

Eldaraenth

Live Action Role-Playing

PLAYER'S HANDBOOK

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Based upon

Eldaraenth: A Game of Dark Wars and Perilous Adventures

Written and Developed by Justin Zimmerman and M. Cornelis van der Weele IV

3rd Edition Developed by Joshua Brotherton and Matthew Brotherton

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Dedication by Christopher Keller

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Dedication

It would be of great discredit to the founders of the original Eldaraenth to not make mention or comment on their accomplishments. Certainly, it is true there are a multitude of Live Action Role Playing (LARP) games in existence today and many have endured the test of time. While on the contrary to many people's beliefs, Eldaraenth is one of those games. Founded in 1991, the game was started by a bunch of high school students with dreams of conquest and glory in a medieval realm. As with many such pastimes that developed in high school between a close network of friends, people came and went and new friends were made and lost. It should be noted that the idea of Eldaraenth never died. The uniqueness of the game, story, and its players made the game alive in the minds, but most importantly, the hearts of everyone involved.

While it began with a group of people, two people made the greatest additions and contributions to the game that helped to develop its character. To Justin Zimmerman, whose unequalled work behind closed doors and whose dedication to the players helped Eldaraenth survive over 10 years of existence. Let it be known that the appreciation and commitment by this man may never go unnoticed. His passion and love for historical reenactment helped to set the foundation and provided players with a purpose and drive within the game itself. His devotion to keeping the historical significance of the medieval times along with proper fighting techniques and practices gave the game its identity. Through much blood, sweat, and many tears, his dream of the game still lives. For all intents and purposes, the only original member left still involved, Justin can and should be credited with giving the game its heart which still beats strong to this day by everyone who appreciated his game.

To M. Cornelis Vander Weele IV, his imagination and creative genius created the world of Eldaraenth. His work can be seen in the Forward and Appendix sections of this book, but make no mistake that his part did not stop there. Through his work and desire of creating a world allowed the rest of us to play a character and interact with his world and influence the future of his world. He brought home the importance of role-playing and having a



dynamic character living in a dynamic world. Let it be known that through his contributions, he gave Eldaraenth its spirit, a spirit that will never die so long as the stories of old battles and encounters are still told to this day. No matter what path we follow, it is most important to remember those who went before us and honor them with our actions. Those who have contributed to the third edition of Eldaraenth only seek to bring a wonderful game and a wonderful world to other players so they may appreciate the work of Eldaraenth's founders. May you appreciate the work of those who came before and enjoy the game that they've created. May honor guide your every action as we see you on the battlefield of Eldaraenth. Welcome to their world!



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FOREWORD

What follows here is an introduction and forward by M. Cornellis Vander Weele IV presented as it originally appeared in the second edition of Eldaraenth's rules. While some aspects of the game may have changed the spirit of the game remains. It has been our goal in the compilation of this third edition to remain certain that the sentiments contained within this forward would remain as true now as when it was written nearly a decade ago.

That first day, when I stepped upon the dewy grass of a chilly November morning armed only with a glorified broomstick and a nifty hat, seems at times infinitely distant, and at others only a matter of weeks in the past. Yet I can say with almost dead certainty that the ideals and hopes of that one-off afternoon event have endured throughout the span of a decade. Assembled about me were eleven other high school students, incapable of growing any sort of beard, gripping two-by-fours nailed into the rood-pattern of long swords, and only their imaginations to paint the customary and flourish of a Tolkienesque landscape. We had no cloaks, tents, padding, or armour. And some of us didn't even know our names or races yet.

It was the first meeting of a motley collection of gaming and history buffs who had formed a pastime from their collective love of tabletop war games and computer SIMMs. Banded together under the makeshift name of the Wailers, we trod out onto the back meadows of a friend's property with recollections of Excalibur, Wizards, and other epic fantasy wars swirling about in our heads. The battle had commenced, and our fourteen to seventeen year old collective found ourselves committed to an enchanting and engrossing expression of our hobbies and loves.

Though, as previously stated, probably planned as a sort of "one-off" gathering, a chance to take our gaming into the third dimension and break up a bit of monotony during the amber stripes late autumn sunlight. There was not a one of us who did not wish to come back and give it another go later on. This we did, though forced to stop by winter's inclemency, we returned to the same place the following March and dug ourselves into the first great "golden age" of the organization.

It was within the imaginary realms of this world that seemingly ambiguous or shy high school students assumed



newer manifestations of themselves. I became Sir Cornelis, Darkelven, exiled tragically from my Elven homelands and forced to ruefully wander the earth. Corey Cook became Corinth the Wanderer, descendant of a powerful and forgotten lineage. Justin Zimmerman became Silathas She'ez Naerbon the Downtrodden, and so on. All of us, existing already as friends, would, once a month, take to the fields of rural Kansas and proceed to waylay one another with mighty blows and acts of ferocious heroism.

The magic of the game grew and became more enchanting. Fascinating aspects began to grow from the random assortment. Myths and canons of legend arose from the meadows of imaginary sacrifice. We developed our own in-game culture and history. Each piece flowered as the petals of a long forgotten epic poem, left on the musty shelves of ancient libraries.

There should not be any confusion, though. There never was, for any person involved, the doubt that this was only a game. It has become common in the past twenty or so years to ascribe odd powers of brainwashing upon those who participate in these endeavors. Eldaraenth has never endorsed or supported such temporary lapses in reality. This game has prided itself always in its ability to stay safe, yet also firmly rooted in the present world.

At any rate, I was invited to participate in the formation of this system and this world. It was an honour no fourteen-year-old, self-described "geek" could refuse. The fact that I was asked to return, and am always asked to return this very day is one of which I am very proud.

I devoted most of my high school years to the promulgation of this system, and the organization behind it. The first book was actually only a pamphlet of four pages, describing a few basic guidelines for players. It was later that I attempted the first collection of in depth rules, which manifested themselves in the first edition of this book. A labour of intense interest, I spent ten months of late nights, often forgoing silly notions of homework and college assignments to finish the creation of a SIMMs game not to be rivaled by any other in existence at the time. It was that labour which was graciously continued later on as the group expanded and gained more players.

