magic. He cast the *Fire Drawing* spell, which consisted in a stream of fire from his finger that could be used to write on the ground, and that he wanted to use to draw moving images on the ground to explain that he wanted to trade. He developed this magic to communicate with creatures in the plane of Fire and so far it always worked perfectly. Few did Lord Zegert know about the Ethengarians, otherwise he would not have used such a spell in front of them. Ethengarians had at the time a very limited knowledge of magic, and an even more limited understanding of how it worked. They could not know that the magic fire of the spell was under Zegert's control, and would not spread, and the practice of magic was for them a sign of evil. When Lord Zegert summoned flames directly into the ground, on the precious grass that was giving life to the plains, providing food and giving shelter to the animals, the Ethengarians were scared that the man would set the plains on fire. The Khan gave orders to set the fire off with water and blankets, but the efforts of the men of the plains were useless. When the scholars held the Ethengar men back, trying to explain that they should not fear from that fire, the men of the plains thought that

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they wanted to make them prisoners, to stop them from saving the plains. In the mind of the Ethengarians, the Flaem lured them there to attack the Khan and burn down the plains, so that they could conquer their land. The Khan ordered an attack, and the Flaem, who didn't expect that, were immediately overcome by the brutality of their strike. Lord Zegert was the target that every man was aiming at, and finally one of them killed him with a lethal arrow shot to the head. The Flaem retreated to the fort, trying to save the scholars and following their instructions not to kill the Ethengarians. It was a massacre where 41 Flaem lost their lives. The men of Ethengar tried to set the Bramyra fort on fire, but their efforts were vain and, after three days of siege, they retreated to the plains. When the Flaem were able to get out of their shelter, they found the bodies of their companions, including the one of Lord Zegert, dismembered and scattered all around the fort, in pieces. The raiders of Ethengar had used the blood of the dead to splash the walls of the fort and all of their eyes, pulled out, were left on the ground, in front of the main entrance of the fort, as a warning: "the eyes of the dead saw your crimes".

As a consequence of the Bramyra accident, the people of the plains never trusted the Flaem anymore. They were now sure that the men with the red hair who could control fire were evil, that they wanted to seize their lands, their horses and their jade. The Flaem did not fully appreciate the consequences of the Bramyra accident until later that year, when they tried to send another diplomatic mission to the khan with gifts, to apologize for the misunderstanding. They still didn't understand how much less developed was the Ethengarian culture about magic. The scholars took as a gift a magic wand, to try and help them appreciate magic and understand that it was not evil. The khan threw the wand in the fire, disgusted by the gift, and it exploded. That was the proof the khan needed that the Flaem were trying to kill him. A few days later, the heads of the scholars and their guards were left by a raider overnight in front of the entrance to the fort. Seeing that as an unmotivated act of war, the Ruling Council and king Arno dropped every attempt to keep on friendly talks with the savage people of the plains, and declared that they were enemies, to be chased away from their lands as soon as they were spotted.

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## THE ETHENGAR WARS

It must not come as a surprise that, after the Bramyra accident, between the Flaem and the Ethengarians there has been a number of conflicts and battles. The time between that episode and the return of the Belcadiz Clan is punctuated by battles, and is now normally referred to as the Ethengar Wars.

**553 AC - 103 FY** The pressure on the Flaem kingdom is growing: the orcs from the south are becoming aggressive once more, the Ethengar raiders in the east are now at war with them, and the desert nomads in the west are a recurring threat. King Arno decides that it is time to step up his plans and increase the protection of the kingdom. He orders scouts to find the best building stones around the valleys, and orders that the quenching of the swamp around Braejr, interrupted 20 years ago, starts back.

**554 AC - 104 FY** Granite, travertine white, pink, red, and black marble are found around the valleys. The king orders to create mining outposts in the places where the stones are easier to find. Settlers and guards are sent to build the caves and oversee their works. In the south, at the very end of the valley of Ranubia, the fortified villages of

Morla (later renamed Verrazzano by Thyatian settlers), Nuthar (Later renamed Ghizzano by Thyatian settlers) and Ranadin (Redstone in Flaem language) are founded to mine white marble and Granite. In the east, not far from the Bramyra fort, the village of Fieberbrunn is built to mine pink marble to the north, and the vilage of Glenadar (travertine in Flaem language, later renamed Glenargyl by Klantyrean settlers) for travertine in the south. Movements on the hills are observed by the Ethengarians, who think the Flaem must be getting ready for war. Sporadic attacks to the mining sites and the Bramyra fort happen throughout the year.

**557 AC - 107 FY** The advancement of the quenching of the swamp is completed, and the city of Bramyra undergoes major improvement works: the brick walls are substituted by white and pink marble walls, with watchtowers. The construction of the fortress of Nyra, in the south, starts, and a permanent patrol of guards is sent to keep control of the border with the orcs. Scouts coming back from the Dol Anur valley bring crystals of rock salt they found on the hills. The king orders to build a cave of salt on the site, and settlers and guards are

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sent there as well, founding the village of Hodac. This village will not be noticed by the Ethengar warriors for a long time, hidden among the hills. The king orders to send scouts to the south, to try and establish a trade with the men of Darokin. Even if of a very limited extent, this is the first proper commercial treaty of the Flaem.

**560 AC - 110 FY** After exactly 30 years of reign, king Arno dies. His throne passes to his eldest son, Otmar II.

**561 AC - 111 FY** During a visit of the king to the building site in Nyra, the orcs strike an attack to try and stop the construction. They use catapults and ballistas to damage the structure. A very unfortunate shot from a ballista hits the king, killing him instantly. The forces defending the site strike back, but can't stop them. Only a small number of survivors manages to run from the battlefield and report the destruction of the fort and the death of king Otmar to the Ruling Council. The body of the king and his crown are lost. Otmar II is remembered for being the shortest-serving king of the Flaem kingdom, with a reign that lasted only 7 months. After his death, his younger brother Wilhelm III gets to power, and has a new crown made for himself

once again. He orders to include in the crown two orc fangs, and samples of stones from all around the kingdom. Later the same year, the new king sends an army to seize back control of the ruins of the fort and orders the construction to start again. In the following years, the construction site will be attacked several more times, but this time the Flaem forces would be ready to face the orcs and their weapons properly.

**566 AC - 116 FY** Construction of the fortress of Nyra is completed. On the same year, a number of successful campaigns of the Fire Guards gather more than 10.000 Flaem survivors from the outer planes and the population of most of the cities in the country grows quickly. One of the victorious campaigns of the guards aimed at freeing a group of almost 3.000 Flaem from slavery: they had been captured by a Spirit Lord and were used as a source of energy for his people, their forces drained day after day to keep the spirits strong. When the Flaem were freed, the Spirit Lord swore to destroy the humans that were responsible for the loss of his slaves, and sent his messengers to the Shamans in Ethengar. In the following years, he gave them powers and used his own powers to give

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them informations about the Flaem forces.

**572 AC - 122 FY** The Shamans are starting to gather power in the plains. Attacks to the caves and the Bramyra fort intensify. The raiders are now helped by a type of magic that the Flaem never met before, and their attacks become more effective and better thought. At the end of the year, a convoy carrying travertine from Glenadar and aimed for sale in Darokin, is ambushed and destroyed, and the precious stone is lost.

**574 AC - 124 FY** The Shamans, using their magic, send spirits to the palace of king Wilhelm III to haunt his dreams. The king loses his mind, and takes his own life after three weeks of this torture. The Flaem couldn't explain his death, and so far they didn't suspect that the Shamans of Ethengar could be behind this event. Successor to the throne is king Iskander II, the first son of Wilhelm III, who has not less than five younger brothers.

**575 AC - 125 FY** After some months from his crowning, king Iskander II starts having the same nightmares as his father. The scholars, immediately warned, try all they can to protect him

from the nightmares. Finally, after almost one month, one of them learns from a member of the Fire Guard about the spirit world, where they found the lost Flaems. He recognises the life draining that the Fire Guard describes, and starts working on a protection for the king: the king is almost completely consumed when the Scholar takes to him a ring forged with the sole purpose to protect him from spirit magic. Thanks to the power of the ring, the king immediately starts to feel better and, within two months, he is back in shape. However, the disease proved his body and his mind, and ever since then he became paranoid and schizophrenic.

**576 AC - 126 FY** As a reprisal for the attack to the king, the Ruling Council sends a small patrol of wizards mounted on griffins to burn down Shaman sites with fireballs. The Flaem manage to destroy three different sites, before the shamans summon the spirits and use their power to reject the attack. However, after this attack, the Ethengar raiders will be quiet for a while, avoiding attacks and fights with the Flaem.

**585 AC - 135 FY** After the air strike to the Shaman sites, the Flaem realized that

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griffin mounts were extremely valuable to them, and began breeding and hunting more of those beasts to use them in battle. By the year 585 AC, it is estimated that there were at least 50 griffins in the forces of the Flaem. However, it was not easy to tame and train them, and not many Flaem were able to survive the training needed to ride them. Therefore, for a long time, the griffins were mainly used to patrol the borders from the sky. The Fortress of Nyra, the village of Westheath, the village of Redstone, the Bramyra fort and the city of Braejr all had at least a couple of griffin riders. It is in the summer of this year that one of the griffin riders of Bramyra fort sights a big army being gathered in the plains of Ethengar. The griffin rider alerts the Flaem of the danger of an attack, and messengers are sent to Braejr to ask for help. Some days later, the Ethengar army moves towards Bramyra fort, guided by a new Khan, and the attack that the Flaem were waiting for, finally materializes. The fort is well protected, and the Flaem are ready to hold the siege until the reinforcements arrive. Nevertheless, the attack of the men of the plains, with their shamans performing their spirit magic, is extremely strong, and the guards of the fort record high losses.

The siege lasts for more than one month and is only broken when, with the reinforcements coming, the Flaem troops outnumber the Erewan fighters and manage to chase them away from the hills. The reconstruction of the damaged parts of the fort is expensive and long, and the finances of the Flaem kingdom start being proved by the recent conflicts.

**586 AC - 136 FY** The economic situation is such that the Ruling Council must call to a halt the operations of the Fire Guard. The king, on his side, has become such a paranoid that he orders a complete refurbishment of the royal palace in Braejr, to increase its defences and give him more space for guards and weapons. When two of his brothers, his wife and his lone son try to convince him to avoid spending money like that, in such a delicate moment for the economy of the country, the king is persuaded that his relatives don't want him to increase the protections because they are plotting against him, and gets them all arrested and dismembered alive as a warning for all of his enemies. Of the three remaining brothers, one decides to leave the country and head south, thinking that he would be in danger as well. He gets caught by the orcs and killed. The other two try to warn the

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Ruling Council of their brother's madness. By the end of the year, the Council declares king Iskander II not able to rule the country and have him arrested. To keep him safe, his tongue is cut off, and he is locked in an underground prison under the city of Braejr. Someone says that his restless spirit is still haunting the depths of the tower of whispers. The title of king of the Flaem kingdom passes down to Yoram, one of the remaining brothers of king Iskander II.

**588 AC - 138 FY** King Yoram inherited an extremely bad situation for the economy. To try and fix the things, he is forced to increase taxation, and for this reason a number of young Flaems decide to leave the country going south, to Darokin, in search of fortune. A small group of them sails towards the Ierendi islands, where new colonies were being recently established by the Thyatian Emperor.

**591 AC - 141 FY** Three of the expats that went to Ierendi come back to Braejr and ask for an audience with the king and the Ruling Council. They say that in the islands of Ierendi, they found an active volcano that is a natural portal to the Elemental plane of Fire. The natives of the islands, together with the halflings, who were the first to

colonize them, are planning a rebellion against the Empire of Thyatis. The rebels agree to give the control of the volcano island to the Flaem in exchange for weapons and magic that they could use against the Empire. The Ruling Council and the king, who had news of the Thyatian Empire from the merchants coming from Darokin, didn't want to get directly involved in the oncoming war, but agreed a secret alliance with the rebels, with the assumption that the Flaems who settled in Ierendi would take full responsibility if the things went bad, but would also be in charge of ruling the volcano island if the rebels won.

**593 AC - 143 FY** Ethengar spies are caught near Hodac and executed.

**598 AC - 149 FY** Thanks to a new impulse to the commerce given by the Flaem expats, the economy of the Flaem kingdom starts growing once again, and the taxes can be lifted.

**599 AC - 149 FY** Ethengar spies are caught near Glenadar and executed.

**602 AC - 152 FY** Thanks to the support of the Flaem wizards, the rebels in Ierendi manage to chase away the Thyatian army and seize control of the islands.

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As promised, the Flaem are given the rulership of the island with the volcano, that they name Honor Island. They build a castle on it and, with the gold seized from the Thyatian ships they managed to defeat, they improve its defences. They obtain a wide independence from the new king of Ierendi, who is not very interested in the tiny and dangerous island. One messenger is sent to Braejr to announce the victory.

**603 AC - 153 FY** Ethengar spies are caught near the fortress of Nyra and executed. The messenger from Honor Island arrives to Braejr, and a limited exchange of magic and gold starts. The messenger tells a lot of stories about the life in the islands, and the king is particularly hit by the habit of the islanders to use perfumes made from flowers to cover their bad smells. Thinking that it could be a very valuable product to sell, the king orders that flowers start being grown around the country to produce perfumes.

**604 AC - 154 FY** Ethengar spies are caught near Glenadar once again, and executed.

**610 AC - 160 FY** Ethengar spies are caught near Ranadin and near Nuthar and

executed. The king and the Ruling Council start growing worried that Ethengar may be planning a new attack. Meanwhile, thanks to the new strategies of king Yoram, the economy is flourishing. Magic users from Darokin and Ierendi start visiting Braejr, and with the help of the Darokin merchants, the study of foreign languages and cultures properly begins. Some of the people coming from abroad settle in Braejr, and the king orders a new quenching of the swamp: now the extension of the city is more or less as much as to the walls of modern times Glantri city. The commoners quarters are not included in the walls of the city, though. Thanks to the money coming from the commerce, the Fire Guard is finally financed again, and goes back to their job to track the missing Flaem.

**612 AC - 162 FY** Ethengar spies are caught near Taterhill and executed.

**618 AC - 168 FY** Orcs ambush a group of Darokin merchants going to Braejr. The caravan is completely destroyed and the orcs seize the gold and the weapons they are carrying. Later the same year, the orcs use the same weapons to strike an attack to the villages that are closer to the border in Darokin. Fearing to lose the

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lucrative commerce with Darokin, king Yoram sends messengers to plan with the people of Darokin the construction of a road crossing the Broken Lands and a routine of patrols of both nations so that merchants and adventurers travelling from both sides may be safe. His counterparts in Darokin agree to the project.

**619 AC - 169 FY** King Yoram hires a big number of adventurers and sends almost one third of the total military forces of the Flaem kingdom of Braejr to escort the workers that would build the road to Darokin, on his side. As expected, the orcs immediately attack the building sites in small bands, but the amount of troops the king put in place is too big for the orcs to represent a real threat. Nevertheless, the impervious nature of the land, and the never ending attacks of the orcs slow down the work, and the continuous deaths of adventurers and soldiers force the king to spend more money to hire mercenaries.

**620 AC - 170 FY** After less than two years of work, the workers didn't still manage to build as much road as the king thought. The army is tired, and the adventurers are now rejecting the task of protecting the workers, because the attacks are now coming

almost on a daily basis. When a horde of goblins attacks the building site, the army suffers big losses, and the king has to rethink his strategy. He orders to his architects to make a project for small forts that could be built every now and then along the road, to protect his people. By summer, more builders and troops are going through the road to build the forts. They manage to build two of them, before the orcs and the goblins attack again, reducing them to ruins. The army and the surviving workers could not do anything but retreat to the Flaem kingdom, leaving the road unfinished. On the Darokin side, there are similar issues and in the end, the construction of the road is abandoned by both sides.

**624 AC - 174 FY** Ethengar spies are caught near Braejr and executed. It is the first time that spies reach this close to the capital.

**625 AC - 175 FY** King Yoram falls from his horse during a hunt, breaking his backbone. He survives, but from now on he's forced in a bed, and his son Arno starts taking care of his business when he is not able to.

**627 AC - 177 FY** Arno proves himself a strong fighter and leader guiding a

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group of knights against a band of frost giants that came from the Wendarian Range and were raiding the land around Leenz. Echoes of his victory reach every corner of the kingdom.

**628 AC - 178 FY** The commerce scales down, due to the failure of the project of the road through the broken lands. King Yoram is now sick due to the prolonged stay in the bed. The doctors need to amputate one of his legs.

**629 AC - 179 FY** King Yoram dies in early spring. He was king for 43 years. The people acclaims Arno, who becomes the new king with the name of Arno II. Arno is smart enough to understand that to communicate with orcs, you need someone bigger than them on your side. The king leaves for a mission to the Broken Lands himself, and contacts the ogre king Queron. Arno offers to the ogre king the chance of taking payments from the people crossing the Broken Lands if he helps keeping the orcs away from the road that he wants to complete. Arno promises to Queron payments in jewels and food for his cooperation. The ogre king accepts when Arno shows his strength and the magic of his allies. Arno doesn't really trust

Queron for a real alliance, but he knows that if he could keep the monsters away while his men are building the road, it would be much easier to protect it, once finished. With the help of the ogre, the works on the road proceed faster than ever.

**631 AC - 181 FY** Ethengar spies are caught near Leenz and executed. The builders from the Flaem kingdom of Braejr finally reach the part of the road built by the Darokin engineers years before, and complete the path between the two nations. The commerce between the two nations starts back and, surprisingly, Queron keeps his promise of protecting the merchants on the street in exchange for a payment. His prices highly depend on the sympathy he has for the merchants themselves, and seem to be always much higher for elves.

**634 AC - 184 FY** Ethengar spies are caught near Braejr once again and executed.

**635 AC - 185 FY** A diplomatic mission from Braejr reaches Ierendi to set out conditions for new commercial exchanges. The group is led by Julian, the youngest brother of king Arno II, and of the group is part Kerhi Matrongle, a scholar and expert of foreign cultures, wha wanted to study

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Ierendan language and uses. Kerhi is the daughter of the Ruling Lord of Braastar and also a very beautiful woman and, when she is introduced to Black Toe, the bastard son of the ruling king of Ierendi, he falls in love with her immediately. In the same year, king Arno prepares for war with Ethengar: he is sure that the raiders of the plains are getting ready for an attack, and doesn't want to be caught unprepared. He sorts out a training facility for griffin riders where they could be trained safely, reducing the mortality of the trainees from 80% to as little as 12%, and increases the size of the Bramyra fort, that now hosts a village as well, and may hold a much longer siege, with three times more soldiers. At the end of the year, Arno launches a campaign to hire as many new soldiers as possible in the following years, promising good pay, a piece of land, free funerals and a pension for the widow in case of death.

**637 AC - 187 FY** In Ierendi, Black Toe ascends to the throne after the death of his father, the former king. On the same occasion, he marries Kehri Matrongle, and takes her name. This marks the start of a long alliance between the two nations, even if the distance between them reduces the

chances of contact. At the wedding, diplomats from the Empire of Thyatis, from the kingdom of Rockhome and from the Flaem kingdom of Braejr meet for the first time. Both the dwarf representative, a young Prince, and the Thyatian representative, a duke of House Di Malapietra, are very interested in the nation, and especially in its lands and minery resources. Mild diplomatic contacts will follow this meeting.

**638 AC - 188 FY** Queron the ogre king dies, killed by a stronger ogre called Mmungo that becomes the new king. Mmungo is much more aggressive than Queron, and immediately stops protecting the merchants, actually attacking them to steal their goods. Ready for this moment, king Arno II deploys part of his army, including some of his griffin riders, to escort the merchants back and forth and protect them. The years spent with the friendship of Queron served them to identify hideouts, better spots where to fight and study strategies to fight along the route.

**644 AC - 194 FY** Thyatis tries a reprisal invasion of the islands of Ierendi. Once again, the help of the wizards of Honor Island is fundamental to drive them away. The diplomatic exchange

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between the Flaem kingdom and the Empire comes to an abrupt stop, and the Flaem king accuses the Thyatian Emperor of being untrustworthy.

**645 AC - 195 FY** King Arno II quickly gets sick. The clerics think that he has been given a magic poison, and can not save his life. King Arno II, later appelled "The Great" for his many achievements, dies and his son Wilhelm IV inherits the throne. Wilhelm is an idealistic man, with a great mind, but very little knowledge of the practical issues of ruling a country. He sat on the throne for just some days, when his kingdom was threatened. A large army of Ethengarian men, guided by three warlords, using the informations collected in the past decades through the spies they kept sending in, moved unseen through the valley of Dol Anur and, with a surprise attack, annihilated the village of Hodac and all of the salt cave workers were enslaved and sent to the plains. After the destruction of Hodac, knowing that the Flaem would soon notice their intrusion for the absence of news from the village, the Ethengarian warriors push over the Pass of the Salt (later to be renamed Pass of Boldavia) and move unseen through the moors on the north-east,

that the Flaem haven't colonized yet, due to their poor soil. They try to keep hidden in the hills and reach the capital to strike a deadly attack straight into the heart of the Flaem kingdom. Fortunately, a hunter spots them on the hills east of Braastar while hunting and, being alone, manages to run unseen and alert the authorities of the city. The Ethengarians are carrying along catapults to attack the walls of the towns, and The king panicks when informed of the attack. Trusting him, Wilhelm IV gives his uncle Fabian the task to guide the army in battle. Fabian, who always lived in the shadow of his brother as a simple general, is glad of this opportunity, and speditively organizes a counterattack. The griffin riders keep track of the enemy army and, when it is clear that they are going to cross the river Vesubia at the ford near the junction with the river Fen, he sets up a trap. He splits his army in two big divisions. One moves to the north, towards Braastar, to reach the enemies from behind, while the other one is hiding close to the ford, to ambush the enemies when, crossing the river, they would have to slow down their pace and could not escape. Fabian's plan results in a big success, and the strategy pays him well. Many

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Ethengarians are killed, including the three warlords. Some of them run towards the mountains, but most of them are captured, and taken to Braejr in chains. However, many Flaem soldiers lose their lives as well in the attack. Realizing that his nation risks not to have enough workers to rebuild the village of Hodac, king Wilhelm IV wisely decides to save the lives of the prisoners, but to enslave them and use them as workers for constructions and for mining. From this moment on, the normal behaviour of the Flaem kingdom with enemy prisoners will become enslaving them and using in the mines.