Several important things dominated my interest. Originally beginning modestly as a warrior, I found myself growing towards those organic things, which make games and novels fascinating. There was that previously mentioned notion of myth and pre-history. Eldaraenth had its own set of epics pre-dating our characters existence in the world. There were adventures and



explorations of things still unwritten and undescribed. We had, in our own right, developed a fascinating history, which I felt was worthy of recording for future players. Always the computer SIMMs fan, I dove into the attempt headlong--and with much glee.

Since those first days in the early 90's, this game has always been something that I admired with respect and reverence. It has, in a way, grown out of our hands, becoming something containing multitudes of players to whom which the deeds of my character, and the deeds of the other founder-characters, have actually become an oral tradition of legend and awe. To sit here at the computer typing about this very thing is something with which I was wholly unprepared to deal. We have spread from a group of twelve in rural Kansas to chapters in Kansas City, St. Louis, Springfield, Missouri, and, at the time of this writing, most likely beyond. To imagine that I had a hand in something considered dear by so many, to believe myself and those with whom I fought in the days of old as pioneers and heroes to those who play today, that is the greatest reward I can ever imagine deriving from this little hobby.

Eldaraenth is unique. There are no referees to bog down combat and plot line. No engaging in combat only to pause for fifteen

minutes to draw cards for determinacy. It has been a difficult stipulation to write for, but always rewarding to see when the careful rule deliberation has paid off in play. Its focus is also on the playing of epic fantasy warfare, as opposed to the individual "party" aspect of most North American LARP groups. The adventure breeds from the acts and requirements of wartime, drawing more influence from Homer's *Odyssey* and the Anglo-Saxon *Beowulf* as opposed to a typical table-n-dice RPG. Perhaps this reflects our avid fascination with miniature-gaming at the time the group was originally formed.

Eldaraenth is also safe. There are tales, which have reached my ears of groups condoning actual physical combat amongst their players. Such tales have also been accompanied by several accounts of the injuries sustained when these allowances got out of hand. There is no such catering to potential danger in this game. The endorsing of weapon and weapon-bearer as well as the restrictions on personal combat have helped to ensure only three injuries of note since 1991.

This group is not made up of masochists or devil-worshippers. They are conscientious young men and women who travel to a site once a month a help to collectively write a story which has (as of yet) no ending, but rather different



episodes that melt into one another. Each player has the potential, and usually the opportunity, to write a small chapter or paragraph in the ever-enlarging book of Eldaraenth. The epic continues onward, with an ever changing cast of characters, and hopefully someday there may be a time when none of us who whapped each other with chunks of hewn tree stump will be around to partake in the game, which will still be flourishing. Our names will be truly added to the rosters of legend.

Literature exists as one of the fundamental bonds that has lasted humanity throughout its entire existence. Either in its most basic form as oral tradition, or expanded into film and video games, the collective bodies of work remains the same in both function and overall design. It is

entertainment, escapism, and the revelation of a narrative from one to another. It is shared around the fire; and it is shared across the Internet. There are no specific bounds to form, fantasy or reality, or whether it is recorded on the page or transmitted orally.

What you hold in your possession is the current culmination of a new and exciting form of literature, that of the live action role-playing game. This book contains the second edition of rules and codes for a system that has been almost nine years in the making.

Always remember to guard your spleen,

*M. Cornelis van der Weele IV
(Baron Cornelis Alagorn,
Moriquendi, Esq.)
Lawrence, Kansas
18 April 2000*



Introduction



"...And thus our adventure began, in the ranks, and off to war. But how would it end?"

❖ From the Journal of the Five Heroes.

The sun begins to set behind the trees, colouring the sky a brilliant gold. The smell of cook fires assaults your senses as your company settles in for a night filled with song, laughter, and outrageous tales of battles long past. You look to join the circle of your friends when the first falls, an arrow finding its mark, thudding into his chest.

"Ambush!" Shouts sound from around the camp, as raiders burst forth from the trees.

As you draw your sword, your throat finds its voice, and you cry out into the waning light. "To arms!"

In Eldaraenth you aren't reading a novel, sitting around a table with books and dice, or watching a movie. In Eldaraenth you *are* the character in the story; you are the soldier in the ranks of

a vast and powerful army, you hold the sword in your sweaty hand or hurl spells at the enemy ranks. You dine on roasted rabbit around a campfire with your messmates, and boast of your deeds at court. *You are there!* The sights, sounds, and smells of the game become a reality.

During a live action role-playing game, players remain in their characters, speaking and acting as their characters would in any given situation. Virtually everything that happens in a live action role-playing game happens in real time. That is, everything happens as your character sees or hears it happen. If a Mage begins waving his hands and chanting strange words, then everyone knows that he is casting!

Unlike in a table-top role-playing game, the Game Master in an Eldaraenth game is any officer or player who knows what the storyline and rules are, and who serves to act as a referee and rules interpreter. The player is free to act as his or her character might, to try and achieve the individual goals of the character through role-playing and combat in a live sense.

The fun is in the role-playing and in the competition that develops between players and characters. You may never know



who is a friend or ally, or who is an enemy. Sometimes a Game Master may need to help players by filling in some of the details, but in a live action game, the environment is often as-is.

The rules in this sourcebook are provided as a guideline for safety and smooth game play. Still, every new player and every game can raise questions or challenges to the rules. In these situations the Game Masters must decide the quickest, easiest, and most fair way to resolve the problem and get the game going again. The most important rules in Eldaraenth are as follows:

- ❖ Be safe.
- ❖ Be fair and honest.
- ❖ It's just a game.
- ❖ Use common sense.
- ❖ The Safety Marshal is always right.

By following these rules we can ensure a fun and safe play experience for everyone involved and as a result have many great stories to tell and memories to treasure. Welcome to Eldaraenth!



Chapter 1: Character Creation



"There were all types in the Duke's army. Towering half-ogres and stunted goblins

side by side with men, elves and orcs. The Duke himself was a monster of a Zarchosian, intimidating in form and stature. When he spoke, it was as thunder, and his words motivated his followers to his every command..."

- ❖ *General Silachas, Commencing on the Army of Bones at the Battle of Stanton Wood*

Every story has two fundamental parts: Character and Conflict. In Eldaraenth, you create a character and the characters naturally create the conflict. Eldaraenth is a live action role-playing game (or LARP). This means that players must role-play themselves as another character in a magical world and time different from our own reality. It is Eldaraenth's focus on role-

playing that sets it apart from many other live-action games.

Your character is the persona that you portray at each Eldaraenth event. It denotes how you fight, whom you fight, and why you fight. It denotes the way you speak and act, and even how you dress. A player does not need to be an excellent actor to play the character. The player need only develop a sense of how the character would act or react in a given situation. As long as those actions do not conflict with the by-laws of the organization or society, or jeopardize another's integrity, feelings or well being, you can do it. Such things as race, class, profession, etc. are portrayed to the best of your ability so that the atmosphere of our world is maintained.

Character creation begins with a name; simply what the person you are playing is called, and gets much more involved from there. Detailed within this chapter are all of the requirements for creating and maintaining a character in the Eldaraenth world.

Before you attend an Eldaraenth event, you will be asked to fill out a character and player form, on this form will be recorded all information about your character, as well as your



contact and emergency information, so that the marshals of the game will be able to find out all of the important facts about your character at a glance. This will then be added to a database so that the storytellers and the Registry Marshal in your area can help maintain your character records. The particulars of the character package are all detailed in this chapter.

CHARACTER HISTORY

Everyone has a story; where you came from, where you are going. In Eldaraenth you will gain many more stories. Some players have even written their stories down for others to enjoy. However, you must remember that your character wasn't just born as a twenty-three year old fighter named Sally; she had to become that person. Thus it is important for any player to have a brief history of his or her character for the game. You need not detail everything about the character you chose to play, but be sure to include important details that might influence the way you role-play the character. Did you know your parents? Did your relationship with them influence your character's life and decisions? What about your siblings? What did you do for a living before you got caught up in the wars of Eldaraenth? Details such as these are what we want to learn from a character history;

they are what make your character who she is.

Your history is kept on file and certain deeds will be recorded in this file as you accomplish them. These things may or may not be cited when your character is up for promotion. Thus, a rich history grows with you and your character in game. It is important to remember that you are not royalty, you haven't slain hordes of trolls or battled dragons, and you are not in line for an inheritance. You are just starting out in the world. You, like all players before you, begin the game as a simple serf in a larger picture of politics and war.

Character histories that try to make a character into a vampire, were-beast, demon or demi-god, fairy, dragon kin, or other supernatural creature will be rejected. Only those races listed within these rules will be accepted.

Avoid using another player character in your character history, unless you have the player's permission and agreement on how the character will be used. Finally, avoid the use of names and histories that belong to characters that appear in copy written material. Let the world of Eldaraenth shape your character while your character helps to shape the world.



Race

In the world of Eldaraenth many fantastic races of intelligent beings exist and work for or against each other to attain their goals. There are a wide variety of races written about in countless fantasy novels, and our imaginations tend to run rampant with images of the type of race we might want to be. Detailed herein are some of the typical features of the accepted playable races in Eldaraenth.

Human

Humans have emerged as the most wide-spread and adaptable of the races. They are hearty and inventive, ever evolving to overcome new challenges and circumstances. Humans are found in many shapes and sizes and have an almost infinite number of motivations, among them greed, lust, honor, and power. As the Human population grows and threatens to encroach upon lands of other races, fear and distrust of man begins to rise.

Elf (Inquendi)

Elves are a beautiful, strong people who live in huge and ancient cities of immense beauty. Many have pointed ears, almond eyes, finely chiseled features and melodious voices. They speak very eloquently, often wear their hair long and generally shun facial hair (which they think to be barbaric.) Elves have an

appreciation for the finer things in life, such as fine wines, art, and music. Elven bards are the finest in the lands and are highly treasured in the courts of Lords.

Elves may live for several human generations, some even surviving for more than 1000 years. Perhaps because of their longevity many Elves find humans to be brash, pushy, and impatient. Most Elves believe Dwarves to be dirty, barbaric, and brash. They think of their straightforward nature as extremely rude, and dislike the practical, earthy dress of these folk. Elves hate goblinoids, such as Orcs, Trolls, and Ogres, and will tolerate them only after much persuasion from other friends or after the offender proves himself to the Elf as a defender of the same principals the Elf holds dear.

The majority of elves in Eldaraenth are the descendants and remnants of the Empire of the Twelve Provinces, a structured society bound by a rigid caste structure enforced by the honour of its citizens.

High Elf (Lu'Inquendi)

High, or Gold, Elves are the most organized and largest race of Elves, as well as the most ancient. All other sub-races of Elves are descended from Gold Elves. Gold Elves are the epitome of the Elf race, having bar none the finest of everything; the finest wines, the finest clothes, and the most sophisticated magic. All



Gold Elves are extremely proud of their heritage, and tend to treat everyone with the same disdain, including other races of Elf. However, Gold Elves do respect authority in other races to a degree, treating Nobles as Nobles unless they are false or pretenders to a throne. Gold Elves believe in divine selection, and so respect leaders and leaders, with their own coming first.

Sylvan Elf (Far'Inquendi)

Sylvan Elves dwell in the unmapped hearts of ancient forests, making their homes in the trees and glades. Powerful magic keeps their homes well hidden by causing wayfarers to get lost or stumble out of their woods confused. They live peacefully with all creatures that call the forests home, and protect the gift of the forest with their very lives. For these reasons Sylvan Elves make excellent rangers.