**646 AC - 196 FY** A riot among the slaves in Hodac threatens the life of the village that is being rebuilt. The soldiers manage to repress the riot and kill many slaves. The king patronizes them for the excessive use of strength, and the people of the kingdom starts being split into factions between the very proactive Fabian and the excessively soft king Wilhelm. The Ruling Council summons the king to interview him about his decisions. At the end of the meeting, the king announces his resignation, and his young son, Prince Nevin, becomes the new king. Outraged by the move of the Ruling Council, Fabian declares

himself king as well, and with a number of soldiers that were extremely faithful to him, marches towards Braejr from the city of Braastar, where he was. Little he knew that his nephew had spent years training with the most powerful wizards of the kingdom, and achieved a level of mastery of magic unmatched by most of the wisest scholars. King Nevin sent his messengers to the uncle, and proposed to settle their argument in a duel, king versus king. Fabian accepted, sure that he could easily defeat that bookworm of his nephew. When the day of the duel arrived, Fabian entered the arena, long about 100 m, wearing a full armor, with a sword, a shield, and other weapons, ready to fight. On the other side, the young king Nevin was waiting wearing only his royal clothes and his crown. When the start signal was given, everyone immediately understood that Fabian underestimated the nephew. In less than a minute, all what was left of Fabian were his feet and a bent sword. Everything else had been disintegrated by the power of the spells that king Nevin cast at him. The king, on his side, didn't even have a spot of dirt on his royal clothes. Witnesses of the strength of

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the young king, the soldiers that were following Fabian bowed to him.

Since the fabulous victory of king Nevin on his uncle Fabian, the Ruling Council decided to institute a festivity on the same day every year, which would see a tournament to decide the best wizard and the best fighter of the nation. At the end, the two would duel in the same way the two kings did. The Fighter would win if he managed to wound the wizard before being stopped by his adversary. To keep the tournament non lethal, though, the Council decided that lethal spells would not be allowed. This tradition still lives in the tournament of the day of the Army Parade.

After his defeat of his uncle, due to the obvious superiority of a well-trained wizard on any fighter, king Nevin ensures that all of his sons get trained in magic as much as possible. From this moment on, it will become common use for the royal family of Braejr to have the young heirs trained in magic, and to pick the best magician in the family as a heir.

**648 AC - 198 FY** King Nevin sends diplomats to Thyatis city. The diplomatic talks between the Flaem kingdom of Braejr and the Empire of Thyatis start once more.

**650 AC - 200 FY** King Nevin organizes a big celebration for the second century of life of the Flaem kingdom of Braejr. Authorities from all around the known world are invited and attend the celebrations. For the occasion, there is a first exchange of ambassadors between Darokin and the Flaem kingdom. Spies of the Empire of Alphatia, having heard about the kingdom with a wizard king, manage to sneak in the country.

**656 AC - 206 FY** king Nevin learns how to control the magic energy that emanates from below the Capital. He is the first wizard ever to create a receptacle, and names the energy Radiance. He immediately understands that this magic is extremely powerful, but on the same time that it is extremely dangerous. He keeps it secret, but keeps on studying and using it.

**657 AC - 207 FY** king Nevin's efforts in teaching magic to the members of his family are repaid: his brother Arno becomes the first Arcane Knight to be trained in the Flaem kingdom. The king institutes a school for Arcane Knights in the city of Kopstar.

**658 AC - 208 FY** spies from Ethengar are caught once more in the Flaem

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kingdom. Suspecting that the Ethengarians are planning a new strike, the king orders not to kill the spies, but has them taken to the capital, where he personally takes care of torturing them until they tell him whatever they know. Their confessions confirm his suspects: Ethengar is starting to gather soldiers to attack the Flaem kingdom once more. At the end of the same year, king Nevin starts getting sick: some parts of his body slowly start to die and wither, and he grows more and more tired. These are the effects of the Radiance that he still cannot control properly.

**659 AC - 209 FY** King Nevin starts building the strongest and best equipped and trained army he could, strong of Arcane knights, griffin riders, wizards and even magic beasts. He also sends messengers to the monster warlords of the Broken Lands to search for their help. He is planning an invasion of the plains and the complete annihilation of the Ethengar menace.

**662 AC - 212 FY** King Nevin is happy for how the preparations for the war are going, and thinks that in another two years he will be ready to attack safely. However, the griffin riders that every

now and then patrol the skies of Ethengar have spotted armies of warriors of the plains gathering and training. Hoping to take the enemy by surprise, king Nevin orders to attack, and sends messages to the only monster warlord that answered his call, the king of Gnolls, that the army is ready to go. At first, it looks like the Ethengar Campaign will be victorious. The same king commands the troops mounted on a griffin. The first month sees the Flaem forces enter the plains and conquer big portions of them without any big efforts. The gnoll, on their side, conquer a small portion to the south, but that is enough to scare the Ethengarians away. Wherever the armies of the Flaem reach, people runs even before they are forced to fight.

However, the Ethengar raiders keep ambushing the Flaem camps by night, firing flaming arrows to destroy their tents and aiming to kill their horses and griffins. The plains offer much less food than the Flaems thought it was possible, and soon the soldiers grow tired and hungry. The attacks of the gnoll became less effective in the recent days, and the army is now spread on a big portion of land. Even the magic that the king deploys cannot be a huge help in this situation.

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After about one month and a half, the troops have conquered about half of the plains. Unfortunately, the Gnoll leader, seizing his chance, decides to side with the orcs, and together the two hordes attack the southern valley of the Vesubia, much more interesting for them than a plain with no food or gold. The news of the destruction of the Fortress of Nyra reach the king when it is already too late to do anything. The king has to move part of the troops back to his kingdom, hoping that he would be able to save the Capital from the attack of the monsters, and orders to all of the troops on the lands of the kingdom to reach for the capital and protect it. The griffin riders, guided by the king, are among the first troops to reach Braejr, that is already being sieged by the orcs and the gnolls. Their arrive allows to destroy the enemy's catapults and ballistas with magic, and slow down the siege. With the arrive of the troops from Kopstar and Braastar, the orcs and Gnolls are pushed back, and the siege is broken. However, the monsters are not defeated, yet. Only the troops coming back from the Ethengar front can help the rest of the army to take back control of the Fortress of Nyra and break the siege of the town of Ranadin, that in the meantime had

been attacked as well. The victory on the monsters costed a lot to king Nevin, as on the Ethengar front, seizing their chance to reject the invasion, the raiders counterattacked the Flaem and chased them back to the Bramyra fort. Here, the battle went on until winter, when due to the snow and the exhaustion of the soldiers on both sides, a peace was signed. The treaty marked a border between the two nations at the base of the hills. Both nations signed that they would not attack each other unprovoked again.

At the end of the year, due to his abuse of the Radiance during the war, the body of king Nevin was already breaking down, and he realized that he would soon die for it.

## **ALLIANCES AND NEW ENEMIES**

When in the year 663 the elves of Belcadiz came back to the land of the three rivers, they found a kingdom already in place. However, after all of their trouble and their long exodus, they were determined to stay and rule their land. Tensions arose between the Flaem and the elves, and when more colonies came in from Thyatis, the tensions exploded in a war: the war that marks the end of the Flaem kingdom of Braejr and the birth of the Republic of Glantri.

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**663 AC - 213 FY** On the first day of the year, king Nevin, looking extremely proved by his disease, and close to death, leaves the throne of the Flaem kingdom to his young son, aged only 21, who becomes king Wilhelm V. Nevin retires, and decides to keep on his studies of the Radiance, hoping that this magic could save his life somehow. With magic, he digs a secret hideout under the Royal Palace, where he hides all of his researches about the Radiance and his receptacle, and hides in there, sealing the secret entrance with extremely powerful magic.

On the same year, after just one month of reign of king Wilhelm V, the guards of Nyra report that a big group of elves crossed the border with the Broken Lands and are settling the hills on the south end of the Colossus Mountains. King Wilhelm is happy to have elves in his kingdom, but most of the members of the Ruling Council, including Cornelis Vlaardoen, Lord Ruler of Kopstar, think that the elves may be invaders who aim at the magic of this land. The king sends messengers to the Clanmaster of the elves, inviting him for a meeting in Braejr. Alvaro De Belcadiz reaches the city with his court, and shows jewels and clothes that immediately charme the Royal Court. However, his

speech to king Wilhelm V is much less impressive. After a speech of king Wilhelm, wishing for a friendship and cooperation that may unite the two populations under his crown, Alvaro claims that the elves of his Clan were the original settlers of this land, and accuses the Flaem of not being the legitimate rulers of the land. He asks for their submission, in exchange for the permission to stay in his lands. The Ruling Council is completely astonished by the request, and the reaction is extremely aggressive. The Clanmaster goes back to the elves' land and prepares his people for battle. After all he and his people went through, he is not scared by some humans. The Ruling Council, maneuvering the young and inexperienced king, deploy armies in Nyra, Braejr and all around the elvish settlements to threaten them. However, they perfectly know that after their defeat on the Ethengar front and their losses against the humanoids from the Broken Lands, their army is not in a good shape, and another conflict with the elves may open the door to an invasion. At the end of the year Nevin, whose body is now completely corrupted by Radiance, becomes an Archlich (which is a Lawful alignment Lich). He keeps hiding in the underground,

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trying not to affect the external world with his malefic aura by casting more and more protective spells on his shelter, and keeps studying the Radiance to try and master it completely, hoping that it could help him to save his soul.

**665 AC - 215 FY** Elven farms reach close to the city of Braejr and are burned down by the Flaem soldiers. The tensions rise when some soldiers are found inspecting the fields around the cities of the elves and start a fight with elven scouts.

**670 AC - 220 FY** With the excuse of sending settlers to the hills on the Ethengar side of the Colossus mountains, the Ruling Council sends spies through the elven lands. The elves try to stop their advance, but there are many soldiers in the group, and to avoid starting a war, they let them through but ask for a payment. Elves keep the "settlers" watched for the whole time they cross their lands. Once on the other side of the elven land, the colonies start the construction of a fortified town, Ixelya, from which they can keep under watch the Broken Lands, the elves and the southern plains of Ethengar.

**672 AC - 222 FY** Annoyed by the people of the Flaem kingdom going back and forth through their land to reach the eastern towns, and annoyed by the continuous fights between the two factions, Don Alvaro proposes a peace to the Flaem king: if he recognises the independence of the elves and stops his reprisals, the elves will provide a safe path through their land that the humans may use at will. The Council reluctantly agrees, but it's immediately clear that the elves want to keep the humans as far as possible: the path they study keeps the route far from any elven time at all times, and passes through different checks from elven forces. The humans now need twice the time they needed before to cross the elven lands.

**676 AC - 226 FY** Due to a spread of parasites that hit the wheat cultivated in the upper valley of Vesubia, the nation needs to buy more food from Darokin and the king is forced to raise the taxation to overcome the problem and avoid his people dying of starvation. He tries to avoid taxing directly his people by raising the taxes that he asks to Honor Island, in Ierendi, which is still a Flaem protectorate. The wizards of Honor Island, in response to that, declare their independence

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from the Flaem kingdom of Braejr. The king is struggling to keep his kingdom together, and has no resources to try and seize the tiny island back with strength, especially with the recurring threats of Ethengar, the Broken Lands, and now even the elves in the homeland. In an attempt to try and save at least the commerce with Ierendi, the Ruling Council takes charge and sends some diplomats to accept the independence claim with the agreement that the island will keep on their commerce and their alliance with the Flaem. The mission is successful, but the kingdom is very badly put economically.

**677 AC - 227 FY** Forced by the Ruling Council and the generals of his army, and to improve the economic situation of the kingdom, king Wilhelm V plans the invasion of the elven lands in open breach of the peace treaty. A small army of selected men, including many Arcane knights, starts crossing the elven lands in late spring and, upon reaching the first checkpoint, they attack the elves, trying to reach Alvar, the capital of the elven kingdom. The plan is partially successful: the Flaem soldiers conquer a handful of villages, but upon reaching Alvar, the city is much better fortified than they thought, and Don Alvaro has on his

side some green dragons that apparently he is able to control. The Flaem try to send a messenger to Braeje to ask for reinforcements, but a dragon eats him. After one week of siege, elven reinforcements are coming from other towns, and the Flaem must retreat to Nyra. The elves strike an attack to Nyra as well, and siege the town. King Wilhelm, forced by the Ruling Council for the puppet king he was, publicly takes the whole blame for the attack and resigns his title, that the Council gives to his brother, becoming king with the name of Otmar III. The first act of Otmar is to send messengers to the Elven Clanmaster to apologize for the behaviour of his brother, and to offer a new peace, and a compensation for the damage suffered by the elves. Don Alvaro accepts, but asks for joint control of the Fortress of Nyra, so that neither of them could use it as a base against the others. Otmar III accepts the compromise, and elven settlers come to the fortress. In the following years, with the population of the fortress growing more and more, a village is born around it.

**682 AC - 232 FY** To protect the people of the village of Nyra from attacks from the Broken Lands, king Otmar III and Don Alvaro agree to build a wall to protect

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it. The village is evenly divided in elven and Flaem quarters, and becomes the main market town of the two populations and with Darokin. After centuries of relative peace on the west border, during which the desert nomads only seldom reached down the valley of Banubia, but never tried to build settlements, some movements of the nomads are spotted once again in the upper valley. Griffin mounted scouts see that the people of the desert is starting to build small villages along the river.

**683 AC - 233 FY** The economy of the Flaem nation is improving, but it is still not growing that much. The elves keep their borders as tightly closed as possible, and the king decides to push the exploration of his lands to an extent that was never reached before. However, to reach this goal, the king needs to get rid of the western raiders' villages in the valley of Banubia. The army set to get rid of them is oversized for the tiny settlements they find, and in no time the wood huts of the desert people are destroyed. After the valley has been freed, the scouts explore extensively the Wendarian Range, the valley of Dol Anur, the Ranubia valley, and the valley of Banubia, reaching

up to the borders of the Adri Varma Plateau and the flat grassy plains that one day would be named Sablestone. From the reports of the scouts, it is quite clear that the valleys are full of fertile land and minery resources. Otmar III decides to give a new impulse to the colonization of the territories that are far from Braejr, thus sending settlers to the valley of Dol Anur and the Banubia valley. In the upper end of the Banubia valley, on hills covered of woods, the king wants to build lumber outposts, and along the river itself, minery towns to gather the gold dust from the water. In the Dol Anur valley, he wants to build more salt caves.

**690 AC - 240 FY** Rumors of conflicts between the Empire of Thyatis and an unknown power, called Empire of Alphatia, reach the king of the Flaem kingdom. The name awakens memories of a past that the Flaem are trying to run from, being the name of their home planet, that was destroyed in the war between the Followers of Fire (the Flaem) and the Followers of Air. Members of the Fire Guard are sent to the far away land to find out whether the Empire is a colony of lost Flaems as well.

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**692 AC - 242 FY** After two years, the members of the Fire Guard sent to Alpathia come back with terrible news: the Empire of Alpathia, founded in this same world almost 1.700 years ago, was actually founded by the Followers of Air, and their Empire spreads on a huge area, and has a huge population. Apparently, the Empire of Thyatis is the only nation in this world strong enough to contrast their predominance on the Known World.

**693 AC - 243 FY** King Otmar III is determined to do whatever he may to protect his kingdom from the Alpathians, and decides to step up his relations with the Empire of Thyatis. He sends his daughter Berineke and a group of diplomats to Thyatis city, offering an alliance and an exchange of ambassadors. Talks are successful, and by the end of the year, Berineke is appointed Ambassador of the Flaem kingdom of Braejr in Thyatis. Thyatis, on the other side, sends Niccolò Querciarossa as an ambassador to Braejr. A number of settlers interested in the magic of the faraway city follow him, and settle in the valey of Ranubia (that they call in their language Fiume Rosso (still a translation of Red river), founding the small village of Oreggiano.

**696 AC - 246 FY** The eruption of a volcano on the Kurish Massif (mount Firejaws) threatens the new settlements on the Banubia river when its smoke and ashes are pushed in their direction by the wind. Some settlements on the hills are abandoned, and the water of river Tarn becomes black and unusable for weeks. The Scholars of Braastar want to study the volcano, to understand whether it may be a new base for the operations of the Fire Guard, after the loss of Honor Island. The king endorses Octavius Mucken, head Fire Element Researcher among the Scholars, to inspect it. Later the same year, Mucken builds a tower in the crater of the Volcano, and takes it as his personal residence, but offers it to the Council and the Fire Guards for their operations.

**700 AC - 250 FY** Fights between Alpathia and Thyatis start. Flaems send magic users to help Thyatians get ready for the conflict, and Ambassador Berineke keeps the Flaem informed about the evolution of the situation. Ambassador Querciarossa grows unease about his position, but is ordered by the Emperor to stay in Braejr and keep on cooperating with the Flaem.

**707 AC - 257 FY** King Otmar III falls sick. The clerics try to save him, but he is

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getting old and doesn't respond to their cures. Berineke temporarily leaves her embassy in Thyatis to comfort her father before his death. She manages to reach Braejr to say farewell to him. When the Ruling Council must decide the new king of the Flaem kingdom, though, they are divided between two possible heirs. The recent tradition would prefer the strongest spellcaster in the family as a heir, and for sure Berineke is the strongest one. However, Berineke is a woman, and the throne has always been only inherited by men. Her cousin Iskander, on the other hand, is a man and a wizard, but his powers are much more limited. With an unprecedented decision, the Ruling Council decides to ditch the old tradition for the new one, especially because of the threat of the Alphatian Empire getting closer. Berineke is therefore nominated the first Ruling Queen of the Flaem kingdom. This decision is not accepted light-hearted by some very conservative members of the Council and by Iskander as well, and the Queen must take the hard decision, as her first task, to relocate them. Prince Iskander is sent to Darokin as a new ambassador, while the former ambassador in Darokin, much more trusted by Queen Berineke, is sent as her

substitute to the Empire of Thyatis. The members of the Council, who resign in protest, are spread as officers around the country, mainly in control of the mining facilities.

**714 AC - 263 FY** Thyatis and Alphatia start a proper war in the Emirates of Ylaruam, for the control of the land. Queen Berineke secretly sends support troops and magic items to Thyatis. For security reasons, the Ambassadors are repatriated on both sides. Ambassador Querciarossa, who retired years before, decides to stay in Braejr, and settles in Nuthar.

**717 AC - 267 FY** Nevin the Archlich discovers the real extent of the power of Radiance, and starts thinking that it may be used to make a mortal creature into an Immortal. Using all of his knowledge, he starts developing an appropriate spell, using the most powerful of the magic ingredients.

**718 AC - 268 FY** Nomads from the desert raid the upper valley of the Banubia. Queen Berineke orders to build walls and fortifications in all of the villages of the valley.

**724 AC - 274 FY** A horde of giants from the Wendarian Range raids the valley of Dol Anur during the winter. Arcane

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knights from Kopstar push them back on the mountains, and at the end of the fight they find ancient ruins of a circle of menhir. They call the place "Circle of the Ghosts", because it seems like spirits of people lost a long time ago haunt it. This place is an ancient burial place for the Belcadiz elves that died due to the poisoning of the air and the radiations, back in year 1.700 BC. The elves that, during their exodus north, couldn't survive the disease, were buried in mass sites like this one, which is now part of the Barony of Kutchevski. Scholars of the Royal Magical Affairs Office decide to study the place and try to get in contact with the spirits to learn something about their past.

**725 AC - 275 FY** The scholars run from the Circle of Ghosts, after being haunted with no results for about five months. Some of them bring back the signs of insanity. In the same year, Nevin the Archlich thinks he managed to achieve the ultimate spell he needs to achieve Immortality, and leaves his hideout to search the ingredients he needs.

**728 AC - 278 FY** Alphatia gets the upper hand in the desert of Alayisia, and most of the Thyatian troops are chased from the land. Thyatian

colonies in the desert, lured by the fabled tales of the kingdom of magic, move west and towards the Flaem kingdom. Meanwhile, Alphatian generals find evidence in the towns they conquer that someone was helping the Thyatians with magic, and soon they find out that it was the people from the Flaem kingdom of Braejr. Alphatians start planning an invasion of the small country.

**730 AC - 280 FY** The settlers from Thyatis reach the Flaem kingdom. From mainland Thyatis, more men join them, and among them there are spies of the Empire of Thyatis, with the objective to try and seize control of the kingdom of magic, and its magic secrets with it. Queen Berineke allows the settlers to settle in the valley of Ranubia, where a small Thyatian community already lives.

**732 AC - 282FY** The Thyatian settlers lament that their life standards are too low: they are forced to be recorded and live in small mining towns or to be farmers. The ones that try to move to Flaem cities experience segregationism, and are often called *Pale Ones*, term that the Flaem also use for the elves, for the colour of their skin much whiter than the Flaemish complexion.

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**735 AC - 285 FY** After a 28-years long reign, queen Berineke thinks that it is time to leave the throne to one of her sons, and the throne passes to Nevin II. Worried about the problems between Thyatian settlers and Flaem people, the new king tries to re-open diplomatic talks with the Empire of Thyatis, but is kindly informed that Thyatis is currently unavailable, due to internal problems and continued ostilities with Alphatia. It is just an excuse to avoid sending an Ambassador that may become a hostage, when they will strike their attack.