Sylvan Elves despise goblinkin more than their cousin races of Elf, and seek to destroy them first in battle. Sylvan Elves prefer earth toned clothing or animal skins to most other garb, and tend to wear soft boots for silent movement. They seldom wear metal armor, and prefer to fight from a distance, making them seem cowardly to other races. Sylvan Elves are the second most common race of Elf.

Dark or Lost Elf (Mor'Inquendi)

Not to be confused with Black Elves, Dark Elves are Elves with a dark side, some secret that has caused them to be exiled from other Elven societies. Perhaps the murder of another Elf, or the practice of forbidden magic; whatever the reason Dark Elves have suffered the ultimate form of punishment handed down to any Elf, banishment from their homeland. There are many Dark Elves who live and work among humans and other races, as they no longer have a home. There even exist entire communities of Dark Elves.

Dark or Lost Elves may come from any of the other Elven societies, but they are forever known as a "Lost" brother to their former neighbors, who look upon them with scorn. The only crime severe enough to brand an Elf as Mor'Inquendi is failure to fulfill their duty to the Emperor. Mor'Inquendi are required to wear their title at all times, and it is not uncommon for Mor'Inquendi to add the title as a part of their names.



Black Elf (Dar’Inquendi)

Black Elves are the vilest of Elven races, indeed some may say of any race. They live far below ground and revile the day. They have black skin and white hair, and exist solely to see the suffering of others. After the third war of the T’Sargus the curse that has poisoned the blood of the Dar’Inquendi has begun to lift, allowing some of these Elves to remember their ancestry and return to the surface. These Black Elves seldom live long on the surface, as other races will often kill them outright as soon as they are seen, out of fear of their black hearted brethren. Rarely a Black Elf may manage to live long enough among the fairer races of the realms to overcome their prejudices and prove the purity of his heart.

Half-Elf (Sa’Inquendi)

A Half-Elf is the product of the rare union of an Elf parent and a parent that is a member of another race, usually human. Half-Elves tend to be slender for a human, yet large for an Elf, often have slightly pointed ears, and may grow beards. Many Half-Elves see themselves as outcast from every society, as they are considered lesser beings among all full blooded Elven races, and less than desirable among most Humans. Thus Half-Elves often find themselves as either lone adventurers or in the employ of mercenary or pirate companies,

where the only question is if your sword arm works rather than where you are from. Half-Elves can sometimes be found in the company of Dark Elves, both of them downtrodden, cast out, and oppressed.

Occasionally Half-Elves may be found living in an established society, with families, farms, and all things considered normal for their station. Some of these have gone to great lengths to hide the fact that they are half-breeds in order to better fit into the society that surrounds them.

The children of Half-Elves who have bred with other Elves are always considered half-breeds among their full blooded cousins no matter the extent to which their blood has become diluted or tainted. Should a Half-Elf breed with a Human the child will not be considered Elven at all among other Elves, despite any Elven characteristics the child might carry.

Dwarf

Dwarves are a race of short burly artisans who generally live in mountainous regions or underground. Many Dwarven clans value their beards as a symbol of status, and the loss of their beards as the greatest disgrace. Most Dwarves prefer practical clothing and practical ways. Dwarves love good hard work and good hard drink, and often dedicate themselves to a life of exhausting work, in mines,



at the forge, or waging massive wars against the forces of evil.

Dwarves regard Elves as haughty and pompous and think they spend too much time on frivolities when they could be working. Like Elves, Dwarves tend to find Humans impatient and annoying, as they too may live for several Human generations.

Dwarves, like Elves, hate Goblinkin and will nearly always choose to attack them first in battle. However, unlike Elves, most Dwarves believe magic to be a cowardly way to fight, and though they do not shun magic will seldom employ it themselves. When magic is used it is nearly always as a last resort.

While there races of Dwarves separate along geographical and political bounds, there is little animosity or disdain between the races that is evident among Elves. Instead Dwarves form strong bonds among their individual clans. A single Dwarven clan may be made of members of any number of Dwarven races mingled by marriage. Feuds between Dwarven clans have been known to begin with a single insult, incite many bloody battles, last for many generations, and be ended by a single toast over a particularly good drink.

Mountain (Stone) Dwarf

Stone Dwarves make their homes inside ancient mountains and build great cities to fill the cavernous expanses found within.

They spend their time battling other subterranean races, mining precious metals, and building wondrous engines of war and industry. Renowned for their abilities as engineers, Stone Dwarven craftsman are always sought by the generals of other races for their advice and expertise.

Hill Dwarf

Hill Dwarves live in much the same manner as their stony cousins, but will often venture from their halls to trade and work among other races. Hill Dwarves continue to share a love of mining and metals, but will often chose to live for extended times above ground, trading their works with Elves and Humans. Hill Dwarves remain distrustful of magic, but it is found much more often among their cites than among the halls of their Mountain Dwarf cousins.



Orc

Orcs are perhaps the most savage of all humanoid species. They are a carnivorous race that usually bands together under the strongest battle lord present to hunt and raid the nearby communities of other “fair” races. It occurs rarely that a surprisingly intelligent Orc is found living among Humans or in mercenary armies. Orcs may vary widely in appearance, but typically have a green tint to their skin and often porcine features, with tusks and beady eyes, though many of these features have begun to fade in recent centuries.

Orcs are ferocious fighters whose loyalty belongs only to the best paying or most frightening leaders. It is not uncommon for assassination or treachery to break out amongst their ranks. Their size, skill with weapons, and raw savagery makes them particularly dangerous and deadly opponents. Orcs are the ultimate military machines, built and bred for fighting.

Half-Orc

Half-Orcs are the progeny of one Orc parent and one parent of another race, usually Human. They are large and strong, but without the natural savagery and bloodlust that many Orcs possess. Half-Orcs range in intellect from brilliant to quite stupid. Most Half-Orcs tend to be larger than most Humans with skin that ranges in color from grey to green

or yellow, and may have small tusks.