**739 AC - 289 FY** Nevin the Archlich has almost all of the ingredients he needs to cast his spell, but he's still missing the skull of a lich. He obviously cannot use his own for the ritual, and is looking for some ancient evil lich that he could free the world from. He ends up on the Isle of Dawn, where he locates an ancient Nithian lich.

**740 AC - 290 FY** Fire Guards find a group of about 1.000 Flaem prisoners in one of the most isolated places in the Elemental Plane of Fire. The Flaem are captives of an evil elemental ruler. King Nevin II finances the Fire Guards with extra funds to save them. However, the defenses of the

Elemental ruler are much stronger than foreseen, and to achieve a result, Nevin must spend much more than he thought. In the same period, orcs in the Broken Lands are starting to represent a danger for travellers once again. The caravans travelling through their lands are attacked much more often, and the monster seem much more organized. Due to the increase in the monsters attacks, the commerce with Darokin slows down, and economy suffers.

**741 AC - 290 FY** A big earthquake in the north of the nation destroys part of Kopstar and Braastar. The victims are hundreds, and the loss of the economy is huge. The king may do nothing but increase taxation. He tries to please his people by increasing the taxes more on the Thyatian settlements and the border tax to be paid to cross the border with the elven clan of Belcadiz.

**746 AC - 296 FY** The unhappiness increases among elves and Thyatians. Reconstructions in the north of the Flaem kingdom meant a huge expenditure of money, and so far the taxation did not repay them. Sporadic protests raise from the Thyatian settlements.

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**747 AC - 297 FY** Nevin the Archlich is in a stall on the Isle of Dawn: the evil Lich is very strong, and the battle between the two of them promises to last many more years. Nevin starts gathering followers to fight the enemy, among dead Alphatian soldiers.

**752 AC - 302 FY** Nevin the Archlich is discovered taking the dead bodies of Alphatian soldiers. The Alphasians identify him as a Flaem of Braejr, and hunt him down. Nevin the Archlich goes into hide in the desert of Thothia to escape capture. In the meantime, in Alphatia the word spreads that in the distant kingdom of Braejr, they practice necromancy.

**753 AC - 303 FY** King Nevin II tries to ease the fiscal pressure on Thyatian settlements, to relax the situation. In response, the elves of Belcadiz appear heavily offended that the taxes on their border are not changed. The relations of the Flaem kingdom with Belcadiz start dropping quickly.

**754 AC - 304 FY** Alphatian spies poison king Nevin II with an undead toxin, and he dies. In the Alphatian idea, the lich on the Isle of Dawn was almost a war declaration, and they answered with a reprisal, to make sure that the

accident of the corpse-stealing undead would not be repeated. The Ruling Council, though, finding out that the king had been poisoned, immediately thought that the responsible had to be the Belcadiz Clan or some Thyatian rebel. Nothing they knew about the Archlich Nevin in Thothia. The heir to the throne, king Otmar IV, son of Nevin II, following the advice of the Ruling Council decides to close the borders with Belcadiz, chase them away from Nyra, and reduce the pay of the Thyatian workers, to show to his enemies that he would not accept any more reprisals. Protests erupt everywhere in the south.

**755 AC - 305 FY** Elves of Belcadiz start building the fortified village of Monteleone, where they will move the troops sent back from Nyra, to control both the movements of the monsters in the Broken Lands and the movements of the Flaem in Nyra.

**757 AC - 307 FY** In the summer, farmers in the valley of Ranubia start a protest against the reduction of the price of wheat and barley. The move, made in the first months of the year to reduce the cost of flour and bread for the Flaem, impacts negatively on the farmers. To punish the farmers, the

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soldiers are sent to harvest the grains, and the farmers are not paid, forcing many of them into illegal hunt, micro-criminality, or death for starvation.

**760 AC - 310 FY** Brigants in the south started attacking the Flaem whenever they come to the valley of Ranubia. King Otmar IV hires tax solicitors and officials from Darokin so that his people is not endangered by entering the Ranubia valley. A period of relative peace starts, but the finances of the nation are dropping by the year.

**764 AC - 314 FY** A fight erupts on the street from Monteleone to Nyra, around a merchant's caravan, between elves and Flaem soldiers. Many die on each side, and the two leaders blame each other. The Ruling Council is blaming the king for his ineptitude: the economy of the country is compromised, and the international relations are crumbling. The things are degenerating with the elves and the Thyatian settlers, and even the Flaem people starts being unhappy. When, later the same year, some scouts report that a big dragon has been sighted on the Wendarian Range, the king decides to go and hunt it, to show everybody his valor, and hoping to find a huge treasure, to

use for the kingdom. He goes with four Arcane Knights, but he doesn't know that one of them has been paid by the Council to get rid of the king at the first chance. When the king is in trouble with the dragon, the traitor simulates an accident and causes the dragon to win. King Nevin II is dead, and the four knights take his corpse and crown back to Braejr. His son Wilhelm VI becomes king, but by now the Ruling Council decided that they need to get a stronger grip on the kings, to avoid such ineptitude in the future, and save the country. Before the end of the year, the king is forced to sign a number of laws that pass out his powers to the Ruling Council.

**767 AC - 317 FY** Alphatian spies reach the Ethengar plains and pay the Ethengar raiders to get all of the possible informations in their possession on the Flaem kingdom of Braejr. At the end of the same year, some Alphatian agents enter the nation pretending to be Thyatian settlers.

**770 AC - 320 FY** The Alphatians so far limited their actions to collecting informations. Thyatis, on the other hand, is growing impatient of a chance to subjugate the small kingdom. The Ruling Council tries to

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calm the population with a number of concessions, but the situation degenerates when a group of orcs, paid by Thyatis with Braejr gold, attacks the south of the Belcadiz region. The elves ask Braejr for help, because the army of orcs is very big. The Council sends a big division, but when the division gets towards Nyra, the Thyatians think that the Council wants to subjugate them, and start a riot. By the time the riot is sedated, the orcs have already destroyed three elven villages, and when the elves fight them back, they find in their pockets the gold coins of Braejr. They are sure that the Flaem sold them to the orcs to regain control of their region, and when the Flaem army comes to their aid, after the elves did most of the hard work, they accuse the Ruling Council of backstabbing them. From this moment on, the elves start attacking all of the Flaem that they see around their region.

**774 AC - 324 FY** Due to the trouble in the south, the Ambassador of Darokin leaves the country, fearing for his life. Most of the settlers from Darokin follow him. The people from the north of the valley suffer for lack of commerce, and the flower plantations are abandoned or destroyed, to grow

more useful products like wheat, potatoes and cabbage.

**776 AC - 326 FY** The Ruling Council wastes money and resources to send diplomatic messengers towards Darokin, Thyatis and Ierendi, hoping to get some good news in exchange about commerce. Thyatis answers that the situation in the Thyatian region is shameful, and they won't help the Flaem until that situation isn't under control. Darokin answers that commerce with a land that is undergoing daily riots and has an extreme internal instability is not profitable. The merchants of Darokin are nevertheless happy to help the people of Braejr if they will to buy any goods from them. The messenger from Ierendi bears a message that is much more friendly, but gets captured, tortured and killed by the trolls in the Broken Lands. King Wilhelm VI discovers the secret of the Radiance, and starts studying it.

**783 AC - 333 FY** The Thyatian agents in the region have a secret meeting with Alvaro De Belcadiz, and they plot together to attack the Flaem kingdom of Braejr and split the land between them once the common enemy is gone. The only thing they need to start the war is a spark, and with the

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electric situation that built up in the nation, it's only a matter of time. And sure enough, the next year the spark comes.

# THE FOURTY YEARS WAR

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Instabilities, economic crisis, spies and the menace of orcs make of the Flaem kingdom of Braejr a divided and weak country. The Ruling Council deprived the king of his powers, and agents from both Alphatia and Thyatis are planning to conquer the land and use its magic. During this period, an Alphatian domination of the country starts, and to the Flaem dating system and the Thyatian dating system, the Alphatian dating system is added.

## AGE OF THE THREE KINGDOMS

The four years between the first hostilities and the coup with which Halzunthram seized the power and occupied the valley of the three rivers are known as the Age of the Three Kingdoms: during these years, the land is divided among the Flaem Kingdom of Braejr, the Kingdom of Belcadiz, and the Protectorate of Red river.

**784 AC - 334 FY - 1784 AY** A brave and young thyatian settler, Romeo Verrazzano, kills a Flaem Lord to protect his mother from his violent behaviour. The citizens of the city of Morla, where he is living, side with him, and the Flaem are chased away. A thyatian wizard and agent of the Empire living in the town, Thibault Glantri, uses his powers to inform his friends in Thyatis that a war is starting between them and the Flaem, and

organizes the resistance to the Flaem among Thiatian settlers. In the months to come, the Flaem try to regain control on the town, but are chased away from Morla first, and subsequently from all of the towns of the valley of Red river. Morla becomes the center of the Resistance, and in honor of the boy who bravely protected his mother against the Flaem oppressor, the town was renamed Verrazzano. The Flaem grip on the country is fading, and the elves, supporting the Thyatians, start pushing their borders forward once more. The Flaem spread all of their forces to stop the advance of the rebels.

**785 AC - 335 FY - 1785 AY** In a desperate attempt to save his country, king Wilhelm VI decides to go on a mission to find the source of the Radiance and try to use it in the war. He leaves his son Iskander to rule the country while he is away. He is able to reach the nucleus of the Spheres after many disadvantages, but the poisoning environment kills him before he could do anything at all, oblivious of what was happening in the world above him. In the late spring of year 785 AC, the reinforces arrive from Thyatis. They came through the Broken lands, and suffered many losses, but they

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are still eager to help the Thyatians and the elves to seize control of the country. The army was sent by the Emperor in person, who was hoping to add the country of magic - as everyone is calling the Flaem knigdom by now - to his Empire. The army of Thyatis, with the support of the elves, conquers Nyra easily, and marches north. The elven army is moving towards Braejr as well. The Ruling Council recalls all of the armies from all around the kingdom towards the Capital, to protect it. When the three armies collide, just miles south of the Capital, the battle is fierce and gruesome. Many lose their lives, including Don Alvaro de Belcadiz. The battle of Braejr ends when the sun has already set, and the night is so dark that nobody could see what is going on anymore. The armies retrea to their camps, and the next morning they count the casualties. The Flaem suffered the greatest losses, and it is clear that, if the enemies decided to close the city of Braejr into a siege, the Empire of Thyatis would send more troops and the city would fall. Therefore, to try and save at least the core of the kingdom, the Ruling Council forces Prince Iskander to send a letter inviting the enemies to peace talks. Each of the leaders of the three

factions would be accompanied by a second in command. At the meeting, the Prince is sided by the king's first Counselor and leader of the Ruling Council, Erasmus Vlaardoen. The Thiatian army leader, Vincenzo Di Malapietra, is accompanied by Thibault Glantri, who organized the first resistance, while the new leader of the elves, Don Oliverio de Belcadiz, is there with his wife Dona Lucia. The Prince proposes a peace treaty to the enemies, splitting the land in three, so that each of the factions would have a territory to rule, independent by the neighbours. The Protectorate of Red river and the kingdom of Belcadiz are founded and formally recognise each other. The six of them sign a peace treaty, and in the following years they meet many times to decide the borders. At the end of summer, the king has not come back, and the Council puts Iskander on the throne, with the name of Iskander III, to give stability to the kingdom in such a hard time.

**786 AC - 336 FY - 1786 AY** An Alphatian wizard named Halzunthram reaches the city of Braejr with a group of followers, on a flying vessel. Officially, he is there like many other wizards before, to study the magic of that land. In reality, he is there to

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organize an invasion. His stay in the city is short, and the Flaem always keep an eye on him, fearing he may be a spy. During his stay, he befriends Dona Lucia de Belcadiz, and she invites him to the kingdom of Belcadiz. Dona Luica and her husband king Oliverio think that, being Halzunthram an Alphatian, his allegiance could be of great value for them when dealing with the neighbours, especially the Thyatian Protectorate. Therefore, they start introducing him to their diplomatic bodies.

In the meantime, in the Protectorate of Red river, the Thyatians rename most of the villages and places with Thyatian names. Nuthar becomes Ghizzano, Ranadin becomes Pietrarossa (still meaning Redstone, but in Thyatian language), and the Red river is simply called Red river and not Ranubia anymore.

**788 AC - 338 FY - 1788 AY** Finally, the definitive division of the land has been agreed, and the leaders organize a final meeting to sign it. They decide that it will take place in the city of Braejr, and the leaders and their seconds in command will sign at the presence of three witnesses, that should be diplomats or scholars, one per faction. The Ruling Council will

also attend the meeting to guarantee that the whole Flaem kingdom is represented. Dona Lucia and Don Oliverio take as their witness Halzunthram, sure that this choice would have impressed the other leaders, and show that they have the backng of a powerful Empire. When the king is informed of the names of the witnesses, Erasmus Vlaardoen tries to persuade him to wear some protective items, in case he tries something nasty at the meeting. The king refuses, pointing out that it would be madness to try and attack the king in the presence of the whole Council and a lot of guards. Erasmus, for good measure, wears a protective amulet himself and carries another one in the pocket, ready to put it at the king's neck if needed.

When everyone is gathered in the hall to sign the treaty, and without any sign of warning, Halzunthram attacks, using unmatched magic powers, and kills most of the people with just one spell. Within barely a few minutes, airships that were hiding among the Colossus mountains reach for the capital, and start bombing it with fireballs. Only Erasmus Vlaardoen manages to leave the hall alive, that day, teleporting away. In just one hour, Halzunthram and his forces completely take control of the city of

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Braejr, and make their base there, declaring the Flaem Kingdom of Braejr, the Thiatian Protectorate of the Red river and the Kingdom of Belcadiz dissolved. He also declares these lands to be now a Protectorate of the Empire of Alphatia and proclaims himself Baron Halzunthram, ruler of the Province of Braejr.

## THE ALPHATIAN OCCUPATION

The Aphantian Occupation lasted exactly 40 years, and it was a period of great changes in the history of the valley. It was a time of great conflicts, and the last great war fought by the Flaem, so far.

**788 AC - 388 FY - 1788 AY** The Council has fallen, and the king is dead. Before the end of the same day, the whole Royal family of Braejr has been exterminated by Halzunthram and his men. Lord Erasmus Vlaardoen teleported to his tower in Kopstar to save his own life, but could not help the king. From there, he calls for all of the leaders of the most influent families of Flaem to unite and resist to Halzunthram and the Alphatians. The Flaem forces start to gather around Braastar to try and stop the invasion of the valley. In the south, the Thyatians gather their forces in Nyra, and send messengers to Thyatis

asking for more reinforces. Don Blas, son of Oliverio and new leader of the Belcadiz Clan, meets Halzunthram and, instead of wasting his resources to fight him, proposes a peace. He would pay tributes to Alphatia and accept to be part of the Empire in exchange for a wide independence in his lands. Halzunthram accepts, praising his intelligence, and happy not to waste men on the elven front. Thyatians and Flaem are outraged, and accuse the Belcadiz clan of planning the Alphatian invasion.

Halzunthram's first objective is to submit the Flaem: he sends his biggest army to the north, and it clashes with the Flaem in the battle of Braastar. This is remembered to be the battle that saw the greatest use of magic in the history. The city of Braastar is almost destroyed in the conflict, and the Flaem have to flee, defeated. When the army of Halzunthram approach Kopstar, Erasmus orders that the troops retreat to the west, and organizes the resistance on the hills, where the big armies of the enemy cannot move as easily as in open plains. The river Vesubia becomes the border between the Alphatian conquers, on the east, and the territories of the Resistance, on the west. The town of Sonden, that tries to resist the invasion, is

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completely destroyed. Upon reaching this point, Halzunthram is not worried of the few remaining rebels, and focuses his attention south, towards the Thyatians, which may be a big menace to his rule. The remaining divisions of his army are sent south, but here they find a very well organized resistance in Nyra. Unexpectedly, some elven deserters from Belcadiz joined forces with the Thyatians, and the village stands as a battle front, sieged by the enemy's army, for months. When winter came, and the people of Nyra was tired by the long siege, the Thyatian divisions had to retreat to the fortified city of Doria (later renamed Eriadna), founded many years ago by Thyatian settlers. Here, the Durango river offered a natural protection from the attacks, and the resistance of the Thyatians was forming. In the last months of the year, a small Alphatian division was sent to the west and, due to the minimum colonization of the Banubia valley, and the scarce interest that the Flaem always had for it, conquered it with no effort. By the end of the year, the Alphatian Province of Braejr was already covering most of the land.

**789 AC - 339 FY - 1789 AY** In the desert of Thothia, the Archlich Nevin has been

hiding for many decades, and finally he may start his quest again. He finds in a cave sealed with magic a spider monster trapped in a big block of obsidian. The spider introduces herself as Aketheti, daughter of the Night Spider. Nevin could feel that the creature is extremely powerful and proposes an alliance: if the monster helped him to defeat his lich enemy, he would set her free. The two agree, and start gathering followers to move war to the evil Lich. Their movements do not pass unnoticed on the Isle of Dawn, and Alphatia sends troops to control the situation. As a consequence of this event, and due to a number of riots on Bellissaria, the Empire must forfeit Halzunthram's request for reinforces. The Army of General Halzunthram, weakened by the war and spread now on a big territory, could only hold positions and keep control on the newly conquered lands. Thyatian reinforces are sent to the Red river Protectorate, and the defenses of Doria, Pietrarossa, Verrazzano, Ghizzano and many other towns are strenghtened.

**790 AC - 340 FY - 1780 AY** Flaem, Thyatians and Alphatians prepare to the next phase of the war by building fortresses, towers and fortified towns and villages. In autumn, with the

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arrive of some reinforces from mainland Alpathia (much less than Halzunthram expected), the Alpathian army is finally able to break into Doria and take the city. The Alpathian army conquers the whole valley of Red river, and the Thyatian rebels start a guerrilla tactic, hiding on the mountains. The only Thyatian outpost that is now left, and that will be closed in one of the longest sieges of history, is Verrazzano.

**791 AC - 341 FY - 1791 AY** Halzunthram sends part of his troops to the east, to conquer the most distant Flaem villages. Hodac and the other villages of the valley of Dol Anur fall quickly, but unexpected resistance is found in Rimskigrad. On the Ethengar border, the village of Bramyra is being sieged as well. Halzunthram is running out of resources, and needs to increase his troops. However, none of the Thyatians or Flaem would join him, and even the elves of Belcadiz made clear that they want nothing to do with the war.

**792 AC - 342 FY - 1792 AY** In Verrazzano, Cornelius Glantri, son of Thibault, becomes father for the second time. After his daughter Stefania, he is now father of a boy, Alexander.

**794 AC - 344 FY - 1794 AY** Halzunthram is facing economic issues, and decides to deploy explorers around the land to find new resources. In Verrazzano, Cornelius Glantri joins the resistance. After almost four years of siege, Rimskigrad falls. Flaem rebels flee to the mountains and try to cross the country to reach their friends in Leenz.

**795 AC - 345 FY - 1795 AY** Bramyra falls to the Alpathians. Halzunthram, who previously had contacts with Ethengarians through his agents and spies, tries to establish a commerce with them, and is partially successful. In the meantime, the explorers of the Thyatians on the Kurish Massif find a Flaem colony around mount Firejaws, in the village of Tranendal. Here the Fire Guard of the Flaem is still active, and they are still searching for Flaem scattered in the outer planes. However, they have now built a fortress in the Elemental plane of Fire, and their forces are gathering there, safe and ready to come to the valleys to attack Halzunthram. The Fire Guards are now pushing their searches harder than ever to find all of the possible allies for their cause. Cornelius Glantri, who is part of the explorers, volunteers to talk to the Flaem and offers an alliance against

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the Alphatians. The Flaem are suspicious of him, but promise that they will report his offer to the Flaem leaders. Months later, an answer arrives from Lord Erasmus Vlaardoen directly to Cornelius Glantri, accepting the alliance and asking for a meeting.

**796 AC - 346 FY - 1796 AY** The meeting happens in Tranendal, and the two factions agree to join forces to chase the Alphatians away. Thyatians think that they could persuade the elves to join the rebellion as well, but the Flaem don't trust them, and think that they could betray them once again. During the meeting, the Flaem and the Thyatian leaders agree a number of tactics to avoid the Alphatian checks. Thyatian alchemists start producing massive amounts of potions of polymorph: they will be used by single messengers to shapechange into birds and bring messages without creating any suspects, and by bigger groups, once again transformed into birds, to move unseen. Flaem wizards use their knowledge of the Elemental Plane of Fire to save the troops and to help the sieged towns by opening passages through the Fire Plane that allow movement out of reach of the Alphatians.

**797 AC - 347 FY - 1797 AY** Alphatian forces finally conquer Leenz and Ritterburg, kill Lord Erasmus Vlaardoen and declare the end of the hostilities with the Flaem. Now every corner of the Flaem kingdom is under their control. He doesn't know that the enemy is still active in the Plane of Fire and in Tranendal. It looks like Alphatia is victorious, and the fall of Verrazzano now is only a matter of time. At the end of the year, the news that Halzunthram was waiting for comes: explorers found gold and diamonds on the mountains.

**798 AC - 348 FY - 1798 AY** Halzunthram uses the war prisoners to start mining the precious minerals. However, the need for money of the Province is so big, that he decides to use part of the income to hire miners from abroad. He offers a percent of the mined minerals to the ones who will come and work for him. Halzunthram hopes to use the extra money he gets to hire mercenaries and increase his army's strength, finally breaking down any form of resistance.