Among other Orcs, Half-Orcs are treated poorly, and among many war bands are killed at birth. Among human societies most Half-Orcs find themselves feared outcast because of their looks. Because of these circumstances many Half-Orcs often find themselves employed as mercenaries in companies that value their brute strength enough to look past their heritage.

Troll

The myth that trolls are able to regenerate damage even as they fight is a testament to their great stamina and fortitude. Quick to anger, trolls fight with a ferocity not often seen in other races.

Trolls are both stubbornly xenophobic and fiercely territorial, leading most contact with other races to escalate into eventual conflict. Rarely a Troll will be drawn by curiosity to leave their own people and seek fortunes among members of other races, all too often resulting in disaster.

It is rumored that trolls believe honor to be a sign of weakness, and will take full advantage of every opportunity in combat, no matter how dishonorable it may appear to members of other races.



Character Class

Not to be confused with social class, "Class" refers to the military role that your character fills. This will be the main job that you perform for your unit in times of war, as well as a description of your general abilities. While there could be as many classes as there are characters, for the purpose of simplicity Eldaraenth has limited the number of classes to five core archetypes.

Fighter

A Fighter relies on strength and skill at arms above all else. Whether soldier, mercenary, gladiator, or champion; the Fighter relies upon his weapons, armor, and combat prowess to make his way in the world. True Fighters represent the hardest of heroes, and every great leader is quick to recruit the best Fighters to his cause.

Fighters are deadly hand to hand combatants who may use any weapon, armor, or shield as they cut a swath across the field of battle. Fighters rely on tactics, numbers, and strength of arms to quickly overcome all opposition.

Ranger

The Ranger is a lightly armored soldier that has trained in ranged combat. Highly mobile and extraordinarily deadly the Ranger relies on his ability to rain death upon foes from a distance before closing in for combat.

Rangers may avoid engaging in hand to hand battle, preferring to maintain their distance while plying their deadly trade, but when it is necessary they will cast aside their bows and draw hand weapons to stand their ground.

Rangers typically dress in woodland or earthy tones to better hide their location and will often serve as scouts for a unit. A Ranger's true talent, however, shines when their skill with the bow is employed to take down a significant foe, such as an enemy Mage or general.

Healer

Nearly all Healers adhere to the strong belief that they must use their healing abilities to help balance the weight of the destruction wrought by the force of the arms they bear.

The powerful curative spells wielded by the Healer can turn the tide of any battle, while the strong defenses of the Healer ensure that he can take that ability directly to where it is needed most, the front lines. The versatility of a Healer allows him to serve many purposes, from front line assault to support. A wise general will soon see that the Healer is one of his most valuable assets.



Rogue

In battle the Rogue provides a deadly mix of combat prowess and enchantment. The unique abilities of the Rogue make him an ideal infiltrator, an excellent scout, or a qualified battlefield commander.

While the Rogue himself can represent a significant force on the field of battle, his true power lies in the ability to enchant others. Through the use of his enchantments the Rogue has the ability to bolster his allies while weakening his enemies.

Mage

The combat Mage is an incarnation of pure destruction, harnessing arcane powers to rain death upon the field of battle. Mages are more than just the weak scholars that many believe them to be, capable of backing their arcane powers with the force of arms when the need arises.

In battle Mages often take up their own banners as commanders and generals, or serve as artillery using their spells to mete out punishment to their enemies from behind the lines of their better armored troops.

Table 1.1 provides a comparison of the abilities allowed to members of each class. Information on these abilities can be found in later chapters.


















































Multi-Class

CHARACTERS

In order to maintain a fast paced, combat oriented game Eldaraenth has dispensed with many of the skills and powers that are used to define characters in many other games; preferring instead to encourage players to practice the skills that they would like to see the character develop. Simply playing a Ranger does not grant a player the ability to sneak through the trees while other players must role-play as though they don't recognize the player's presence. In Eldaraenth a Mage may just as easily become a woodsman as any Ranger.

Because Eldaraenth's five character classes are intended to serve as archetypes, defining the roles and abilities of characters in combat but not defining the characters themselves, multi-classed characters are not permitted. The classes exist to balance and complement one another when performing as a unit, without placing too many unnecessary restrictions on any one class.



Table 1.1 Class Compatibility	Fighter	Ranger	Healer	Rogue	Mage
Weapons Allowed					
Thrown					
One Hand					
Two Hand					
Dual Wield					
Bow					
Armour Allowed					
Padded					
Light					
Medium					
Heavy					
Very Heavy					
Shields Allowed					
Light					
Medium					
Heavy					
Magic Allowed					
Curative					
Enchantment					
Destructive					



Chapter II: Combat



"Sweating in my armor, I studied the horizon. The enemy was out there somewhere, beyond that

hill's crest perhaps a mile from where I stood, somewhere hidden by the mirages of the midday heat. This realm was like being in an oven. The ground beneath my feet was cracked from the baking heat of the sun. I sat down on my helmet and took off my gauntlets, and took a swallow from my water skin."

❖ From the memoirs of Sir Eldomir of Stanton Woode at the Battle of the Jarvestey Desert.

Combat is the core of any Eldaraenth event. Combat in Eldaraenth is fast paced, brutal, and chaotic. For this reason, the rules of engagement are simple. Above all else the focus of these rules is to maintain a safe and fun environment for all players.

The Vocabulary of Combat

As an Eldaraenth combatant you will be expected to familiarize yourself with the terminology associated with the game's combat system. Ensuring that all combatants are familiar with the terms listed here allows helps Eldaraenth's combat system to continue running smoothly and safely.

Armour

Armor is a piece of material, fitting certain safety specifications, that is worn to protect a combatant from the blows of others. Armor simply increases your wound capacity, and is not required as the weapons used in Eldaraenth's combat system are intended to provide fast, safe combat even while requiring a minimum of protective gear. More information on weapons and armor may be in Chapter IV: Weapons and Armour.

Combatant

Any players actively involved in combat are combatants. Combatant players are open to attack from any source, magic, melee, or missile.