**800 AC - 350 FY - 1798 AY** In the last two years, the number of miners that came from abroad for the gold and the diamonds increased greatly, including some settlers from Traldara,

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Ethengar and Darokin. However, the greatest number of miners comes from Rockhome, and are dwarves. Miners' quarters are built in most of the towns and cities, and the owners of houses rented to the miners, to maximise their income, put as many miners they can in each room. Hygiene is very low, and the miners that are not lucky enough to find gold or diamonds to survive, die of starvation or become criminals. In the meantime, the Alpathian officers experience a number of thefts of gold and diamonds from the mines, and think that it is caused by Thyatian rebels. This is only partially true, because most of the thefts are performed by greedy dwarves that increase in this way their income. Due to the extremely poor conditions in which the miners were forced to live, at the end of the year, with the arrive of winter, an epidemic of black plague hit the country. The population, seeing that the dwarves are resisting it much better, starts thinking that the dwarves brought it in the country to try and conquer it. Riots start everywhere drarfs are living, and they are chased away from the villages and the mines. This is the start of the *Years of infamy*.

**803 AC - 353 FY - 1803 AY** Halzunthram is losing his grip on the Province. Alpathia is requesting most of the income of the mines for the Empire, and the riots erupted everywhere are slowing down the mining works, reducing his income. Dwarfs, on their side, answer the violence against them by becoming brigands, hide in the mountains and try to build fortresses around the mines. Finally, in the summer of this year, the plague comes to an end, but the hate for the dwarfs doesn't stop. Dwarf hunts are now common.

**804 AC - 354 FY - 1804 AY** On the Isle of Dawn, Nevin the Archlich and Aketheti launch their offensive against the evil Lich. The resulting war is fought under cover, in caves, deserts and wild lands, but it still attracts the attention of the Alpathians, who once again must send troops there, fearing in a Thyatian offensive. The Empire is in big need of funds, and asks for more and more resources from Halzunthram.

**807 AC - 357 FY - 1807 AY** Stefania Glantri is caught by Alpathian soldiers while searching mushrooms on the mountains (she was actually coming back from Tranendal after delivering a message). The Alpathians beat, rape

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and kill her. Her little brother Alexander, disgusted by this atrocity, joins the Thyatian forces at the age of 15. In the Thyatian army, he finds an old wizard, Davide Reggiani, who says he used to be a friend of his grandfather. Davide immediately notices the propension of the young boy for magic, and decides to teach him everything he knows. Halzunthram, trying to calm down the riots against the dwarfs to save his mines, proclaims a number of laws that are limiting the freedom of the miners and imposes a curfew in every mining quarter around the nation. These restrictions revive the hate of the Flaem and the Thyatians for the Alphatian invaders, and a new wave of rebels joins them.

**808 AC - 358 FY - 1808 AY** The rebels decide a strategy to scatter the armies of Halzunthram as much as they can, before striking their best attacks. First, they decide to take back control of Ritterburg, where a big number of rebels is living. The tiny village is easy to protect, and controlled a number of mines, therefore taking back control of it would undermine Halzunthram's finances. Moreover, at that time three of the seven airships that Halzunthram is controlling are at bay in Ritterburg. The Thyatians use their

brds flock strategy to enter the village in big numbers, and it's extremely easy for them to destroy the Alphatian resistance from the inside. Most of the Alphatian troops in the village are killed, the three airships are destroyed, and the ones who manage to escape report about a rebellion in the village. From the tiny village, the riots immediately spread to the other mining quarters of the valley, and soon most of the villages and towns on the west of the Vesubia are free from the Alphatian armies. Halzunthram sends in one of his divisions, to try and sedate the riots, taking it from Nyra.

**809 AC - 359 FY - 1809 AY** A big number of Flaem found in a distant Plane of existence joins the rebellion. A division of Flaem soldiers materializes from their fire portals straight into the Lord's palace in Kopstar, kill the Alphatian Governor and start a battle in the city to regain its control. The Alphasians are more prepared here than in Ritterburg, fighting for three days to resist. Finally, thanks to an ingenious plan designed by Julian Vlaardoen, son of Erasmus, the Alphatian resistance is finally broken and the city is conquered. Halzunthram is forced to recognise that the Flaem resistance was never

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defeated, and recalls all of his troops from the south to crush them definitively. He also spends a huge amount of money that he was supposed to send to Alpathia to hire mercenaries from Darokin, Ethengar and Rockhome. The mercenaries arrive by the end of the year, when in the north the battles are once again being fought intensively.

**810 AC - 360 FY - 1810 AY** Listening to Davide Reggiani's advice, to keep him far from the conflict and give him a chance to improve in magic even more, Cornelius Glantri sends his son Alexander to Thyatis, where he will be instructed in magic and tactics. Alexander likes the studies, but he doesn't like the Thyatian imperialistic policy. Through his studies, he starts thinking that it was the Thyatian interference in the Flaem kingdom that may have caused the war. In the meantime, the Thyatians pay bands of dwarfs to attack the caravans of Alpathian miners, to reduce their income.

**813 AC - 363 FY - 1813 AY** As a result of the dwarf attacks to the miners, the Alpathian treasury is broke. The Emperor is not happy for the way Halzunthram is dealing with this small kingdom and, reluctantly, sends a

new division of troops, guided by Sephyr Aendyr. In the meantime, using the same birds flock strategy, the rebels take back control of Pietrarossa, but their use of potions is witnessed by one Alpathian soldier, who manages to escape from the town and warns his generals. On the same year, Halzunthram spreads onto his soldiers the secret order to kill all of the birds they could spot flying over the Alpathian towns.

**814 AC - 364 FY - 1814 AY** As a result of the Alpathian order, many Thyatians fall, and the rebel forces slow down their conquests. However, by the end of the year, they are once again in control of the region west of the Til river, the valley formed by the Loir and Tarn rivers and the valley of Redstone. In the same year, Alexander Glantri in Thyatis marries Diana Weimer, the daughter of a Thyatian Baron, and is made a Lord (with no lands, just an empty title to make him presentable for other nobles).

**815 AC - 364 FY - 1815 AY** Trying to crush the Alpathian hold on the south of the Principalities, the Flaem send their armies to Verrazzano and Pietrarossa. The troops in Verrazzano are guided by Cornelius Glantri and Luciano and Francesca Di Malapietra,

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son and daughter of that Vincenzo that signed the first peace with the Flaem and the Belcadiz, and that was murdered by Halzunthram. After an incredibly harsh fight, the city of Verrazzano is now free from the siege, and the Alphatian troops are pushed back to Lizzieni and Oreggiano. Sadly, in the battle Cornelius Glantri dies. Informed by Davide Reggiani, Lord Alexander decides to come back to Verrazzano, with his wife Diana.

**816 AC - 366 FY - 1816 AY** As a result for the many failures of Halzunthram, Sephyr Aendyr deposes him and takes over the role of Baron of Braejr. Halzunthram, outraged, must leave the capital. However, feeling robbed of his reign, Halzunthram summons his followers and starts building a new army in the west, building the castle of Meidengrub to host it. In the same time, Alexander addresses his allies in a secret meeting with Julian Vlaardoen, his former Master Davide Reggiani and the Di Malapietra brothers, proposing once again to cast an alliance with the Belcadiz elves.

## **THE STARS ALLIANCE**

The event that more than ever determined the end of the Alphatian occupation was the alliance among Flaem, Thyatians and Belcadiz. The internal conflict between Halzunthram and Sephyr Aendyr and the economic crisis caused by the war undermined the Alphatian chances of victory. Once the Stars Alliance was formed, the war took a completely different direction.

**817 AC - 367 FY - 1817 AY** Under the guidance of Sephyr Aendyr, the Alphatian attacks become more and more cruel and effective. Alexander, in secret, drives bands of dwarfs in the Belcadiz lands to force the elves into action. The elves react strongly to the new invaders, and blame Sephyr and his policies for it. As a result, Sephyr tightens the border with the elves, and imposes to all of the elf miners in the Alphatian Province to be repatriated to Belcadiz. Most of the elves are forced back to their woods, but some of them join the Thyatian forces. Halzunthram's mercenaries, who are still waiting to be paid due to the economic crisis he put the nation in, demand their money to Sephyr, but he kills their leaders and orders to his troops to murder whoever of the mercenaries still asks for money. Most of the mercenaries leave the

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country towards Darokin. In the same year, a spontaneous riot in Rimskigrad frees the town of the Alphatian control, and the rebels start moving towards the Pass, freeing other villages on their path.

**820 AC - 370 FY - 1820 AY** The tensions between Alphatians and Belcadiz grow. Halzunthram has now a big enough army in his castle, and starts seizing control of the northern valley of Banubia. Most of the Alphatian officers and soldiers prefer to side with him, than with Sephyr the butcher, how he is now called for his massacres. In autumn, Lord Alexander seizes his opportunity to ask for a meeting with Don Blas. He proposes an alliance against both the dwarfs and the Alphatians, promising to his people a high independence after the intruders will be gone. Don Blas is not impressed by the offer, and Lord Alexander warns him that a Thyatian army is ready to come and help in the war, but if they do, they will consider Belcadiz allies of Alphatia and they will have no mercy. Don Blas takes time, to think about the offer, and promises an answer soon.

**821 AC - 371 FY - 1821 AY** The answer that Don Blas promised arrived in the early spring of the next year, and it

could not be more explicit: with a surprise attack, and guiding an army that includes elves mounted on green dragons, the elven armies reached the village of Nyra and put it under siege, thus cutting the street to Darokin. Meanwhile, Lord Alexander stops paying the dwarfs, and they are now raiding the mountains and attacking the mines to try and take control of them, and Flaem and Thyatians are busy keeping them under control as well.

**822 AC - 372 FY - 1822 AY** The conflict between Halzunthram and Sephyr Aendyr erupts in a number of fights in the Banubia valley. In the south, Nyra falls with the arrive of Flaem and Thyatian reinforces, and a command center for the alliance is organized here. At the same time, a reprisal attack of Sephyr Aendyr reaches the city of Alvar, and destroys it. The elves flee in the woods, and when the army of Sephyr tries to follow them, the Alphatians are all slain.

**823 AC - 373 FY - 1823 AY** The Flaem reach Lizzieni and help the Thyatians to take back control of the city. Here, they manage to seize one of the Alphatian airships without destroying it. In a village not far from Lizzieni, Davide Reggiani, with the help of Lord

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Alexander and some elves of Belcadiz, opens a school of magic for the soldiers and their sons. The village is then renamed "Scuola", which means school in Thyatian. This is the first school of magic ever of the nation. The school will be kept open even after the end of the war, and children of the area will be taught there the basics of spellcasting for a moderate fee. Thyatian dwarf hunters from Ritterburg find the Bahrein passage, built by dwarfs years before, and explore it to chase the parasites away. Konrad Van Helsing, a flaem friend of Lord Alexander, takes part in the hunt.

**824 AC - 374 FY - 1824 AY** The Flaem take the airship to Nyra and here, they organize a crew for it. The few griffin guards left after these years of war and some green dragon riders join them, and the ship sets sails to Braejr, to try and take back control of the capital. The battle in the skies of Braejr is extremely wild, and fought bravely, but in the end, the defending troops are victorious. The griffin guards and the dragon riders are completely annihilated, ad their airship is destroyed. However, the Alpathian army suffers many losses as well, and even one of their airships is gone. Of the ships Halzunthram

came with, now 5 are destroyed. Only 2 are left to the Alpathian army, plus the one that Sephyr Aendyr came with.

**825 AC - 375 FY - 1825 AY** The troops of Halzunthram find the village of Tranendal on the Kurish Massif, and attack it. The battle between the Fire Guard and the Imperials completely destroys the small settlement. When the Imperial soldiers are driven away from the mountains, the Flaem have lost most of the members of the Fire Guard, and their equipment. Reluctantly, the former base of their operations is abandoned, and they move to Kopstar.

**826 AC - 376 FY - 1826 AY** Francesca Di Malapietra guides an army of elves and thyatian soldiers towards Bramyra, that is now isolated from the rest of the Alpathian Colony. When they siege the town, they are attacked by Ethengar riders that try to protect their market with the Empire. Forced to fight on two sides, Francesca retreats towards Belcadiz and sends messengers to Rimskigrad. The rebels there are happy to join forces and, when the troops guided by Francesca attack Bramyra once again, a militia from Rimskigrad rides on horseback through the plains,

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intercepting the Ethengarian raiders. The joined effort is enough for the Alliance to conquer the small village. Khoronus Jerbat, an Admiral at the service of Halzunthram that was in town with his airship, takes it and runs away, sailing back to Alphatia, when the defenses of Bramyra fall.

## THE RAISE OF ALEXANDER

Even if Lord Alexander Glantri was not the only actor in the history of the Star Alliance, he was the protagonist of an heroic episode that made him immediately become a hero. During a dwarf hunt, he managed to duel against Halzunthram and defeat him. That victory gave a boost to the morale of the troops of the Alliance, and plunged the morale of the Alphatians, marking the final defeat of the Imperials.

**827 AC - 377 FY - 1827 AY** Davide Reggiani and his group of Alchemists develop two very useful potions: one is an acid that can be used to attack the enemies, while the other one, the potion of heroism, increases the strength of soldiers, but also of normal people, giving them incredible fighting skills. The potions are tested in Doria, when the army guided by Davide and Lord Alexander takes back control of the city. Davide is the protagonist of a very unlucky accident

when some of his acid potions break over him and dies. However, the use of the potions is decisive for the battle, and the Alliance takes back Doria as well. In the same time, Flaem troops guided by Julian Vlaardoen were regaining control of the valley of Banubia, and Don Blas and Luciano Di Malapietra reject an attack from the orcs from the Broken Lands who thought it was a good moment to try and conquer Nyra.

Later the same year, at the funeral of Davide Reggiani, Lord Alexander publicly recognises his unpayable role for the cause of the Resistance, and publicly swears that due to the respect he bares for his memory, he will spend his whole life to ensure that the people of the valleys of Braejr can live free and peacefully.

**828 AC - 378 FY - 1828 AY** In the first months of the year, The Stars Alliance decide to strike an offensive directly to the city of Braejr, and begin gathering their army in Ritterburg. The forces of Halzunthram are losing their grip on the valley of Banubia. The Alphatian foces all around the region are being defeated. The Flaem push from North and manage to regain control of Braastar. By the beginning of the summer, Taterhill is sieged by the Flaem avantgarde. It is during the

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summer that Lord Alexander, trying to get rid of the last dwarfs on the Black Mountains, so that the final assault suffers no distractions, is guiding a group of 20 soldiers into a dwarf hunt. For a coincidence, the group finds the secret hideout of Halzunthram and his troops, the castle of Meidengrub. They try to sneak away, but the Alphatian troops manage to make them prisoners. One of the officials recognises Lord Alexander Glantri, one of the leaders of the rebels, and decides to spare his life, so that his General may question him, but orders that everyone else is killed. To protect his men, Lord Alexander challenges Halzunthram to a duel. If he won, he and his friends would be spared their lives and let free. If he lost, Halzunthram could do whatever he wanted with them. The official reports his words to Halzunthram, who is thrilled by the idea of defeating one of the leaders of the Rebels in a duel. Halzunthram accepts, and the duel starts the next day at dawn, in the courtyard just in front of the castle. Halzunthram is not stupid, and if he accepted to duel with Lord Alexander, it is just because he is sure that he would not lose. After all, he is one of the strongest Generals of the Alphatian Army, and even Sephyr Aendyr, his substitute, would not dare

to directly confront him. He thinks that Alexander is just a commoner, even if a powerful wizard, like his father and grandfather, and doesn't know that Alexander studied in Thyatis for years and has achieved a mastery of magic unmatched for a man of his age. On the other hand, Alexander is not at all sure that he will win, but out of despair he is trying to protect his friends. He is smart, and in the past years he studied Alphatian magic and tactics, to be able to effectively prepare counterattacks and defenses. The night before the duel, Lord Alexander warns his friends that even if he won, the Alphatians may not keep their promise. Therefore, he instructs them to take any possible chance to run away, when the Alphatians will be distracted by the duel.

Once the morning of the duel comes, it is immediately clear that Halzunthram underestimated the Thyatian Lord. The two duel almost at the same level. Halzunthram's magic is more powerful, but Alexander is better prepared. The duel goes on for almost one hour, but at some point something unexpected happens: a bright light erupts from the direction where the city of Braejr is. Halzunthram, facing that direction, is blinded by the light for just one

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second, but that is enough for Lord Alexander to strike the blow that kills him. Halzunthram, fallen on the ground, with his final breathe summons a curse on Lord Alexander and all of his descendants until the end of all times.

The Alphatian soldiers are in disbelief: Halzunthram, the Conqueror of Braejr, is dead. Halzunthram's officials immediately run towards Lord Alexander, now extremely tired, to get him and avenge their General, while the body of their leader is taken back to the castle. Lord Alexander's allies, instead of running, protect him, and together, the small group manages to run from the castle with only 2 casualties. Among the survivors, there is Konrad Van Helsing, who in year 823 AC helped mapping the Baherin passage. The passage is not far from the castle, and the survivors, chased by the Alphatian army, head in there. Thanks to their knowledge of the tunnels, the Thyatians manage to reach the other end quickly and almost undamaged. The Alphatians, on the other hand, are slowed down and suffer great losses, due to the traps and monsters that they find. Lord Alexander alerts the army in Ritterburg, and when the Alphatians come out of the passage, they wipe them out completely. News of the

defeat of Halzunthram reach all over the region, and Lord Alexander is acclaimed as a hero. When the army of the Alliance marches south towards Braejr, with Lord Alexander ahead of them, the Alphatians start deserting. In the city of Braejr, high officials fight for a place on the two airships that are left, and to cover their escape, they betray Seraphym Aendyr, who is left behind and gets captured together with his most trusted guards. They also steal all they can, including the crown of Braejr, that was preserved in the Palace of the Baron. Sephyr is forced to sign a surrender, and send messengers to Alphatia to declare the defeat. In the last months of the year, the last resistences are suppressed, and the leaders of the Alliance gather to decide the future of their land. After more than 40 years of war, their alliance won the war, and they decide that this alliance must be preserved, to guarantee a future of prosperity to every elf, flaem and thyatian in the region.

In the years to come, many wondered what was the origin of the light that, in that decisive morning, illuminated the city of Braejr with such an intensity that it could be seen from hundreds of kilometers of distance. The event behind the light is connected to Nevin the Archlich, whose battle with the

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Evil Lich was finally over. Nevin, finally sure that his spell would make him Immortal, reached his former hideout in Braejr and started his preparations. However, when he cast the spell that he prepared, something went wrong. Possibly because he was not a living creature anymore, or because he made some mistake in the construction of the spell, his attempt failed. The receptacle of the Radiance absorbed his life force in the nucleus of the spheres, and exploded, releasing a supernatural light that radiated for just a couple of seconds, brighter than any light ever seen before. Ironic as it may be, the destruction of Nevin the Archlich opened the path to a future of peace and in the following years, it would be the base of the studies of another extraordinary wizard.

# AGE OF THE REPUBLIC

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The period between the end of the war and the present is the Age of the Republic. It is mainly the time when the Republic of Glantri was shaped in the present form, and when the term "principalities of Glantri" became popular to refer to it. Most of the noble families that nowadays exist were born in this period. After the end of the war, the leaders of the Alliance decided to drop both the Alphatian dating system, introduced by Halzunthram, and the Flaem dating system, to join the rest of the Known World in the use of the Thyatian year.

**829 AC** On the first day of the year, Ludovico Di Malapietra, Don Blas de Belcadiz and Julian Vlaardoen together declare the end of the war, and the birth of a new, Glorious nation where elves and humans may live in prosperity as brothers: the Republic of Braejr. The leaders decided to rule Braejr together, but leave some regions under the direct control of each faction. Therefore, the elves named their lands in the south County of Belcadiz, the Thyatians united around the city of Lizzieni in the County of Caurenze, and the Flaem, in Kopstar, founded the County of Bergdhoven. The rulers of the three countries would be named Earls and could make local laws and ask for local taxes. The other lands would be governed by the three of them

together, in a new organ named Great Council, where the decisions would be taken by the majority. Many wonder why Lord Alexander was not appointed Earl of Caurenze. He was actually offered the title, but refused. Lord Alexander, after the duel with Halzunthram, saw the first signs of his curse on his own body, and soon enough he realized that he would not survive it. He could do nothing to stop it, and decided to reject the title of Earl so that the people of Caurenze would not risk to lose their leader in such a delicate moment, when the nation was still young and unstable. Lord Alexander retires in Ritterburg, and is offered the leadership of the town, that he gladly accepts.

The Flaem Fire Guard, whose task is to rescue the lost Flaem around the external plains goes under cover, and becomes a secret society under the control of the Vlaardoen family. The High quarters of the Fire Guard are moved to the tower of Linden.

On the third month of the year, the newly appointed war tribunal is called to decide the fate of about 9.000 Alphatian settlers and soldiers that were left behind and made prisoners, plus about 100 officials, among which Sephyr Aendyr, the butcher of Braejr. The officials are held captives in the Capital, but the commoners and the

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soldiers are forced to work in the mines of Pietrarossa and other towns of the valley of Red river.

In the city of Braejr, the Alphatian palaces are destroyed, and substituted with palaces for the Earls.

The Ethengar settlers that came to work in the mines are now chased away by most of the communities. They seek shelter among the Colossus mountains, where they build the small community of Lhamsa.

In the County of Belcadiz, the city of Alvar is rebuilt and renamed Nueva Alvar.

**830 AC** The new nation is still divided by prejudices and bands of dwarfs are still raiding the mines. While the rule of the people itself is not a problem, the local issues of the smallest regions are too many and too particular. The three Earls struggle to address all of the issues and, finally, they agree to devolve part of their duties to local administrators. These lords will rule on smaller areas and will be admitted to the Great Council with a limited voting power: each Earl will have three votes to express, while each Lord will have only one. After a long planning, the Great Council decides to create six dominions, and that each Earl would name two of the Lords. Blas De Belcadiz names Don

Raniero De La Coronilla Lord of Satolas, and Dona Maranta Escobar Lady of Monteleone. Julian Vlaardoen names Konrad Van Helsing Lord of Adlertum and Lammert Verlien Lord of Bergen. Ludovico Di Malapietra names his sister Francesca, cleric of Vanya, Lady of Pietrarossa, and Lord Alexander Glantri Lord of Ritterburg. Lord Alexander this time accepts the title.

In the same year, the desert nomads from the west raid the upper valley of Banubia and the people of the farming villages is forced to run in the woods to escape their rage. When they are able to go back to their houses, they must partially rebuild their villages.

**831 AC** The Great Council decides that to protect the Republic from future attacks from Alphatia, they need to sign a proper alliance with the Empire of Thyatis, and start official talks with the Emperor. The Emperor agrees to recognise the Republic as an independent nation, and later during the same year an exchange of Ambassadors is decided once again. In the town of Pietrarossa, a riot erupts, fomented by the Alphatian prisoners. It takes a long time to calm it down, but news about it spread around the whole valley.

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In the forest of Alfheim, Tyrendanth Erewan receives news from Braejr that the war ended. Tyrendanth, leader of a great faction of the Erendyl clan, and extremely popular around the whole Alfheim, was a candidate to become the new leader of the Erendyl clan when King Doriath ascended to the throne. However, he was refused the position, and since then he tried to find a way to show his true valor. Interested in the land of Braejr for the legends regarding its magic, Tyrendanth was even able to see the mysterious light shining from the city in the morning when Halzunthram was defeated. Tyrendanth asks to King Doriath the permission to move, together with his family and followers, to Braejr, to study the new magic and offer an alliance to the people that live there. King Doriath accepts, and Tyrendanth starts the preparations.

**832 AC** After only 2 years from the last attack, the desert nomads from the west raid once more the upper valley of Banubia. The people is once again forced to flee in the woods to protect their lives. The Great Council decides to build a fortress to guard the border to the west and secure the villages of the valley from the attacks of the nomads. In the valley of Red river,

more riots explode like the one in Pietrarossa the year before. The Alphantian prisoners are not easy to control, and the authorities would not want to kill them all, to avoid repercussions from Alphantia.

**833 AC** In the valley of Banubia, some new settlers come out of magic portals. The settlers, guided by Apollinaire D'Amberville, a powerful wizard, say that they are refugees running from a land - named Averoigne - where their magic is persecuted. Using their magic, they opened their gates hoping to find a land where to perform magic with no restrictions. The Grand Council gleefully welcomes the new settlers, and allows them to settle at the top of the Banubia valley, so that they would be the first to get exposed to further attacks of the nomads. In the south, the riots continue. In the Capital, the tribunal for war crimes is close to give its verdict, but Sephyr Aendyr offers to the Council a compromise: he promises cooperation to stop the riots, submission to Braejr laws, forfeiting his magic secrets, and even sensitive intelligence informations about Alphantia in exchange for the cancellation of the Alphantian war crimes and the complete forgiveness of their actions. The Council accepts,

but Sephyr is still forced to pay his freedom and the freedom of his people by paying a freedom tax, that will be used to fund the reconstruction. Finally free of their prisonery, some Alphatians leave the country to return to their homeland, but many, like Sephyr Aendyr, decide to stay. Sephyr is happy to have a chance to study the powerful magic that caused the defeat of Halzunthram, and is planning to use it, in the future, to seize the throne of Alphatia. To try and seize the power in Glantri first, Sephyr sends clerics of the Alphatian cults around the nation to build temples and hire followers. The Principalities of Caurenze and Bergdhoven, and the other Thyatian and Flaem dominions ban them, but the other nobles don't.

**834 AC** Although free, the Alphatians are seen as untrustworthy, invaders and criminals by other populations of the valleys. To avoid discriminations, most of them settle an almost deserted area between the city of Doria and the County of Caurenze. Tensions raise whenever any Thyatians need to cross those lands to reach Braejr. In Rimskigrad Bianca, lone daughter of Lord Alexander Glantri, marries lieutenant Hektor Schweinsteiger, who served in the

war under her father, and was one of the witnesses of the duel between him and Halzunthram. Lord Alexander is already very proved by the curse, and he looks sick.

In the valley of Banubia, the construction of the fortress on the border with the Adri Varma Plateau stops due to a lack of funds. The treasury of the Council needs to cut expenses, and there are other priorities. The Council promises that the works will be resumed as soon as more funds will be available.

**835 AC** A new attack of the desert nomads, even stronger than the two before, threatens the valley of Banubia. The nomads raid the site of the fortresse, and cause big damage, but are pushed back by the Averoignese settlers. The Council decides to stop the construction of the fortress for good. On the same year, riots explode in Westheath, whose citizens fear that in case of an invasion from the desert, their town will become a battlefield. Thanks to the intervention of a Thyatian commander, Claudio Monreale, the riots are extinguished. The commander tries to calm down the population by asking the Council for greater powers to be able to strenghten the defenses of the village. In the Council the Counts and Lords

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are divided on the way to address the problem of the nomads. In the end, the Council decides that probably what they need is a person like Claudio guarding the access to the Capital from the valley, and decide to make him a Lord as well, giving him the new dominion of Westheath.

**836 AC** The Averoignese settlers feel betrayed by the Great Council, who left them in danger of new attacks, but protected the capital. To calm down the people, Apollinaire D'Amberville asks the Council the permission to fund the construction of the fortress himself, so that his people could be protected. The Council approves and, trying to keep the Averoignese population happy, they name Apollinaire Lord of the dominion of Averoigne. Meanwhile, Lord Alexander Glantri is now so weak that he cannot keep on with his duties as a Lord, and leaves his throne to his daughter Bianca, who is a magic-user, like him. Alexander retires in the castle of Ritterburg, and from now on he seldom leaves it.

Due to a strange disease, a big part of the flower harvest in the County of Bergdhoven perishes and must be destroyed, causing a big damage to the economy.

**837 AC** Bianca Glantri starts seeing the same signs of her father's disease on herself. However, she is still feeling well, and covers them with the clothes.

In Bergdhoven, the disease of the flowers strikes for the second year. When the alchemists and the clerics finally find a cure, most of the harvest is lost once again. To keep his county's economy afloat, Julian Vlaardoen must raise the taxation, and the population starts complaining about his administration.

In the south, a variegated army of orcs, ogres, kobolds, gnolls, goblins, thouls and trolls tries an invasion of the lands of the elves. Their assault is unexpected and extremely violent, and before the elves can strike back, with the aid of the forces from the village of Nyra, some villages, among which the village of Monteleone, are wiped away. Dona Maranta Escobar is killed in the attack, and most of the fields are burned. Once the army of monsters is wiped away, Don Blas asks the Council to rebuild the villages and pass down the title of Lady to Dona Maranta's younger sister Rubina. The Council refuses, due to the extremely high cost of this intervention, especially because the lands of Monteleone are too close to the border to be sure that this tragedy

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won't repeat in a few years. The Great Council therefore declares the dominion of Monteleone revoked, and in its place the construction of a fortress begins, that will be used as a checkpoint for all of the people entering the country from the Broken Lands.

**838 AC** In the spring, Apollinaire D'Amberville attends a meeting of the Great Council in the city of Braejr and takes his son Etienne, a teenager and a gifted wizard, with him in the city. During the meeting in the palace that used to be the Royal Palace of the Flaem kingdom, Etienne is left free to visit the building and while he does so, he finds a secret passage that leads down, under the basement of the building. Here, Etienne finds a magic door, locked with some arcane sigil, and feels a strange energy coming from inside. Without exactly knowing what he is doing, Etienne uses his powers to open the magic door for a short time, and opens the door. Here, he finds a room full of books and scrolls, shattered shards of crystal, and pieces of the skeleton of a human being. Etienne, who is not sure how long the passage will keep open, throws in his bag of holding all of the books, a shard of crystal and a piece of bone, and runs away. Once

back in his father's palace in Averoine, Etienne starts examining the things he found. The books are researches of a powerful wizard about the energy that shines from below the Capital, that he calls Radiance. The crystal is part of a receptacle, a magic item needed to summon the power of the Radiance. The bone is what is left of the same wizard, who apparently tried to use the Radiance to achieve something incredibly ambitious: Immortality. Using these items as a base, the young Etienne starts studying the Radiance and researching his effects and side-effects.

In the County of Bergdhoven, the people starts some riots against the taxation, that is felt being too high. Julian Vlaardoen tries to suppress the riots using strength, but he obtains nothing. Some citizens decide to leave the County and settle the hills south of it, claiming independence. However, the hills are much more dangerous than the valley where the citizens came from, and soon after their arrival, some monsters attack them, disturbed by their presence. Edgar Berrym, one of the few Arcane Knights left after the war, takes charge of it and defeats the monsters. The Council appoints him as a new

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lord, giving him a dominion on the hills. He calls it Berrym, like himself.

In the last weeks of the year, the conditions of Lord Alexander Glantri worsen and, on the second last day of the tenth year since his defeat of Halzunthram, he dies. His body is carried to the capital with every honor. With Lord Alexander, the symbol of the unity of the nation disappears.

## THE YEARS OF SUSPECT

The years between the death of Lord Alexander Glantri and 858 are called the years of suspect: in these years, the conflicts among the different ethnicities resurface, and the arrival of many new settlers from other nations increase the feeling of instability.

**839 AC** On the first day of the year, Lord Alexander's coffin is exposed in the Royal Palace for the nobles to show their respects for the last time. On that day, the three Earls gave a speech, remembering his strength and his determination to make of this land a free nation. For this reason, the Great Council with unanimous vote decided to rename the nation Republic of Glantri and the capital city Glantri city, so that his memory will always live in his people. The day of his death, the second last of the year, is made a national festivity: the day of

Alexander. From now on every year, at noon, the time when Lord Alexander died, the nation stops for one hour, and a number of citizens visit the capital to give their respects to his remains, buried in a mausoleum built in the main square, also renamed Alexanderplatz.

On the following day, and for three days, the body is then exposed for the public to see him. Messages of respect for the dead leader come from Darokin, Ierendi, Thyatis and even from the Emperor of Alphatia, that gives his farewell to "the strongest, smartest and most resolute enemy we had the honor to fight". Actually, the Alpathian message is an excuse to sneak in the country some of the Emperor's agents.

In the summer of the same year, the construction of the fortress in the valley of Banubia is completed. Lord Apollinaire, who paid for most of his construction, names it Y'lournie. In the valley, Averoignese settlers start travelling more confidently, and they rename the Banubia "Riviere d'Isoile", a name that soon will become of common use for everyone.

**840 AC** In the land of Old Avernoigne, a powerful magic-user finds one of the portals used by the D'Amberville family, and decides to walk through it,

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to explore the other side. The man, Arthur McGregor is charmed by the new world, and starts thinking of some way to use the magic passage to take his people here, like the D'Amberville did. After one week in the new world, he takes the gate back home and tells to his family what he found.

**841 AC** The riots in Bergdhoven do not cease even after the Earl, Julian Vlaardoen, reduces the taxation. Meanwhile, the Ethengarians strike a new attack and a Flaem commander, Oswin De Wit, guides the army that fights them back. Echoes of his success reach Bergdhoven, and the people start asking for him to become Earl, and Julian Vlaardoen to be deposed. The Council, to try and give something to the people without damaging the Earl of Bergdhoven, makes Oswin De Wit Lord of Krondahar, giving him the task to rebuild Braastar, that was still in extremely bad conditions, after the battle more than 50 years before. In the spring of the same year, Arthur McGregor starts moving some members of his family through the portals opened by the D'Amberville, to try and save them from persecutions. After some months, he is caught by the guards of Apollinaire and taken to him. Apollinaire is relieved to see that

Arthur and his family are just spellcasters who want to escape persecutions, like him and his lot, and forgives the misbehaviour. He also allows the McGregor family to use his gates on determined days and hours, to help them escape persecutions, as long as they don't transfer too many people, otherwise they could attract unwanted attention from the inquisition.

**842 AC** The construction of Fort Monteleone is completed. The Council gives the control of the fort to Don Blas. The riots in Bergdhoven do not cease, and finally, lord Julian decides to leave the throne to his son, Sijbrand, who becomes the new Earl. Sijbrand reduces the taxation to a minimum, and at the same time reduces the expenses of his family, to show that he is not wasting the taxpayers' money. He also improves the breeding of sheeps and cows, and starts selling the cheeses of Bergdhoven out of its borders. Averoignese people love them and start ordering, thus improving the exports and in general the economy of the county. Quickly, the riots are suppressed without the use of strength. During the year, spies of Ethengar are found twice around the village of Bramyra.

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**843 AC** Between Doria and Nyra, on the north shore of the Red river, brigands have settled. They are a mesh-up of Ethengar offcasts, dwarfs, elven criminals, Darokin mercenaries, Alphatian rebels. They attack the river boats that go back and forth between the two towns, and the Council wants to put an end to it. The Earls give to Gennaro Querciarossa, grand-grand-grand-son of Ambassador Niccolò, the title of Lord and the dominion of Umana (later to be renamed Hightower), with the order to stop the robberies. Gennaro Querciarossa finds that the brigands are funded by a temple of Alphatia, where spies of the Empire were hiding. In Alfheim, Tyrendanth Erewan is ready to leave, and sends to Glantri his messengers to ask the permission to enter the land with his people. The Council endorses Don Blas with the talks, and he invites the Erewan Clan to live in his lands, under his rule. King Doriath doesn't want the Glantrians to think that the Erewan clan are spies, therefore tells Tyrendanth to accept. Doriath sends an Ambassador to Glantri to mark the start of a cooperation between the two nations. At the end of the year, Don Blas sends an Ambassador as well.

**844 AC** After years of sufferings, Bianca Glantri dies, and her husband Hektor becomes the new Lord of Ritterburg. He adds the surname Glantri to his one (which becomes Schweinsteiger Glantri), and will pass it on to his children, to remember the noble ancestor from which they come. In the Dominion of Averoigne, the population has greatly grown in the past years, due to new arrivals from Old Averoigne, and thanks to the peace. Apollinaire is considered a wise and good Lord, and among the population it spreads the belief that he should be an Earl, exactly like the Earls of Belcadiz, Bergdhoven and Caurenze. In Averoigne, people start referring to him as "The Earl of Averoigne". On the day of Apollinaire's 50th birthday, the crowd acclaims him the new Earl of Averoigne. The Council members reach Averoigne to confront Apollinaire, and he ensures that this situation was not meant to happen. He apologizes for the mess, but says that it is because his people love him, and he wouldn't punish them for this reason. Informers from around the region report to Lord Ludovico Di Malapietra that supporters of Lord Apollinaire are getting ready for independence, if the Council does not accept his election to Earl. The three

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Earls, facing the perspective of a new rebellion while the country is still recovering from the war, prefer to give in, and force a vote of the Council to accept Apollinaire as a new Earl. After all, Apollinaire himself is a very powerful wizard, and his powers are precious for the Republic. In his acceptance speech at the Council, Apollinaire exposes to the other nobles his dream of a School of Magic open to all of the sons and daughters of Glantri, where the Greatest Arcanes could teach to the new generations the deepest secrets of magic and the highest crafts. The Earls of Bergdhoven and Belcadiz (a wizard and an elf) are very intrigued by the idea, but the Earl of Caurenze, who is a fighter, and many other nobles, who are not arcanes as well, are divided between the desire to have a strong nation and the fear that magic will become too central in the life of the nation. Later in the same year, a vote on Apollinaire's idea is held in the Council and, with a very little difference of votes, the Council accepts it.

**845 AC** In the past two years, a number of elves of Erewan moved towards Glantri and settled around the elven lands and in the County of Belcadiz. In year 845, the migration ends, and

Tyrendanth offers his allegiance to the Belcadiz Clan. Don Blas welcomes him as a friend. The migration is huge, of about 30.000 elves, and the elves start building towns and fortifications around the border of the Broken Lands. The town of Trintan is founded in this moment, and the Earl of Belcadiz sends his engineers to build its walls and towers, to make sure that it would resist an attack from the monsters of the Broken Lands.

In the Capital, the works for the construction of the Great School of Magic begin.

In autumn, a group of some hundred settlers from Ethengar reach the valley of Vesubia through the Skullhorn Pass. They have yaks and children with them, and their leader speaks a little Glantrian. He explains that in the plains the Shamans are now considered the highest authorities and their teachings warn the population about the dangers and the evil of magic. Persecution of arcanes is becoming normal, and therefore some powerful wizards decided to move here with their families, to ask for shelter. Finally, the leader of the settlers, Altan Virayana, warns the Council of a plan of the Khans to attack Glantri in the next spring using the passage of the Skullhorn Pass,

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like they did. Most of the members of the Council do not trust the Ethengarians, but nevertheless a division of the army is dispatched to the top of the pass, to build fortifications and defensive tools. Works are done even during winter, with the snow. In the meantime, the ethengar settlers are allowed to settle at the roots of the mountains.

**846 AC** Defensive works on the top of Skullhorn Pass are barely finished when the Ethengar army arrives. The Glantrian defenses hold well, but it is obvious that if the Ethengarians were more, it would have been much harder to contain them. The Council decides to make a permanent camp on top of the pass, to guard it, and improve its defenses. To guard the pass from possible new invasions, a new dominion is created, and the capitain that guided the defense of Skullhorn Pass, Renato Chiaravalle, is given the title of Lord of Skullhorn Pass. The expenses for Skullhorn Pass empty the treasury of the nation, and the Council must stop the construction of the School of Magic. The Ethengar refugees are given permanent permission to stay, but the Council is worried that more could come pretending to be refugees, when they are just spies, and makes

a law that says that the border cannot be crossed by people with the skin of a darker colour than the Flaem's ones. This also includes the desert nomads from the west and the Ylari.

In the meantime, Arthur McGregor has already moved to Glantri his whole family, but wants to also move all of the population of his barony. Apollinaire D'Amberville refuses, because moving that much people would surely attract the attention of the Inquisition, and he wants to be free to go to Old Averoine, should anything happen. Due to this argument, the McGregor family moves out of Averoine and settles in the moors on the north-east end of the valley of Vesubia, founding the small village of Glenmoorloch.

**847 AC** Settlers from Darokin are found on the mountains of the Kurish Massif and the Silver Sierras. A dispute between the two nations emerges on the property of the mountains and the correct borders that divide them. To fix the issue, the Council must move troops on the mountains to patrol them. The cost is huge, and the Council decides to build a fortress on the Kurish Massif to guard the border. The building of the Fortress of Zorotea starts. However, the funding of the military action and the fortress

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empties the treasury for the second year in a row, and the project of the school risks to be abandoned for good. Sephyr Aendyr, whose Alphatian settlers are being discriminated around the country, offers his help to the Council, to finance the School with money from him and his people. As a reward for this offer, he demands a dominion for Alphatian citizens, where they would not be discriminated. The discriminations in the past years led to many cases of murder, robberies and banditism. Hoping that this would help stop these issues and persuaded by the endorsement of Earl Apollinaire to the idea, the Council accepts the offer, once again for a handful of votes of difference. The construction of the School resumes, and Sephyr Aendyr is given the title of Lord of Sylverston.

**850 AC** After some years of cohabitation, the elves of Belcadiz and Erewan live peacefully together. Mixed clan weddings are now common, and many children are born from them. Although, Don Blas is not yet sure that the elves of Alfheim are not spies, and for good measure doesn't allow any of them in positions of power or responsibility, and the only

one that he accepts to talk to is Tyrendanth.

On the mountains, the construction of the fortress of Zorotea is completed, and a division of the army is permanently settled there to turn off trespassers and hunters from Darokin.

**852 AC** Alphatian spies, following instructions from the Emperor, hire a group of dwarfs from Rockhome to ambush and rob a Glantrian convoy going from the Colossus mountains towards the capital. The convoy is carrying gold nuggets and precious gemstones, and its loss means a hard cut to the finances of the nation for the year. The Council, regretfully stops the construction of the School once again, until the treasury will have enough money to resume it.

**853 AC** Etienne D'Amberville, now 32, and one of the most powerful spellcasters of the nation, discovers the last secrets of the Radiance, and starts studying the spell of Immortality. His studies take him to the nucleus of the spheres, where he manages to contact the spirit of Nevin the Archlich, now imprisoned in it, who warns him from the dangers of the spell. Etienne, thanks to his help, manages to fix the mistake that Nevin

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made in the construction of the spell, and finally starts gathering the rare ingredients he needs to cast it. Fortunately, he exactly knows where to find the skull of a lich, which could have been the hardest one to find. One day, while in Glantri city, he enters the Royal Palace and makes his way down to the dungeon through the secret door he found as a teenager, and removes the magic sigil once again. Among the remains of Nevin's body, his skull is there, slightly cracked, but still intact. Etienne knows that when he will be an Immortal he will need to have followers to give him power, therefore he decides to invent and spread throughout the nation a new religion, the cult of Rad. However, worried that the Clerics may start some kind of inquisition, like in his land of origin, Old Averoine, he prefers to have as his priests only arcane spellcasters. The new philosophy and the new Immortal immediately gather a good base of followers, also thanks to Etienne, who is using his magic to send messages to oracles and wise men.

**854 AC** Apollinaire D'Amberville, during the night of the Red Moon, has an hallucinatory crisis and jumps from the top of the highest tower of the

Royal Palace in Glantri, where he was to attend to a meeting of the Council. His death leaves the throne of Averoine free, and the Council suspects that his son Henri, who was with him on that night, had some part in the death. The wife of Apollinaire, Camille, has a mental breakdown and the Council is not willing to give the title to her, in these conditions. However, it is hard to decide among the six sons of Apollinaire who should be his heir. Henry and Simone are immediately discarded, the first because of the suspects on his role in the death, and the latter because, being a cleric, the Council fears that some Temple could try and interfere with the government of the nation. Richard and Magdalene have no magic powers, and if Richard is a proud warrior, Magdalene is a weak-looking woman, and the Council prefers not to give the title to her. In the end, the Council, basing its decision on the history of king Nevin and his uncle Fabian, that is still remembered in the Flaem tradition with an yearly duel, decides for Etienne, who is the most powerful spellcaster in the family and is also well known for being honest and loved by the people of Averoine. Moreover, he is a firm supporter of the Shrines of Rad, the new

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philosophy that is growing in the nation. Etienne becomes the Earl of Averoigne and immediately stands out for his sense of justice and his ability as a ruler.