Courtesy Kill

Performing a “courtesy kill” allows a player to sneak up behind an opponent and slay him without striking him. A combatant simply places a weapon against the back of their opponent and states “Courtesy kill.” A courtesy kill is a sneak attack that bypasses all forms of armor, magical and mundane.

Critically Wounded

A character that has been brought to the point of death by receiving wounds to any combination of three limbs, but who has not received a killing blow to the torso, is considered to have been critically wounded. If not healed before the call for resurrection the character should be considered to have died from the wounds.

Cross Off

The act of Crossing Off involves crossing your weapons with those of your foe before beginning a tournament style combat. This action signifies that both combatants are prepared to begin battle.

Death

Death is the result of the various wounds received in combat with an opponent, or the result of a well placed killing blow. The death of a character at an Eldaraenth event may carry negative consequences for the character but is never permanent. The permanent death of a

character is solely at the discretion of the player to whom the character belongs.

Dual Wield

Characters of some classes are granted the ability to participate in combat using two weapons simultaneously. Dual Wielding is divided into two categories, paired single-hand weapons and single-hand weapon and spear or staff. The later form of dual wield combat is limited to the Fighter (spear) and Mage (staff) classes. The spear or staff is held vertically, with the spear point down, and is used as a parrying weapon. The haft and the butt ends of the weapon are not striking edges, and should only be used to parry. The spearhead may continue to be used to thrust at the opponent. Dual Wielding of other Two-handed Weapons is prohibited.

En Garde

A combatant assumes the En Garde position prior to “Crossing Off”. In an En Garde position a combatant stands in a defensive, ready position, with the weapon held out to the front, prepared to guard against incoming blows.

Hold

Hold is a state in the game that indicates that there may be a dangerous situation on the battlefield. During a HOLD, active combatants are expected to cease combat and assume an Out of Game Stance. If you observe an



unsafe situation, or if anyone is hurt, or you see the potential for danger, then shout "HOLD!!" as loudly as you can. If you hear the cry of HOLD, then stop where you are, assume an out of game stance, and wait for further instruction.

Lay On

The cry of "Lay On" is the all clear signal to start fighting, and is used to initiate combat after a HOLD is called or in tournament combat. Only the person who initially called for a HOLD or an authorized marshal may initiate a "Lay On."

Magic

The cornerstone of the fantasy genre, magic may allow a character to accomplish feats beyond the limitations of the player. Sometimes magic will affect armor or weapons, an opponent's armor or weapons, or the characters themselves. The magic system used in Eldaraenth combat is detailed in chapter five.

Out of Game Stance

Holding your weapon high over your head in both hands signifies that you are out of game and not to be struck. Most often players will enter an out of game stance after a HOLD has been called, or when clearing the field of battle after the death of their characters. Out of Game Stance should also be considered synonymous with Out of Character, meaning that no

information gained or activities experienced while in this stance should be retained by a player's character.

Parry

Parrying is the act of using your weapon to block the strike of your opponent's weapon. A player may also attempt to parry thrown weapons. Due to safety concerns, parrying of arrows is prohibited.

Prisoner

A subdued character may be captured and made a prisoner. Prisoners are always considered to be bound both at the hands and feet and gagged and may not attempt escape. A single character may escort a prisoner after that prisoner has been healed. Two players are required to move a prisoner who is still in a subdued state. When not being moved a prisoner must be guarded at all times by at least one guard, or is considered to have been freed and may escape.

Resurrection

Resurrection is the point in combat at which conflict has ended and the victors have completed searching their fallen enemies and taking prisoners. At this point the dead characters are free to rise, assume an Out of Game Stance and return to their resurrection point.



Resurrection Point

This is a pre-determined area to which characters must return after being slain in combat before they may return to life. The details of a character's resurrection point are set by the event marshals at the start of each event, and may differ from one character to another. Be sure to familiarize yourself with an event's resurrection rules before entering combat.

Subdue

An opponent who has been critically wounded by the loss of three limbs is considered to be subdued and may be taken as prisoner. Additionally a character may chose to subdue an opponent rather than killing him when using a courtesy kill. A subdued player who is not taken as a prisoner will die from injuries without healing.

Weapons

Eldaraenth employs a system of boffer combat, using padded representations of medieval weaponry. Weapons, like armor, must meet specific safety specifications before being used in battle, and are subject to review by event marshals throughout the duration of an event to ensure the continued safety of all players. More information on weapons and armor may be in Chapter IV: Weapons and Armour.

Wounds

The damage received in combat is represented by simulated wounds. A limb wounded in combat can no longer be used, thus a wound to the arm is simulated by dropping any weapon or shield held in the hand of the wounded arm and either placing that arm behind the player's back or allowing it to hang limp at the side. A wounded leg cannot support weight, and a player with a wounded leg must kneel. A wound to the torso is considered to be a killing blow, resulting in the death of the character.

Yield

On occasion the only tactic that remains available is to surrender. When a character yields they are considered to be a prisoner and are subject to all prisoner rules. A character that has yielded is no longer a combatant and should not be struck with a weapon, but may still be eliminated by a Courtesy Kill.



The Rules of Engagement

When entering into combat with another character, your goal is to remain safe, to defeat your opponent honestly in combat, to stay alive, and to retain honor in the process without damaging that of your opponent. The rules for engaging in battle in Eldaraenth are intended to provide for exciting combat while maintaining these ideals.

The Core Rules of Combat

1. Safety is always the highest priority, both yours and your opponent's. Always watch yourself and others.
2. No matter how dishonest your character, you as a player should always strive to be honorable in combat. Being honorable on the field of combat does not mean that you must give up obvious advantages such as allowing another player to retrieve a dropped weapon before continuing combat. Honor on the field of combat means openly acknowledging all hits and fighting with the fairness and honesty that you would expect others to use when fighting against you.
3. Use common courtesy as well as common sense.
4. All combatants must authorize before fighting at

their first sanctioned event. To attain authorization a player must first receive instruction in safe combat techniques by a Combat Marshal or another player who has received authorization as a Trainer. Authorization will be received when the Combat Marshal or Trainer is satisfied that the player has a firm understanding of the rules and concepts behind Eldaraenth's combat system and is capable of demonstrating a high level of safety and honor in the use of the weapon style being authorized.