**855 AC** To protect the western end of the Skullhorn Pass, a new dominion is made, and the High Priest of the Church of Fire of the Flaem is named its Lord: Maxim Baert. Don Blas De Belcadiz is openly against having another cleric as a Lord, but his name passes without his votes. Maxim calls his new dominion Blessing (later to be renamed Duvengan).

**856 AC** Etienne D'Amberville finally has everything he needs to perform the spell of Immortality. He knows that the spell can only be summoned in the Capital, and for the last time he visits the crypt of Nevin. Here, he casts the spell of Immortality and finally becomes one. His essence merges with the Radiance, and from now on he is Rad, the Immortal of Light and Knowledge. Once again, like it happened when Nevin the lich died, a bright light pervades the whole capital, and it can be seen from hundreds of kilometers away.

**857 AC** After years of inactivity, Etienne asks the Council to resume the

construction of the School of Magic. Unfortunately, the vote doesn't pass through for just one vote of difference, because most of the Lords are now fighters, and two are even clerics, Francesca Di Malapietra and Maxim Baert, and they don't want to keep on wasting money and time for such a pointless project. After all, wizards don't need a school to learn how to cast, but just a teacher. Among the ones that vote against the School is Sephyr Aendyr, who pushes on the cost for the treasury, but is actually trying to avoid Glantri to become a magical power like Alpathia.

During the first week of autumn, Ludovico Di Malapietra is visiting his sister Francesca in the dominion of Pietrarossa. Here, they are ambushed while in the countryside by someone and murdered. The bodies are found days later, and the blame is given to Alpathian spies. The Council appoints as a new Countess of Caurenze Ludovico's daughter Angelica, his only heir and a powerful witch, and because Francesca had no natural heirs, they give the dominion of Pietrarossa to Pietro Di Tarento, who at the time was the headmaster of the small School of Magic in Scuola. In the last months of the year, the four Earls meet with the other Arcane nobles, and take a decision: the

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country's strongest resource is magic, and it must be improved and protected. And if there are nobles that wouldn't want to do that, they must be substituted.

## **RESHAPING THE NATION**

In the years between 858 and 920, the Republic of Glantri undergoes many deep changes in its structure and organization. The nobility is limited to the Arcanes, the nobles' titles are changed, the Order of the Radiance is introduced, the Clerics are made illegal, and in general a lot of things change. These years mark a number of riots and fights, and end with the end of the fights with Darokin, with the signature of an historic alliance.

**858 AC** After a memorable day at the Grand Council during which the nobles even fought each other with magic and swords, the four Earls manage to pass the law that limits nobility only to the Arcane spellcasters. All of the other nobles lose their title and, if they have a valid heir, that person inherits it. Otherwise, the Council gets control of the dominion, and may give it to some other Arcane that deserves it. Due to this decision, the dominions of Berrym, Blessing, Umana, Skullhorn Pass, Westheath, and Bergen must be reassigned. Bergen, Umana, Krondahar and Westheath are given

to Arcane relatives of the former Lord. Berrym, Blessing, Ritterburg and Skullhorn Pass must be reassigned. With the ousting of Hektor Schweinsteiger Glantri, the Glantri family disappears from the Noble Houses of the nation, never to reappear until now. The dominion of Krondahar passes to Erik De Wit, older brother of the former Lord.

Riots immediately erupt all over the country, especially in the affected areas. The Council sends soldiers to stop the riots, but they are hardly effective.

At the end of the year, the Council makes three more laws: the first one renames the dominions and the titles. Counties become Principalities, and the other dominions become baronies, viscounties, counties, marques, duchies and archduchy depending on the distance from the Capital. This is called the Order of the Radiance, and is based on the belief that magic is more powerful in Glantri, therefore the nobles with a higher title may have their residence closer to it. Princes are given additional titles depending on the Order of the Radiance as well. Therefore, Etienne D'Amberville is now Prince of Averoigne and Viscount of Vyonnes, Sijbrand Vlaardoen is Prince of Bergdhoven and Count of Linden,

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Blas de Belcadiz is Prince of Belcadiz and Marquis of Alhambra, Angelica Di Malapietra is Princess of Caurenze and Viscountess of Sirecchia. The other dominions become: barony of Adlertum, viscounties of Pietrarossa and Bergen, counties of Ritterburg, Sylverston and Skullhorn Pass, Marques of Krondahar, Satolas and Blessing, Duchy of Umana and Archduchy of Westheath.

The second law passed by the council at the end of the year writes down rules to obtain a title or to obtain a higher title, and institutes the Awards Festival.

The third one divides the Great Council, made of only the Princes, from the Parliament, made of all of the nobles, including the Princes. The Council is recognised as the main organ of the nation, and the parliament is a secondary chamber that helps solving complex issues.

**859 AC** Riots continue throughout the land and soldiers are always busy to control them. To try and get a hold on the riots, the Council creates two new dominions: the duchy of Fenswick and the Viscounty of Verrazzano. The Awards Festival is set up to reassign dominions that were left without a ruler. The County of Ritterburg is won by Hannelore

Franssen, the Flaem wife of a Thyatian General, Helmut Zoeggler. She used to be a judge in the Glantrian Court of Justice. The County of Skullhorn Pass is won by Fernando Moreno, a Belcadiz Elf who used to be a capitain in Fort Monteleone and fought many times against the monsters from the Broken Lands.

In the first month of winter, during a riot, soldiers find clerics sponsoring the rebels.

**860 AC** With a move that surprises everyone, the Council rules all of the religions, except the cult of Rad, illegal. All of the belongings of the Clerics and the Temples are seized by the Council, and the Clerics are chased away from the country. The ones that stay after the given term are imprisoned and killed. Some groups of clerics and followers of the Immortals unite in bands and groups, and try to resist in frotresses, temples and villages. The Council sends the army to purge all of the clerics from the land.

During a protest in Kopstar, Sijbrand Vlaardoen is caught by members of the Church of Fire and murdered. The Council names his grandson Barnabas, a brilliant wizard, new Prince of Bergdhoven. Barnabas helps the Council to eradicate the old

Church of Fire from Bergdhoven. Refugees reach Ylaruam.

The Council bans all of the religious orders of mystics and knights, and gives to the Princes the permission to build regional armies and to form Knight Orders for themselves. The Orders of Bergdhoven, Averoigne, Caurenze and Belcadiz are founded. Meanwhile, in the south, the humanoids in the Broken Lands are attacking most of the clerics and their followers that try to escape the purge towards Darokin. The humanoids start pushing through the border and attack some of the Erewan settlements. The Belcadiz Clan, busy eradicating temples from its own lands, answers that the Erewan elves should prove their loyalty to Belcadiz and to the Council by protecting the border themselves. Tyrendanth starts organizing fortifications and armed groups of elves to protect the towns and the border.

In Darokin, the arrive of so many refugees and the tales of persecution of the clerics build an anti-glantrian feeling in the population.

Once again, to stop riots in some areas of the country, new dominions are founded, and assigned through the Awards Festival: they are the Barony of Uigmuir, the Viscounty of Castelbianco ad the County of Wylon.

**861 AC** With the money and the treasures seized from the temples, the Council finances the refurbishment of the central area of the city of Glantri. Construction of Parliament, Citadel, Ministers Lodge and Tower of whispers starts. The project for the School of Magic is revisited and increased in size, including the area of the former Royal Palace, and now includes a Shrine of Rad as well. To permanently fund the School and the other palaces, a new tax system is studied by the Parliament and voted at the end of the year.

**862 AC** The new tax scheme goes into effect. Some isolated protests erupt, but by the summer of this year all of the riots and the protests stop. The Council promotes new festivities to keep the population happy.

In the County of Skullhorn Pass, Don Fernando starts building the Fortress of Rhaokir, that will complete the defenses of the pass.

**864 AC** Construction of the School resumes. Etienne included in the new project of the shrine of Rad the crypt of Nevin, that becomes the new Treasure Chamber of the shrine. In the north, the Flaem start the reconstruction of the city of Sonden, destroyed in the forty years war. The new city, built

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on the ruins of the old one, will be named High Sonden.

Erik De Wit dies due to a disease and his not-so-young age. The Marque of Krondahar passes to his son Lothar.

On the same year, Arthur McGregor demands for a dominion around Glenmoorloch. To push the Council towards a positive verdict, he funds the construction of a public library in the capital, and donates many books, including some ancient tomes of Necromancy to it. The village of Glenmoorloch, in the last years grew incredibly fast, and now is a proper city. The Council agrees to give him a title, but they give him lands on the hills, not far from Glenmoorloch, so that he may control the shores of river Til, around the Crownguard Rift, giving him the title of Count of Crownguard.

**867 AC** Arthur McGregor, ignoring the pact with the D'Amberville family, tries to move with his magic one of their portals from the valley of Isoile to the hills of Crownguard. His magic is successful, but the portal becomes unstable and, after he moved barley some hundred people, it collapses and closes. Etienne suspects what happened, but may not find any evidence of it.

From now on, he keeps the members of McGregor family under strict surveillance.

**869 AC** Lothar De Wit finds the hideout of a group of Alpathian spies in his lands and eradicates them. The action gives him an immediate fame around the nation, and the population of Krondahar starts acclaiming him. People from the neighbouring lands start moving within the borders of his Marque, and the mines and fields in the east are neglected. People starts asking for him to be a Prince like the other four. The Council, like it happened for Apollinaire D'Amberville, votes in favour, and Lothar is subsequently crowned Prince of Krondahar and Marquis of Singhabad. The construction of the fortress of Rhaokir is completed.

**870 AC** The elevation of Lothar Aendyr to the status of Prince has two immediate consequences. First, the Council decides to make a law to rule the creation of new Principalities, and introduce the Act of Enfeifment and the Archduke's Privilege. The second consequence is that the new Principality's borders also include different villages with a majority of Ethengar settlers. The guards of Krondahar, all of Flaem ethnicity,

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easily discriminate the Ethengarians, and the Flaem people, feeling endorsed by the actions of the guards, start burning down the houses of the Ethengarians to force them out of the Principality. Most of them move to valleys on the Kurish Massif or to the free lands between the Principalities and the capital.

The Prince of Krondahar forms the Order of the knights of Krondahar.

During a visit to the city of Doria, Sephyr Aendyr is murdered by a group of Thyatian citizens, who were actually spies paid by the Empire of Thyatis. The Empire considers it extremely dangerous that an Alphatian (especially one with that past) sits in the Parliament of Glantri. Sephyr's son Sileno becomes the new Count of Sylverston.

**871 AC** During a dragon hunt, Don Blas De Belcadiz is killed and his brother Don Cezar becomes the new Prince of Belcadiz.

**872 AC** Don Fernando Moreno announces his wedding with a human woman of Ethengarian ethnicity. The country is shocked by his decision, and the Council tries to make him change his mind. In his position of Count of Skullhorn Pass, therefore responsible for the safety of the nation against

Ethengar invasions, this wedding could expose him to a lot of criticism and, in case some invasion happens, even to formal accusations of treachery. Don Fernando defends his choice, which is moved only by love, and to prove it, he says he is ready to leave his title, his lands and all of his belongings to live with the woman he loves. The members of the Council may do nothing else but revoke his title and give the County of Skullhorn Pass to Francois Renard, an extremely far relative of the D'Ambervilles. Don Fernando and his wife try to settle in many villages in the Principalities, but everywhere people rejects them, and by the end of the year they leave the country, facing the dangers of the Broken Lands, to try and find a place where they will be welcome.

**874 AC** Arthur McGregor dies for unknown reasons. Someone thinks he's been poisoned. His son Cainlean is made new Count of Crownward.

Fernando Moreno and his wife reach the lands of Traldara, where they find friendly gypsies that accept them in their community.

**875 AC** The construction of the Great School of Magic is completed. For Etienne's disappointment, the Council picks as

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its first Grand Master Barnabas Vlaardoen. The School is opened in summer, with a big ceremony, when the first students are admitted. Among them there are sons of nobles and of rich merchants, but also adventurers. One of the most famous adventurers to enter the school is Marco De Fedorias, a charming elf of

**876 AC** To try and calm a fight between Flaem and Ethengar settlers in his lands, Lothar De Wit personally intervenes, but is caught in the fight and is killed. His son Ragnar is appointed as the new Prince of Krongdahir.

In the School of Magic, a research financed by the Parliament starts, to find out the Origin of Magic.

**877 AC** A formal party is held in the capital for the grand opening of the new Parliament, and all of the nobles and their families are invited. Some nobles' kids, who are also students of the School, invite some friends as well. Marco De Fedorias is one of them, and at the party he meets Carnelia Maria Juanita De Belcadiz, the young and beautiful daughter of Don Cezar. The two fall in love, and start a correspondence. However, Don Cezar doesn't like Marco, because he thinks that the adventurer

is just aiming at his daughter's money and title.

Meanwhile, the orcs try a new invasion of the south of Glantri, and the Erewan Clan must face them alone. Tyrendanth guides his men to the victory, and the elven towns suffer a very limited number of casualties. Echoes of his strength both as a fighter and as a spellcaster reach every part of the country.

**878 AC** To reward him for saving the country alone, and to give him more independence and power, the Council gives to Tyrendanth Erewan the title of Marquis of Ellerovyn, with the only votes against it of the Prince of Belcadiz. Among the elves of Belcadiz, people start talking about a betrayal, but among elves of Erewan, they start talking about full independence from Belcadiz. Tyrendanth, on his side, keeps faith to his promise of allegiance to Belcadiz. Fights start between Erewan independentist factions and Belcadiz conservatives.

**880 AC** Marco De Fedorias decides to prove to Don Cezar that his love for Carnelia know no borders, limits or fear. Therefore, he starts for a journey, willing to come back with a

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gift that may prove all of it: a Tree of Life for the Belcadiz Clan.

**881 AC** Marco De Fedorias reaches Alfheim, but the elves of this land would not help him on his search. Marco decides to move away from the country and head north. In the meantime, the frictions between Erewan and Belcadiz become proper fights. Former members of the armed groups trained by Tyrendanth to protect the borders start building the Elven Liberation Front.

**882 AC** Marco De Fedorias reaches Norwold, and here he hears talks about a curse on the elves of Shiye and of their magic tree that was lost. In Glantri, Dona Carnelia feels lonely, and as a pastime she starts going for horse rides on the mountains around Alhambra. During one of these rides, she finds a hidden cave where a great bush of red roses is growing under a hole in the ceiling, illuminated by the light of the sun in the day, and the moon in the night. Here, water dropping from the ceiling has formed a crystal clear lake all around the bush.

The research around the Origins of Magic in the School is finished and presented to the Parliament. The researchers found nine main magic

energies that shape the spells and their effects. These energies are: Death, Runes, Music, Charme, Matter, Will, Dragonblood, Mind and Elements, the latter divided as well in eight energies: Light, Shadow, Fire, Frost, Air, Earth, Thunder and Water. The Parliament orders the institution of departments in the School for each of these energies, to develop stronger magic and superior powers. The new Departments are:

Necromancy (based on death)

Criptomancy (based on runes)

Bard Magic (based on music)

Sorcery (based on charme)

Alchemy (based on matter)

Summoning (based on will)

Dracology (based on dragonblood)

Illusion (based on mind)

Elementalism (based on elements)

The Department of Elementalism is itself divided in eight independent subdepartments, one per element.

Each Department has a Headmaster to coordinate the teachings. Privates and Nobles start funding different Departments depending on their interests.

**883 AC** Marco De Fedorias reaches the forest of Shiye Lawr, in Alphatia. Here, he finds the Lost Tree of Shiye, which is one of the Mother Trees generated by Mealiden from the first

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Mother Tree that Ilsundal gave to the elves. Through telepathy, Marco talks to the spirit of Ilsundal in the tree, and Ilsundal reveals to him that the elves of Shiye, who betrayed him and decided to follow Eyrindul, have been cursed by him. They are not able anymore to sort out a normal tree from a Tree of Life, and therefore the Tree went sleeping, waiting for someone brave and strong enough to find it and take it to his people. Ilsundal teaches Marco not only how to cut a branch of the tree and use it to generate a Child Tree, but even how to transfer the powers of the Mother Tree to the Child Tree, actually transferring the Mother Tree to a different place. At the end of the year, Marco finally comes back to Nueva Alvar with his gift. Don Cezar is delighted by the gift, and announces the official engagement of Carnelia and Marco. He also endorses Carnelia with the task of picking the tree to make into the new Tree of Life. Carnelia surprises everyone by picking the rose bush she found in the cave. Cezar fears that the plant is not strong enough, but Marco trusts her, and the rose not only survives, but grows like a big tree in few years time. The events of the Belcadiz Tree of Life are only known to nobles of Belcadiz: Don Cezar

prohibited to tell anyone else about it, especially to elves of the Erewan Clan.

**884 AC** Marco de Fedorias and Carnelia de Belcadiz get married. Members of the ELF try to disrupt the event, but volunteers from the crowd chase them away. To protect the clan of Belcadiz from these terrorists, the people of Belcadiz organizes bands of armed youngsters into a secret army called Free Armed Elven Reactionary Youth.

**885 AC** Sileno Aendyr joins the Army and stands out as one of the best officials and instructors.

The headmasters of the different Departments of the School start fighting each other for the extra funds from the privates. Soon the fights degenerate in proper duels and involve the students as well.

**888 AC** The Rose of Belcadiz is finally a fully developed Tree of Life. Don Marco begins the ritual to transfer the powers of the Mother Tree to it. The ritual will be completed in 100 years time.

In autumn, on the first day of Ambrymont, the nation is shocked by a mysterious event. Chateau D'Amberville disappears, together

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with every member of the D'Amberville family that was living in it, including Prince Etienne. Investigations don't give any result, and the Council, after more than one month, reassigns the Principality of Averoine to Francois Renard, the Count of Skullhorn Pass, and closest relative of the D'Amberville left.

Abandoned by the D'Amberville, the magic portals for Averoine are seized by Cailean McGregor, who uses them to move his people, and in the meantime tries to study them to find a way to move them to Crownguard, or to replicate their magic.

**889 AC** Without the magic of the D'Amberville, the portals for Averoine start collapsing, one by one. By the end of the year, Cainlean McGregor is struggling to keep at least one of them open.

On the night of the first day of Ambyrmon, Prince Francois Renard, having an hallucinatroy crisis, jumps from the top of his tower into the moat full of crocodiles and dies. The Council appoints as new Prince of Averoine the Archduke of Westheath, Nathaniel 't Hart, a Flaem.

At the School of Magic, the situation is getting out of hand. Bands of

students attack each other if they are part of different Departments, just to show their superiority. The department of Summoning was wiped away by an internal rivalry, and the Department of Bard Music has been completely annihilated by some rival Department. Barnabas Vlaardoen, remembering the tales of his ancestors about the war in their homeplanet between followers of Fire and followers of Air, decides that this craze must be stopped now. He summons the Heads of the remaining departments and officially closes all of them. The headmasters will be allowed to continue their studies, and to gather students for their special courses, but they will have to pick them carefully. Moreover, each student will be marked with a magic tattoo proving his chosen Department and will not be allowed to join more than one. Each Department will be now independent, and nobody else will be informed of their works, so that rivalries will not be emerging anymore. From now on, the nine High Departments of Magic do not exist anymore, substituted by the seven Secret Crafts. Bard Music and Summoning are lost in these fights, but maybe their teachings still exist somewhere and just wait for someone to resume them.

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**890 AC** in spring, an alchemist living in Eenrum, a village close to High Sonden, saves with his magic a young child who fell in the river Vesubia and was going to drown. The girl was the daughter of Barnabas Vlaardoen, who was visiting the lands with his family. Out of gratitude, the Prince pushes the Council to give him a dominion, and he is named Count of High Sonden.

On the night of the first day of Ambyrmont, his butler finds Nathaniel 't Hart screaming for nightmares in his bed. Scared, he tries to wake him up, but the man gives a loud scream and dies. The new Archduke of Westheath rejects his privilege to become the new Prince, scared that the throne of Averoigne may be cursed. The Duchess of Fenswick Lady Marla Di Rossano, a thyatian lady, takes his place and becomes Princess of Averoigne.

To keep the last magic portal open, Cainlean casts all sorts of spells on it, and it finally stabilizes, but apparently every time that someone crosses it, it destabilizes again. For good measure, Cainlean stops using the portal, which stays hidden and becomes a secret of the members of the family.

**891 AC** On the night of the first day of Ambyrmont, her lady-in-waiting hears Marla Di Rossano scream: "Please, forgive me, Etienne! I won't take your crown!" behind a closed door. When she manages to open the door and get in, she finds the Princess dead in a pool of blood, with a dagger through her heart. The Council looks for a new Prince for Averoigne, but every noble now, heard the tale of the lady-in-waiting, think that the Principality has been cursed and refuse the role. The Council, then, announces an Awards Festival to give the title. News of the curse are spreading through the nation, but some brave contestants come to take part in the competition. The winner, surprisingly, is Joran Muktai, an Ethengarian wizard. The Council, left with no alternatives, gives him the title of Prince of Averoigne.

**892 AC** On the night of the first day of Ambyrmont, Joran Mukati, who is out for a hunt, is attacked by a pack of wolves and, when trying to cast a spell, his voice breaks. The wolves kill him in front of the horrified guests of the hunt. Some swear that after killing him, the wolves vanished in thin air, and other ones that there was the shadow of a tall, dearded man in the woods. The Council tries to find a new

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Prince for Averoigne, but all of the nobles refuse once more to take over. A new Awards Festival is called, but it goes deserted. The Council can do nothing else, but declare the Principality of Averoigne dissolved and the titles of Prince of Averoigne and Viscount of Vyones cancelled. The Order of the Knights of Averoigne is officially dissolved as well, but the Knights of the Order, following their Grand Master, decide to become a neutral force and keep on with their main tasks and moral code.

**894 AC** Nomads from the west try once more to attack the fortress of Ylournie. Sileno Aendyr, who got the control of the fortress since when Etienne D'Amberville disappeared, crushes the enemy and reorganizes the defenses of the west border. Thanks to the fame he gained in the army and his recent victory, when he goes back to Sylverston, his people acclaims him as a hero, and ask for an Enfiefment act. The Council is suspicious, because allowing an Aendyr to become a member of the council, after what his father did in the war, would be risky at least. However, after having Sileno to swear allegiance to the Council, the Parliament, the Nation and the Memory of Lord Alexander, the

Council approves the Enfiefment, once again to avoid riots and a possible claim for independence. Sileno is crowned Prince of Blackhill and keeps the title of Count of Sylverston. Sileno immediately funds the Order of the Knights of Blackhill. Angelica Di Malapietra is very critical about the decision of the Council, especially for the borders of the new Principality that, taking all of the area between the Glantrian Alps and the Silver Sierras, from Doria to Sylverston, would be on the route of any possible movement in and out of her lands. And the fact that the new Principality is ruled by an Alphatian does not help at all.

In Ritterburg, Countess Hannelore dies, and her title passes down to her son Istvan Zoeggler.

**895 AC** The Council is worried that the Knights of Averoigne may become a threat for the security of the nation, without any form of control above them. To try and seize back the control on them, the Council founds the Order of the Knights of Light, and invites all of the Knights of Averoigne to join. Most of them do, but the ones that don't join go into hide and become a secret Knights Order, whose membership is passed from father to son.

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**898 AC** Without a hint of how and why, Sileno Aendyr disappears. Some voices say that he may have gone back to Alphatia. Some other ones, that he tried some magic experiment and ended up disintegrated. Whatever happened, after one month of absence his son Lexaeus is named new Prince of Blackhill and Count of Sylverston.

The Empire of Thyatis, in the meantime, is starting its conquest of the land of Traldara. Scared traldarans run from the war, and many of them start moving towards Glantri. The Council welcomes the new settlers, and relocates them in the valley of the Dol Anur river, where new caves of salt are planned to open soon, and the forests can provide a good production of wood.

**902 AC** Barnabas Vlaardoen resigns from the role of Grand Master and leaves the throne of Bergdhoven to his son Wilhelm, who becomes the third Prince of Bergdhoven. Barnabas spends the rest of his life trying to locate the remaining Flaems lost in the external plains, together with the Fire Guard. The Council names Angelica Di Malapietra, the longest-serving Princess in the Council, the new Grand Mistress of the School.

**903 AC** After years of quiet on the east front, armies from Ethengar attack the valley of Dol Anur. The Khans see the growth of the Republic of Glantri as a threat for their lifestyle. The Traldarans settlers resist, thanks especially to a powerful wizard among them, Eugeniu Gorevitch-Woszlany. The Council appoints Eugeniu as Baron of Boldavia, and gives him the task to build a fort to protect the east border. Eugeniu starts building Fort Tchernovodsk.

**904 AC** Barnabas Vlaardoen is killed by the Elemental Ruler of Fire, who sees him as a possible rival.

**905 AC** The construction of Fort Tchernovodsk is over, after only two years. The Fort is small, but well organized and protected.

**907 AC** Wilhelm Vlaardoen is cursed and loses his mind. His brother Wibren, trying to protect him, closes him in a dungeon to hide his madness and tells to everyone else that he is sick. He takes over his tasks, and in the meantime studies a way to heal Wilhelm.

**909 AC** Ragnar De Wit dies, and his brother Otmar claims the throne. However, he is a very unexperienced wizard, and

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the Council is afraid that he may be easily maneuvered by enemies, spies and the likes. The Council, to prevent any trouble, publishes a law that allows only wizards that graduated from the Great School of Magic to become nobles, from now on, therefore barring any low-level impostors from ruling the land. Following this rule for the first time, the throne of Krondahar goes to Ragnar's only cousin Norbert De Wit, who graduated just last year from the School. Norbert is married and has two young daughters, both very young and without any magic powers. Nobles start sending all of their magical children to the Great School of Magic.

**911 AC** The population of Glenmoorloch, Tavish and the county of Crownguard sign the request for an Enfiefment of Cainlean McGregor as Prince. The Council agrees, and he becomes the first Prince of Klantyre, still holding on his title of Count of Crownguard. Later in the same year, Cainlean founds the Knights Order of Klantyre. In Bergdhoven, Wilhelm Vlaardoen dies before his brother Wibren could find a way to save him. Wibren is appointed by the Council as the new Prince.

In the first days of autumn, another huge scandal hits Glantri: Lord Lexaeus Aendyr, Prince of Blackhill is found guilty of High Treachery. Apparently, some messages that he was sending to the Imperial House of Alpathia were intercepted by a thyatian noble. To punish him, he is made prisoner, his tongue is cut off, and then he is killed by exposure to black puddings. His cousin Marluxia, who is a member of the Army and for the whole trial was never involved in any way in the events, claims for himself the role of Prince of Blackhill. The Council accepts under one condition: Marluxia himself and every single member of his family will be asked to make a magic oath of allegiance to the council. Breaking the oath would lead to certain death. The members of the family who refuse to make the oath get the same treatment that Lexaeus got. Marluxia accepts, but many members of the family refuse and try to escape to Alpathia. Other ones, simply pronounce the oath and die not long after that, when they try to break it.

**912 AC** The government of Darokin, trying to soften the tensions for the border with Glantri, offer an exchange of Ambassadors. The Council accepts the offer, and through the diplomats

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the border issues start being sorted out.

In Ritterburg, Istvan Zoeggler decides to retire in a shrine of Rad, and his son Adolph becomes the new Count.

**913 AC** Cainlean McGregor dies, and his grandson Lachlann becomes the new Prince of Klantyre, just 2 years after the birth of the Principality.

After a very long life, Angelica di Malapietra dies too, aged 102. She is the longest-serving Princess ever in the Council, being in charge for 56 years. Her grandson Reginaldo becomes the new Prince, and this decision upsets many of his relatives, who were aiming at the title. A time of internal fights in the Di Malapietra family to prevail starts.

Angelica's death also leaves the School of Magic without a Grand Master. Princes of Caurenze, Klantyre, Bergdhoven, Krondahar and Blackhill are not considered fit for the role, for their young age and inexperience. The only candidate left is Prince Cezar De Belcadiz, and the Council picks him unwillingly, not trusting an Elf in that role and fearing that he may stick to the role for some centuries.

**914 AC** Due to a tragic accident, and after only one year as a Prince, Lachlan

McGregor dies, leaving a wife and four children. His wife Meghan becomes the new Princess of Klantyre.

**915 AC** Reginaldo Di Malapietra is slain by a monster that appears from nowhere in a market square in Lizzieni. His brother Ottavio becomes the new Prince of Caurenze.

**916 AC** In the Great School of Magic, the teachers start saying that the new Grand Master is not good, because most of them are more powerful spellcasters than him. Voices reach the Council, that tries to silence them. Don Cezar introduces corporal punishments for whoever is heard saying something like that.

In the meantime, in the lands of Belcadiz, the fights between ELF and FAERY are still ongoing, even if they are often considered a minor issues. Voices reach Don Cezar that Tyrendanth Erewan is an extremely powerful wizard, much better than him, and that the Erewan Clan is planning to oust him as a leader to give the control of Belcadiz to Tyrendanth himself.

Tyrendanth, on his side, is busy with the Marque of Erewan and with his duties as a captain of the Army. In the end of summer, he is with his men

in the fortress of Rhaokir when a troop of Ethengar is spotted on the mountains. The troop is huge, and his men don't stand a chance to win, if they confront them in an open field. Therefore, he lures them towards the fortress and starts a siege. His plan is to reduce their forces as much as possible, before letting them in the fortress, where he prepared a trap. The plan works, but when the enemies break in the fortress they are still too many and, to protect his men and defeat the enemies, Tyrendanth uses his powers to move his troops away and to destroy the whole fortress with the Ethengarians once they are all gone.

**917 AC** News of the battle of Rhaokir reach Glantri, and even if the fortress is destroyed, Tyrendanth is acclaimed as a hero. The elves of Erewan take a petition to the Council, asking that Tyrendanth substitutes Don Cezar as their Prince. The Council, to reward him without causing a damage to Belcadiz, and to try and stop the fights in the south of the nation, gives him the new title of Prince of Erewan and the control of a greater portion of land on the border of the Broken Lands. Don Cezar is openly against it, because he should be the only Prince of all elves of Glantri, but the other

Princes are just happy to split the strength and political power of the elves in two groups. Unfortunately, this decision doesn't stop the riots in the south. If on a side the ELF is finally satisfied, the FAERY is enraged for the treachery of the Council, and the fights become even harder than before.

The Council, impressed by Tyrendanth's war skills, also gives him the title of General in Chief of the Army, and Tyrendanth starts making a number of changes to its organization, transforming it into the Great Army as it is now. By the end of the year, Tyrendanth also founds the Knights Order of Erewan.

In Ritterburg, Count Adolph dies prematurely due to a fall from a mountain, and his cousin Titus Terlagand inherits the title.

In Krondahar, Prince Norbert contracts a magic disease, and every attempt of healing him with herbs or magic is unsuccessful. People start thinking that he will die soon, and to make sure that the Principality stays in his family, Norbert starts looking for young wizards that may marry his daughters and inherit it. One day, a charming young Ethengarian mage named Temujin Virayana is taken into the palace by the youngest daughter of Norbert, Nikki, and announced to

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her father as her fiancée. Norbert is not happy for the choice, and her sister Nora expressly accuses him of using magic to plagiarize her sister. The two sisters have a terrible argument, and three days later Nora is found dead with a bottle of poison in her hands, and a message in her pockets: "I could not live without the love of my sister. Please forgive me." Nikki and her father are still fighting because he doesn't allow her wedding with an Ethengarian, and after some weeks, she runs from home with the boy and they get married in a shrine of Rad in Lhamsa. They come back only six months later, when Nikki is evidently pregnant and nobody may interfere in their wedding anymore.

**918 AC** Ottavio Di Malapietra is found backstabbed in his office in Sirecchia. His aunt Marisa is crowned new Princess of Caurenze.

**919 AC** Don Cezar's ineptitude as Grand Master of the Great School of Magic reaches the extreme when he decides to ban all of the Erewan elves from it, assuming that they are all plotting against him. The Council is forced to revoke his role, and Meghan McGregor becomes Grand Mistress in his place. The fights between the two

elfen factions in the south are now worse than ever, due to this accident. Erewan blames Belcadiz of discrimination, while Belcadiz blames Erewan for the loss of the title of Grand Master for Don Cezar.

**920 AC** The historic treaty between Glantri and Darokin is signed. The treaty divides the lands between Darokin and Glantri following a precise border, and bans Glantrian settlers from building permanent structures on the Silver Sierras, and Darokin adventurers from hunting on the same mountains and adventuring there without an official Glantrian permit. Offices of the Glantrian Magistrates are opened in Corunglain and Darokin City, and the commerce between the two nations is improved by a law that grants free movement across the border for merchants, diplomats and adventurers. The signature of the treaty is the first official duty performed by Temujin Virayana. Some weeks before, Norbert De Wit died due to his disease, and he became the new Prince of Krondahar, being the only available heir. Temujin prefers to be called Khan, rather than Marquis, and from now on, this will be the official title of the Lord of Singhabad. Under Temujin's rule, Krondahar becomes much more

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inclusive, and discriminations towards any different ethnicity are now punished with jail. Many of the Ethengarians that were still living on the mountains move to Krondahar, and help making of Braastar one of the biggest and more inclusive cities of the Principalities.

After the Darokin Treaty is signed in Glantri, Prince Wibren Vlaardoen is part of the diplomatic group that is sent to Darokin to lay a copy to the Republican office. On the way back, his convoy is assaulted by ogres in the Broken lands, and Lord Wibren is killed while trying to protect his wife Tessa, who dies as well. The Council names his last brother Yannick fifth Prince of Bergdhoven.

In the castle of Sirecchia, Marisa Di Malapietra is found beheaded due to a scythe trap that was applied to the door of her bedroom. Her brother Federico becomes the new Prince of Caurenze.

**921 AC** Thanks to the newly signed treaty, adventurers from Glantri travel through Darokin and more widely around most of the Known World. Some of them reach the Atruaghin Clans. Their attitude towards the people of the Plateau brings to a major diplomatic accident. When the adventurers kill one of the fighters of

the Clan of Horses with magic instead of duelling with weapons, the Chiefs of the Clan try to catch and punish them. However, the adventurers manage to run and the chasers are defeated by the army once they enter the lands of Glantri.

This fracture could have led to war, if the merchants of Darokin didn't step in to negotiate peace between the two nations. Since then, Glantrian people is not welcome in the land of the Clans, and Atruaghin people is not allowed in the Principalities. All of the relations between the two nations are now mediated by Darokin.

**922 AC** The city of Kopstar suffers a great fire, and a lot of people die. Prince Yannick tries to help his people, working with the guards to save as many lives as he may, but dies when a building where he entered to look for survivors caves in, burning him to ashes. Wibren's oldest son, Ursus Vlaardoen is therefore named new Prince of Bergdhoven, and immediately starts rebuilding Kopstar. Some months later in Crownguard, the oldest of Princess Meghan's sons, Ira, finds the last magic portal that leads to Old Averoine. He walks through it, and starts using it to go back and forth a number of times, oblivious about the instability of the

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portal itself. In one of his travels, he falls in love with a girl, Vanessa, who is not scared of magic, and is actually the daughter of an alchemist.

**924 AC** After dating her many times, Ira finally decides to marry Vanessa. However, he also realizes that the portal between the two worlds has become unstable, and may close anytime, now. Therefore, he decides to walk through it one last time, and go live with Vanessa.

**925 AC** Vulcania, wife of Prince Marluxia Aendyr, cooperates with an Alpathian spy that is trying to enter the Great School of Magic and, due to the magic Oath of Allegiance, she immediately falls dead. Marluxia has no idea of what happened and, together with their sons Exo and Uthar, cries the loss of his beloved wife.

In the south of the country, fights between ELF and FAERY become an open war. Merchants from Darokin reduce their movements, for the fear of being caught in the fights, and while Prince Tyrendanth tries to keep control of the streets and to chase the rebels, of both sides, Don Cezar actually funds the FAERY, hoping that they will destroy the Erewan clan soon.

**927 AC** Along with the fights between Erewan and Belcadiz, two elves of different clans, Dona Roxana De Leon and Reineer Nyraviel, both build their tower in the same area: Dona Roxana in the village of Soth, and Reineer in the village of Kabree, which are just some kilometers apart. They are both aiming at a dominion in the area, but the Council fears that picking one or the other may worsen the conflict. After months of rivalry, Dona Roxana makes an offer to Reineer: they ask the Council to give the same title and dominion to both, once they get married. Reineer accepts, and so does the Council. Their wedding is advertised as a big gesture of peace between the two clans, and Lord Tyrendanth and Don Cezar are forced to take part to the wedding and shake hands. Fortunately, the wedding has the effect of stopping the war, even if fights between ELF and FAERY still persist. At the wedding, Marluxia Aendyr meets Lunafreya, a distant relative of the new Count of Pietrarossa, who is Alpathian as well. Lunafreya came to visit him from Alpathia, and when she meets Marluxia, the two of them fall in love. After the end of the conflict, from the south a big group of gypsies enters

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the Principalities. They have a mixture of physical features that span from elves, ethengarians and traldarans. They call themselves Mornei and their life philosophy is very peculiar. Glantrian Princes allow their stay both because they are not building any towns or cities, but still accept local laws, and because they will settle lands that are always in danger of attacks from Ethengar: the hills between Ethengar and the Colossus Mountains. These Gypsies, that from now on will live between Glantri, Ethengar and northern Darokin, call themselves Mornei, which derives from the word *Moreni*, meaning sons of Moreno. The gypsies are actually the descendants of Fernando Moreno, his Ethengarian wife and the Traladaran gypsies that he and his wife joined.

**928 AC** The castle of Sirecchia explodes, and Prince Federico Di Malapietra dies in the explosion. His Cousin Valerio inherits the Principality and the ruins of the castle. He immediately starts the reconstruction.

**929 AC** With a memorable ceremony in the Capital, Prince Marluxia Aendyr and Lunafreya get married. Baron Eugeniu Gorevitch-Woszlany bans the gypsies from Boldavia. As a

response, a band of four gypsies assaults him some days later and leaves him dead on the street. Eugeniu's son Kaspar is appointed new Baron, and he is even more cruel than his father dealing with the gypsies. To try and keep the situation under control, and to improve the production of wood in the valley of Dol Anur, the Council approves the institution of two new dominions: the baronies of Kutchevski and Vladimirov.

**930 AC** Prince Marluxia Aendyr and Lunafreya, his wife, announce to Blackhill that they are going to have a baby. The baby is born at the end of the year, and the two of them call him Volospin.

During the summer, at the extreme end of the plains between the Kurish Massif and the Adri Varma Plateau, the few villages of sheperds and farmers are attacked by fighters and clerics coming from the nearby kingdom of Sind. The Council sends a division of the Army to chase them away, but when they gat there, the villages are destroyed, and the Sindhi are already gone. Prince Tyrendanth suggests to promote the colonization of the area for farming, and to build a fortress there, so that a unit of the Army may be permanently on place,

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in case the Sindi decide to strike again. The council approves his motion and starts a plan of colonization of the plains.

**931 AC** During an inspection of the area chosen for the construction of the fort, Lord Tyrendanth finds out that the whole hill of the site is made of sablestone. Therefore, he decides to call the fort that he is building Fort Sablestone, and the plains around it Sablestone Plains. The construction of the Fort starts in summer, and many small villages are built. Valerio Di Malapietra falls from the highest tower of Sirecchia castle, and dies. His son Leonardo becomes the new Prince of Caurenze. Leonardo starts the family's habit of using the arena to get rid of enemies and prisoners, feeding them to his animals. To make sure that he is not murdered like his predecessors, Leonardo throws in the arena all of the relatives that may still aim to the throne of Caurenze.

**932 AC** In the other world, Ian McGregor and his wife Vanessa are trying to keep hidden to avoid the anti-wizard inquisition. To do so, they keep moving from town to town. In early winter, someone spots Ian casting a spell, and he and his family must run

from the city and hide on the mountains to save their lives.

**933 AC** In the spring, Ian and Vanessa think that they may try to get out of their shelter and go back to some town. They travel as much as they can with their 3 children, and finally they reach a town where they think nobody will recognise them. Vanessa is pregnant, but she is also the only member of the family who doesn't have any magic powers, so she goes to town alone. Unfortunately, she meets in the town a former neighbour that recognises her and, when the people of the town find out that she is the wife of a wizard, they start assaulting her. When the night falls and he cannot see her coming back, Ira hides the three children and goes looking for her, and finds her on the street, unconscious and bleeding. He manages to take her back to the hideout where he hid the children and takes care of her at his best. Soon enough, Vanessa heals, but she lost her baby. Her mental sanity crumbles, and she starts having panic attacks, nightmares and episodes of uncontrolled rage.

**934 AC** Meghan McGregor is poisoned, and dies. Her son Harold becomes the new Prince of Klantyre. The Council

gives the role of Grand Master of the School to Ursus Vlaardoen. Soon after he becomes Grand Master, Ursus discovers the Radiance and starts studying it.

**936 AC** In the other world, Ira McGregor, Vanessa and their three children are still living like fugitives on the mountains. Ira decides that he needs to go back to his mother's house, to give a better future to his children, and to get some proper cares for his wife. He starts a journey towards the place of the portal, hoping that it is still open, but along the way they pass close to a village and Vanessa has a terrible crisis. She starts fighting with Ira, and in the fight he loses his mind and stabs her to death, in front of the children. Desperate for what he did, and determined to save at least his children's lives, Ian takes them and runs, leaving Vanessa's body behind. He knows that when the guards will find her body, they are going to chase him. Ian reaches the portal, and sends the children through it, with a letter for his mother, then runs as far as he can, trying to attract the attention of the guards so that they don't find the portal and, when he cannot run anymore, he kills himself with a lightning bolt. On the other side the children find a woman and give

her the letter. The woman takes the children and goes to the Prince with them. Prince Harold reads it together with his two sisters: Millicent (the one who found the children) and Imogen. When the three siblings read the letter of their brother, they realize that the kids are their nephews. Millicent, who is not married, offers to take them with her and raise them.

Prince Ursus, studying the Radiance, is impatient to achieve power quickly, and does the same mistake that King Wilhelm VI did: without knowing the risks, he travels to the nucleus of the spheres and gets poisoned by the radiations, dying. After three months of absence with no news, the Council declares him dead, and the title of Prince passes down to his cousin Kyrill Vlaardoen. The Council has a very hard time picking the new Grand Master of the Great School of Magic and in the end, with a very little majority, Marluxia Aendyr is chosen.

**937 AC** Imogen, the youngest sister of Prince Harold McGregor, marries Titus Terlagand. In the same year, the construction of Fort Sablestone is completed. Many villages have been built around it in the past years, and the army sent to protect the area actually proved very efficient in stopping the invasions from the kingdom of Sind. During winter, a

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swarm of white dragons attack the Fortress of Zamora. The fortress, once used to keep the people of Darokin away, was unused for years, and only a handful of soldiers were left in it. When the Council is informed of its destruction, they decide not to rebuild it.

**938 AC** Steve McAllister, a close friend of Prince Harold McGregor is granted a dominion on the valleys of Glenadar. Upon reaching the place and taking the title of Count, he decides to change the name of the village in Glenargyll, therefore becoming the first Count of Glenargyll.