5. Shield Bashing, or using the shield to strike or push an opponent is forbidden. A player must authorize in the use of a shield in combat in the same manner as authorization of other styles of combat.
6. In an effort to promote safety in combat, grappling, or grabbing of an opponent or his weapons, is forbidden.
7. Never intentionally strike an opponent in the head. If you are struck in the head and are hurt step out of combat and call for a "HOLD". If you are not hurt then you should call "HEAD" or "HEAD SHOT" so that your opponent understands what has happened, as he may not be aware of the offence.



Repeatedly striking opponents in the head or other illegal targets may result in the loss of authorization.

8. If slain, PLAY DEAD! Don't get up and move around or just stand around dumbfounded as someone may think you are still in the game. If, for safety reasons, it is necessary to remove yourself from the battlefield, assume an Out of Game stance by holding your weapons in both hands above your head. After moving out of the path of danger, resume playing dead until resurrection is called.
9. If for any reason the combat or the field of combat becomes unsafe, if you are hurt or suspect someone else is, cry out as loud as possible "HOLD" and take action to resolve the situation. If you hear the cry of HOLD, acknowledge the HOLD by loudly repeating the HOLD cry, stop all fighting and assume an out of game stance until the situation has been resolved and the cry of "LAY ON" is heard.
10. The call of "LAY ON" following a HOLD may be made only by the player who originated the HOLD or by a presiding combat marshal.

Getting Wounded

Eldaraenth's combat rules use a basic wound system that allows for fast paced and simple combat. Any time that a limb that is not protected by armor is struck it is considered to be a wound serious enough to prevent further use of the limb. Losing the use of three limbs results in the character becoming critically wounded and no longer able to continue fighting. It is important to remember that critically wounded characters are considered subdued and may still be taken prisoner or healed. Only if not healed before the call of resurrection will a critically wounded character die from his injuries.

Getting Killed

Eldaraenth's combat system is fast paced and deadly. Even experienced players are very likely to see death many times at each event they attend. It is because of this that death generally carries no penalty to the development of your character. Death may even be beneficial at times, as only following resurrection are your character's lost armor and broken shields considered repaired.

As mentioned above a character who loses the use of three of his limbs is considered to be critically wounded, and will die if not taken prisoner or healed prior to the call of resurrection. In addition whenever a combatant



receives a blow anywhere on the torso that is not protected by armor death is immediate. The only ways to recover from a killing blow to the torso are the Healer class' Raise Dead spell, or by waiting for the call of resurrection.

It should be noted that being killed in battle does not kill your character. Your character is very resilient and only experiences permanent death when you wish it to happen. This allows you to plan an elaborate death, suicide, or something equally heroic if you wish. Be forewarned, however, that after you end the life of one character any new character must begin from scratch. All rank and merit belonging to the previous character are lost.

Searching the Dead

Eldaraenth allows surviving combatants the ability to search their fallen foes for in-game items as well as certain enchantments that have been placed upon them. A character wishing to search another character that is dead or subdued need only inform the player of his intent by saying "I search your corpse." Searching a fallen character should never require physical contact between the two players.

If you are searched after having fallen or being subdued in combat you are expected to freely turn over any in-game items you are carrying, and to inform your searcher of any enchantments

that may be currently placed upon your body. A player's weapons, armor, shield, and garb are never considered to be in-game items.

Combat Legal Targets

Combat legal targets in Eldaraenth consist of

- ❖ The arm above the wrist.
- ❖ The leg above the ankle, including the buttocks.
- ❖ The torso from the bend of the waist to the armpit, and including the shoulders.

Any time you receive a blow to a legal target you are expected to acknowledge the hit location to your opponent. A simple statement of "good arm" or "good leg" without interrupting combat provides your opponent with acknowledgement of an accepted hit and helps to promote better safety and communication between combatants. When wearing armor, an accepted practice is to acknowledge blows by stating the number of times you have been hit in the location. Communicating "one, arm" or "two, body" helps both you and your opponent to better track the state of your armor.

Arms

If a wound is made to an arm, the arm becomes unusable. If you are wielding a weapon with that arm you should drop your weapon and put your arm behind your



back or allow it to hang limply at your side. Similarly if you are wearing a shield you are expected to drop the shield.

Legs

If a wound is made to the leg, the leg becomes unusable. Kneel, with the knee of the wounded leg on the ground and the good leg up. This allows all combatants to see what limb has been lost. If both legs are wounded then put both knees on the ground.

Combatants who have lost one leg are allowed to pivot in order to defend themselves, and may move about the battlefield by crawling. A combatant who has lost both legs may pivot, but may not move about the battlefield. Hopping on one leg is prohibited during combat, as it is potentially unsafe.

Torso

If a killing blow is made to your torso, you have been slain. A spectacular death scene is in order as you fall to the ground. You are expected to remain on the ground until you are either raised by a Healer or resurrection is called.

As stated in the rules of engagement there may be times when you will need to leave the battlefield for both your own safety and the safety of other combatants who may still be fighting. If it is necessary to remove yourself from the battlefield assume an Out of Game stance by holding your

weapons in both hands above your head. After moving out of the path of danger, resume playing dead until resurrection is called.

Illegal Targets

If you receive a blow to an illegal area, you are not expected to acknowledge the wound, though the option to do so remains yours. If you are hurt as the result of an illegal blow, call a HOLD and remove yourself from combat.

If you are responsible for accidentally landing an illegal blow, ensure that your opponent is not hurt before continuing battle. If you see that your opponent is hurt, call a HOLD, and summon a Safety or Combat Marshal for assistance.