Prince Kyrill Vlaardoen falls in love with an Alphatian woman named Riana that he meets in Glatri City.

**939 AC** Riana the Alphatian woman is accused of being a spy sent from the Emperor of Alphatia. To protect her, Prince Kyril runs with her in the night, trying to reach Alphatia together. A patrol of wizards on dragons guided by Tyrendanth Erewan intercepts them before they can leave the country and neutralizes them. Ursus' brother Arno becomes the new Prince of Bergdhoven.

**940 AC** Titus Terlagand dies and the throne of Rimskigrad passes to his son Baldo, who is just 19.

Valerio Di Malapietra, considered the meanest Prince that Caurenze ever had, is violently slaughtered by the crowd during a visit to Oreggiano. His wife Renata becomes Princess of Caurenze.

**941 AC** Lunafreya persuades her husband, Prince Marluxia, to pick Volospin as his heir instead of Exo. Volospin's magic powers are already evident and increase by the day. Marluxia is reluctant, but changes his mind when Exo is found guilty of stealing magic books from the Great School of Magic. Exo is exiled and goes to Darokin, but he swears his innocence. Actually, it was Lunafreya who stole the books and used them to frame Exo, and her plan worked perfectly.

**946 AC** Baldo Terlagand, Count of Ritterburg, marries Mariana Urkvarth, a thyatian girl seven years younger than him. In the same year, the youngest of Ira McGregor's sons, Brannart, graduates at the Great School of Magic at the age of 20. His siblings Fergus and Myrtle are both studying at the school. Nobody knows that Brannart is already a very powerful Necromancer.

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**950 AC** Exo Aendyr spent the last years trying to gather informations about his stepmother Lunafreya, sure that she plotted against him to take the throne of Blackhill for her son Volospin. He managed to discover that Lunafreya is actually an Alphatian agent who is planning to take control of Glantri, and even locates the thief that stole the books from the School to make up the evidence of his guilt. Taking all of these evidence with him, Exo returns to Glantri but, warned by her informers, Lunafreya intercepts him before he could reach Marluxia in Sylverston. The two engage a magic duel, and end up killing each other. When Marluxia is informed, he loses his mind, and becomes more and more unstable and schizophrenic, developing five different personalities.

**952 AC** Marluxia's mental issues become too evident to be kept secret. Volospin takes over his father's duties and tells everyone that the Prince has become severely sick. The Council is forced to revoke his title of Grand Master of the School of Magic and give it to Arno Vlaardoen. Lord Kaspar Gorevitch-Wosvlany's captain of the guard Dima Datchenko is awarded a dominion from the Council and becomes the first Baron of Pavlova.

**957 AC** Renata Di Malapietra is informed of a plot to attempt to her life. To protect herself, Renata decides to leave the throne of Caurenze and retires to a shrine of Rad, becoming a priestess. Her son Maurizio becomes Prince at the age of 18, and is the youngest Prince that ever held a Principality.

**958 AC** After 38 years of reign, Temujin Virayana dies and the throne of Krondahar is passed to his son Altan.

**959 AC** During the last years the movements of the ELF increased again, and lord Tyrendanth has grown worried of a new wave of violence. To try and calm down his people, and the Belcadiz elves as well, he proposes to the Council the creation of a new dominion on the Silver Sierras, in an area full of interesting minery resources. He proposes Ezechiel Naramis, son of an Erewan elf, but of a mother from Belcadiz, to hold the dominion. Ezechiel also has quite an experience in mining and minerals. The Council likes the idea, and Ezechiel is given the dominion of Nathrat, with the title of Viscount. When Ezechiel reaches the place, he finds dry hills, rocks and little more.

**962 AC** Arno Vlaardoen suffers an accident at the School of Magic that leaves him

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blind. He decides to retire and live his last years in his countryside residence, The title of Prince of Bergdhoven passes to his son Diederik, ninth Prince of Bergdhoven. The young Maurizio Di Malapietra gives proof of unmatched magic powers, and the Council picks him as the new Grand Master for the School of Magic. At just 23, Maurizio is also the youngest Grand Master who ever held the School.

In the same year, in the Empire of Alphatia, Princess Eriadna is crowned Empress. Volospin takes the initiative and, in his father's name, changes the name of the city of Doria to Eriadna. The Council roars its disapproval for the decision, but Volospin explains that his father the Prince ordered to do that as a diplomatic act of friendship towards Alphatia, in the hope that the relation with the distant Empire will improve in the future. The truth is, Volospin tried to send to Eriadna the message that in Glantri she still has faithful allies and agents.

**963 AC** Brannart McGregor discovers the Radiance and starts studying and using it.

**965 AC** On a tragic day at Sylverston, Marluxia Aendyr's split personalities start fighting each other and, in the

following battle, Marluxia's brain gets completely burned. Declared dead after three days from the episode, the title of Prince of Blackhill passes to his son Volospin. Empress Eriadna sends two agents to Sylverston for the Crowning, to try and contact him and tighten the relation with the Empire once more. Volospin meets them, Arbana Jerbat and Serena Axis, and immediately falls in love with Serena.

**967 AC** Altan Virayana is found dead in his bed, the eyes wide open and the mouth distorted in a silent scream of fear. His death is never explained, and the title of Prince of Krondahar is inherited by his son Mongul.

Harold McGregor, in the meantime, tried to stabilize the last magic portal to the other world, and finally he thinks he succeeded. He is planning to send his troops through the portal to invade the other world and put an end to the Inquisition. He decides to try the portal himself, but when he steps in it, a spark causes the immediate collapse of the portal and an explosion that immediately kills him and destroys part of the tower of Crownguard. Due to his fame as a brilliant student and his great magic powers, the Council picks as his

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successor his nephew Brannart, ignoring Harold's sons.

**968 AC** The three sons of Harold ambush Brannart on the hills and try to kill him, to take the title of Prince back to their branch of the family. Brannart easily kills the three of them. Later the same year, Brannart tries to replicate the magic portal to the other world, to bring as many wizards as possible in Klantyre and increase his power even more. After trying many times, Brannart realizes that the D'Amberville must have had some magic secret that allowed them to open these portals, and gives up trying.

Kaspar Gorevitch-Wozslany dies choking for a piece of bread not well chewed, during a formal dinner with other nobles of the Valley of Dol Anur. After this unfortunate accident, his charming and ambitious son Morphail becomes the new Baron of Boldavia.

**970 AC** Diederik Vlaarden is working with the Fire Guard to locate the last Flaems around the multiverse. One day, after their group fell into a trap made by fire giants, he shields his allies with his body to allow their safe escape. When they come back to the Palace of Linden, the Prince has already lost too much blood, and soon

he dies. The throne of Bergdhoven is then passed to his lone son Evehard, a weak-looking young wizard who is always sick.

Prince Brannart, to protect himself from further attempts to his life, orders that all of the relatives who may aim at taking his place, including his siblings, are imprisoned in the dungeons under the tower of Crown Guard or executed.

## THE YEAR OF FEAR

Year 978 AC is remembered by the people of Glantri as the Year of Fear. In that year, a powerful Alpathian sorcerer named Valtor tried to conquer the whole country alone, after years spent building up the strongest magic power that the world had ever seen. Only a coalition of extremely powerful wizards and witches managed to stop him, imprisoning him in the ice. The events that took to that battle started 8 years before, when Valtor appeared for the first time in the Principalities.

**971 AC** Due to his charms, Morphail Gorevitch-Wozslany obtains an act of Enfeignment and is crowned Prince of Boldavia and Baron of Igorov.

In the same year, a powerful wizard named Valtor appears in the Principalities. He is coming from Alpathia, but doesn't work for the

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Empress: he actually wants to conquer Glantri just for himself, and with all of the power of the Radiance, he plans to conquer Alphatia as well. With the Empire of magic and the Radiance, he will then conquer the whole world. For crazy that this plan could seem, if someone has a chance to realize it, that one is Valtor: among his ancestors he also has a Prince Demon, and some of his ancestor's powers pervade him as well.

When Valtor first appears, he immediately befriends Prince Volospin, and after some months the Prince is so much charmed by this wizard that he names Valtor his representative in the Parliament.

**972 AC** Valtor uses his powers and his position in the Capital to charm some students of the Great School of magic. Thanks to this move, he discovers with no effort the seven secret crafts and, thanks to his demon blood, starts learning all of them at the same time.

**973 AC** The studies of Valtor proceed well, and his role of Representative allows him to befriend many nobles as well. He uses the Brotherhood of the Light Fingers to steal many magic items and increase his collection.

Prince Morphail founds the Order of the Knights of Boldavia.

**974 AC** Due to the death without heirs of the Marquis of Berrym, Baldo Terlagand becomes Marquis in his place, leaving the throne of Ritterburg. The Council gives the title of Count of Ritterburg to a famous adventurer that in recent years defeated a number of dragons and other evil creatures. His name is Jaggar Von Drachenfels, and descends from a family of Thyatians who frequently married Alphatian people, in an attempt to promote peace between the two ethnic groups. Valtor learns that Morphail is craving power and would do anything to achieve it. In exchange of his most secret knowledges of Necromancy, Valtor offers to introduce Morphail to a powerful Immortal of Entropy: Alphaks. Morphail accepts, and Valtor keeps his promise.

**975 AC** Morphail summons Alphaks and promises to serve him for his whole existence if the Immortal helps him to become an Immortal as well. Alphaks accepts and transforms Morphail into a nosferatu. Unable to die of ageing, Morphail's life is now unlimited, and Alphaks states that he kept his part of the promise. Morphail is now forced to serve Alphaks for the eternity.

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Valtor finally finds some hints about the power of Radiance, but is still oblivious of how to summon that power and use it.

**976 AC** Don Cezar De Belcadiz is sick. In a formal occasion, his legs fail him, and when the elders of the Clan examine him, they realize that his disease is lethal and he will not live much longer. Valtor seizes this opportunity and gives to Carnelia a potion that, he says, will save Cezar's life. It actually works, but after drinking it, Cezar has become a puppet in the hands of Valtor, who may now control his actions with his mind.

In Sylverston, Prince Volospin Aendyr marries Serena, and Valtor is his best man. Valtor uses the wedding to drop his mind control potion in the drinks of several more nobles, to increase the number of his puppets.

**977 AC** Thanks to Valtor's mediation and powers, Don Cezar manages to place one of his closest allies, Dona Isabella De Montebello, in a new Dominion in the Sablestone Plains, as Baroness of El Egnorn. Evehard Vlaardoen notices something strange, and suspects that Valtor may be up to something dangerous. He tries to warn other nobles of the danger. Unfortunately, he also tells of

his worries to the Prince of Belcadiz, not knowing that Valtor controls him. Valtor, for good measure, decides to poison him and get rid of this annoyance. Evehard, on his side, has become extremely cautious and always wears amulets and protective items. When Valtor's poison hits him, he falls severely sick, but doesn't die. How long the magic of his amulets will keep him alive, he doesn't know. Therefore, he decides to use his last days to warn the nation against Valtor. On the last session of the Parliament, he manages to reach the Chamber, where he formally accuses Valtor of plotting against the Republic of Glantri and against his life. The Parliament erupts in protests, accusations and suspects. Valtor's supporters try to kill Evehard, but the Grand Master Maurizio protects him. The Parliament is in the chaos, and Valtor decides to drop every caution: he publicly declares himself Supreme Ruler of Glantri, and orders to every noble in the room to bow to his power. In a very disorderly fashion, the Parliament empties, among explosions, teleports, illusions and every other kind of magic. The Year of Fear begins.

**978 AC** The events of the Year of Fear are not known by the whole population of

the Principalities. The Nobles tried to keep these events as secret as possible, to avoid spreading the panic, and officially avoid teaching these events.

After Valtor's declaration of war in the Chamber of Parliament, he takes control of the capital through his puppets: Volospin Aendyr, Don Cezar De Belcadiz and many other lower-rank nobles. The remaining Princes gather in Leenz and protect the tower with every possible spell, to secure it from Valtor. Morphail, who owes Valtor a favor, and is controlled by Alphaks, keeps neutral and, with the excuse of protecting his own Principality, refuses to join the resistance.

The nobles in Leenz are scared because they don't know who they can trust and who may be maneuvered by Valtor. They start doubting of each other, and old frictions reappear. Maurizio Di Malapietra, who is considered the strongest wizard in Glantri, being the Grand Master of the School of Magic, decides to challenge Valtor to a duel, and leaves the group of nobles who try to build a resistance. When the day of the duel comes, Maurizio fights bravely and shows extreme powers, but in the end Valtor prevails and, after turning Maurizio into a crystal

statue, he breaks him into small pieces. In this whole chaos, a group of nobles comes out with a strategy to win Valtor's defenses. Tyrendanth's wife, Carlolina Arelynden, develops a spell that will allow them to recognise Valtor's followers, and enchants with it some rings. After checking that all of the other members of the Resistance are not Valtor's men, she gives one to each of them. In the same time Inocenti Di Malapietra, oldest son of Maurizio, studies a spell that should trap Valtor in the ice using three monoliths of stone and starts preparing the trap on a mountain on the Kurish Massif. Prince Tyrendanth Erewan, Prince Brannart McGregor, Count Jaggar Von Drachenfels, Archduke Theodore of Haaskinz, Don Marco De Fedorias and Marquis Baldo Terlagand train together to fight against the Sorcerer and study the best tactics.

On a cold day of winter, after almost one year of preparations and isolated battles, the group of nobles is ready to fight Valtor. He uses a number of impressive spells against them, and manages to kill The Archduke of Westheath and the Marquis of Berrym, to petrify Prince Brannart, to stun Don Marco and to trap Prince Tyrendanth before Count Jaggar with an impressive spell manages to push

him in the middle of the trap prepared by Innocenti. When the Sorcerer is in the triangle of stones, the stones drain his power, and the ice starts covering his body, encasing him completely. The union of the powers of so many nobles could stop the madness of Valtor, and finally all of the people that he was controlling revert to normal. Even Prince Brannart's petrification reverts, and he revives. The Council recognises honors to the Marquis of Berry and the Archduke of Westheath, dead in the battle. Innocenti is made new Prince of Caurenze for his impressive use of magic, and for his courage against such a strong enemy, Jaggar is publicly made honorary general of the Great Army. And for his acknowledge of the danger before anyone else could sense it, Evehard Vlaardoen is made Grand Master of the School of Magic. However, the magic poison that hit him wouldn't fade with the defeat of Valtor, and Evehard's health keeps worsening. At the same time, Don Cezar's disease reappears as soon as Valtor's control on him fades.

Due to his poor health, Evehard Vlaardoen is not able to perform his duties as Grand Master of the School. Therefore, to help him in the task, Carlolina Arelynden proposes to

substitute him as his secretary and his Representative in the School. Being Carlolina already a high level teacher of the School, Evehard gladly accepts.

## RECENT HISTORY

The events after the Year of Fear represent the most recent events in the history of the Republic of Glantri, and are an extremely peaceful and quiet period.

**979 AC** Thanks to his heroic battle against Valtor, Jaggar Von Drachenfels obtains an Act of Enfeimment and becomes Prince of Aalban. Normality returns in the Principalities.

In a cold autumn night, adventurers get lost in the countryside near Vyonnes, where the Chateau D'Amberville used to be. The adventurers are caught in the curse and end up in Averoine, where they manage to break the curse and free Prince Etienne. On the morning of the first day of Ambyrmon, the Chateau D'Amberville reappears, and immediately crumbles into ruins. Prince Etienne resurrects all of his family members and summons a new portal to Averoine, to allow his last allies and friends to come to Glantri.

When Prince Etienne reappears, the Council gladly recognises his title of

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Prince of Averoine again. Due to the loss of his castle, one of his allies offers to Etienne her tower as his new Castle, and from now on he is known as Viscount of Sylaire. However, he changes the name of his Principality to Nouvelle Averoine. The Knights of Averoine come out of their secrecy, and the Order is restored.

Etienne also pushes the Council to attribute to his 2 closest allies two dominions in the valley of Isoile. Genevieve de Sephora is therefore named Countess of Touraine and Diane de Moriamis becomes Viscountess of Malinbois.

In the Council, Prince Brannart tries to befriend Etienne by backing all of his proposals, with the objective of learning from him how to open magic portals for the other world.

Meanwhile, in Boldavia Morphail starts transforming in nosferatu all of the members of his family and the nobles of the nearby baronies.

**982 AC** In spring, the Rose of Belcadiz starts withering. It is just some years before the ritual that transfers the powers of the Mother Tree to it is over. Worried that something may have happened to the Tree of Shiye, Don Marco leaves Glantri for a journey to save it. Not long after he left, a huge horde of ogres from the Wendarian Range

invades the Barony of Uigmuir, destroys most of its villages, and kidnaps Baroness Myra McDuff Lady Myra, a beautiful Klantyrean woman, is repeatedly raped by the king of the Ogre. To fight the ogre invasion, Prinz Jaggar Von Drakenfels founds the Knight Order of Aalban and asks the Council to fund the construction of a new fortress, Fort Nordling, that will serve as a base to explore the Wendarian Range and keep any possible threats away.

In the Principality of the Nouvelle Averoine and the nearby valleys, the plague of lycantropy starts spreading.

**983 AC** In the spring, the Rose of Belcadiz is in full bloom, and looks healthier than ever. Don Marco managed to save it, but still he doesn't come back from his journey. The same year, Don Cezar dies and his daughter Carnelia is chosen as the new Princess of Belcadiz.

Brannart McGregor asks Etienne the permission to use his magic portal to go and find his mother's family. It is only an excuse, though: Brannart wants to send spies to inform him about the situation, because he wants to try and conquer the other world like his uncle Harlod was planning. Etienne agrees, but the spies that Brannart sends are captured by the

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Inquisition. Tortured and questioned, the spies finally reveal the location of the magic portal. When the Inquisition tries to invade Glantri through the portal, Etienne fights them back, and is forced to close it forever, to avoid further attempts of invasion. Etienne blames Brannart for his carelessness: now it won't be possible for any of them to reopen any passages to their homeland without the inquisition to be alerted.

Lady Myra, still prisoner of the ogre king, gives birth to her half-ogre baby. When the baby is born, the ogre king kills her. Her ghost goes back to her tower, pretending that she is still alive. Prinz Jaggar, together with the Baron of Adlertum, fight back the ogre invasion and free the Barony of Uigmuir.

**984 AC** At the beginning of the year, after a long battle against Valtor's poison, Evehard Vlaardoen dies. The Council names his cousin Vanserie, son of Diederik's brother Oberon, as the eleventh Prince of Bergdhoven. Finally, the Council gives the title of Grand Master of the School of Magic to Etienne D'Amberville. In Belcadiz, Carnelia is forced to announce to her people that her beloved husband Marco has gone missing during a hunt on the mountains.

**985 AC** Licantropy in Nouvelle Averroigne is spreading more than ever. Malachie du Marais offers his help to Etienne to keep the werereatures under control. Etienne has no other choice but ask the council to appoint him as the Baron of Morlay, so that he can control the spread of the disease in the most affected area: la vallee des loups. In the meantime, Gilles Grenier becomes famous as a genius alchemist in the capital and a member of the Scholars' Cadre.

**986 AC** Brannart McGregor abuses of the Radiance, and finally his body breaks: he becomes a Lich, like Nevin before him.

**987 AC** Mongul Virayana is hit by a thunder during a storm and dies. Jherok Virayana is named Prince of Krondahar and Khan of Singhabad. Thanks to prseeures from the Scholars Cadre and the Corporation of Alchemists, Gilles Grenier is given the Viscounty of Fausseflammas for his studies of werereatures and his innovative potions.

**989 AC** In the valley of Dol Anur, a number of vampires are sighted. Morphail puts many of them to death, with a purge of most of the non-noble ones, and imposes to his followers a law to

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avoid future problems. The Boldavian Liberation Organization is founded by the non-noble vampires to protect themselves from the purge.

**991 AC** Pieter Vandehaar, a brilliant student of the Great School of Magic, graduates with top marks. Impressed, the Council agrees to give him a barony in the valley of Sablestone, around the city of Oxhill. The city grows quickly after the men of the baron find platinum on the mountains, and miners from all around the country come to work here.

**992 AC** Dona Marianita Lucia de Leon y Valdez, a gorgeous human of the Belcadiz principality, tries to seduce Don Hyppolito de Belcadiz, brother of the Princess, to gain the favors of the clan. Marianita isn't aware that Hyppolito is engaged to Dona Carmina, a distant cousin. When Dona Carmina finds it out, she asks the Princess to punish her, and Carnelia decides to propose to the Council an exchange of ambassadors with the recently founded Granduchy of Karameikos, offering Marianita for the role. The Council approves, and Marianita is sent to an extremely far away land, where the Republic of Glantri has no interests overall, and which is still a very wild land. The

ruler of that land, Stefan Karameikos, sends an ambassador to Glantri as well, hoping to increase the power of his small nation with magic.

**993 AC** The humanoids in the Broken Lands are increasing their aggressions against the travellers once more. King Thar is organizing them, and the Council is getting nervous. Prince Tyrendanth asks for the permission to bring a frontal attack to the Broken lands and wipe the monsters away.

**994 AC** Tyrendanth guides the attack to the Broken Lands. The fight is long and hard, and many orcs are slain, but in the end the Glantrian army is forced to retreat. The survivors report the news of Tyrendanth's death. His wife Carlolina becomes the new Princess of Erewan. A rearrangement of the titles of the Council happens, and in this occasion Etienne D'Amberville tries to seize the title of Viceroy of Ylournie as well, but Brannart McGregor withdraws his support and in the end votes for Prince Innocenti Di Malapietra, who gets the title. Volospin Aendyr becomes Chancellor of the Parliament, and Jaggar is named General in Chief of the Army.



# History of Glantri

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Ended on July 4th 2020

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