In Eldaraenth illegal targets consist of

- ❖ The groin.
- ❖ The hands.
- ❖ The head and neck.



Marshals and Authorization

To ensure the safe and fun play of the game, Eldaraenth employs a system of game marshals. These marshals are responsible for the authorization of combatants, their weapons and armour, and for the safety of all players attending an event.

Levels of Authorization

As mentioned in the Rules of Engagement all combatants must be authorized before fighting in their first sanctioned event. Eldaraenth authorizes combatants for the use of individual weapon styles rather than simple overall combat. This system allows the game to maintain the highest standards of safety as each combatant enters the field carrying only weapons that he has proven himself capable of using safely.

Eldaraenth allows for three levels of authorization and two Marshals.

Basic Authorization

To attain basic authorization a player must first receive instruction in safe combat techniques by a Combat Marshal or another player who has received authorization as either a Trainer or a Master.

Authorization will be received when the Combat

Marshal or Trainer is satisfied that the player has a firm understanding of the rules and concepts behind Eldaraenth's combat system and is capable of demonstrating a high level of safety and honour in the use of the weapon style being authorized.

Basic authorization allows the player the ability to participate in combat using a specific weapon style. The eight authorizations allowed to Eldaraenth players are

- ❖ Single Hand Weapons
- ❖ Two Hand Weapon: Great Weapons
- ❖ Two Hand Weapon: Staff / Spear
- ❖ Two Hand Weapon: Hafted Weapons
- ❖ Dual Wield
- ❖ Single Hand Weapon with Shield
- ❖ Missile Weapons
- ❖ Thrown Weapons / Spells

Trainer Authorization

Authorization as a trainer allows a player to instruct new players in the safe use of an individual weapon style as well as the basic rules and concepts behind Eldaraenth's combat system. To attain a trainer authorization a player must first display a high level of proficiency with the weapon style as well as the strictest adherence to the rules and safety guidelines set forth for combat in Eldaraenth.

Trainer Authorizations may be granted only by Combat



Marshals and players who have attained a master authorization.

Master Authorization

To receive a master authorization a player must first have attained a trainer authorization, and taken an active role in the instruction of new players. In addition to the requirements for trainer authorization, players receiving a master authorization are expected to have a firm understanding of Eldaraenth's weapon construction rules, and the ability to judge the safety of a weapon.

Combat Marshal

A player may be raised to the position of Combat Marshal only after having achieved a master level of authorization in all eight of Eldaraenth's weapon styles. In addition a Combat Marshal must have a firm understanding of all of Eldaraenth's combat rules.

Serving as trainers and event referees, it is the role of the Combat Marshal to provide for the highest levels of safety. The Combat Marshal is responsible for authorizing both weapons and armour for use at events, as well as the training of new combatants, prospective trainers, and aspiring masters.

Questions and concerns about all aspects of combat at an event should be taken to the event's Combat Marshal's. Because it is the Combat Marshal's prerogative to ensure

the safety of all combatants the Combat Marshal's is given control over the field of battle as well as all combatants who would enter it. The Combat Marshal has the ability to revoke or suspend the authorizations of any player who fails to heed the safe combat practices required of all combatants.

Safety Marshal

Acting alongside the Combat Marshals, it is the primary concern of the Safety Marshal to provide for the well being of any player attending an event. It is the Safety Marshal's responsibility to assure adherence to the rules of play, both on and off the battlefield. In addition to the rules set forth for the play of the game Safety Marshals are expected to be aware of any site specific regulations to which players must adhere, and enforce them.

Should a player be injured it is the responsibility of the event's Safety Marshals to see to it that the player is cared for. Because of this, it is required that a Safety Marshal have at least a basic knowledge of the fundamentals of first aid.



Chapter III: Weapons and Armour



"If I fall today, lay my body to rest with my sword and shield, and in the armour of my father. So

long have they kept me in this life I should like them with me when I go to meet the next."

- ❖ A letter from Erik Markar to his wife on the eve of the First Battle of Xander's Field.

As stated in the previous chapter, Combat is at the core of any Eldaraenth event. To allow for greater safety in combat Eldaraenth uses a form of Boffer weapon fighting, and encourages that at least some form of padded armour be worn by every player.

Weapons

All weapons in Eldaraenth are massed into one of five basic groups One Hand Slashing, One Hand Crushing, Two Hand Weapons, Missile Weapons, and Thrown Weapons. The weapon groups allowed to each class are outlined in Table 1.1.

One Handed Weapons

This includes swords, axes, daggers, maces, warhammers and other weapons small enough to be wielded in one hand. These weapons are capable of dealing only a single point of damage.

Two Handed Weapons

This includes bastard swords, great swords, great axes, footman's mace, and other medium sized two handed weapons as well as pole-arms, spears, and staves. With the exception of spears and staves these weapons deal two points of damage. Thrusts from a spear or staff deal two points of damage, while strikes from the haft of the weapon deal only a single point of damage, despite the weapon being used with both hands.

Note that the only two handed weapons allowed to members of the Mage class are spears and staves.

Missile Weapons

Missile weapons include both bows and crossbows. Missile weapons used by Fighters and Rogues deal one point of damage, while those used by Rangers deal two points of damage.

The damage dealt by a ranged weapon is indicated by the colour of the arrow head, white



for one point of damage and red for two points of damage. Arrows with yellow or blue arrow heads are used to deliver the enchantments weakness and silence respectively, but deal no physical damage. All arrows may be blocked by the use of a shield, but may not be intentionally parried by a weapon.

Thrown Weapons

Throwing weapons, such as daggers may be used by members of any class. Unlike standard weapons thrown weapons are capable of inflicting damage only to an opponent wearing light or no armour. All thrown weapons deal only a single point of damage despite size or weapon type.

Thrown weapons coloured yellow or blue are used to deliver the enchantments weakness and silence respectively, but deal no physical damage. All thrown weapons may be blocked by the use of a shield, and may be parried by a weapon.

ARMOUR

Players of Eldaraenth are encouraged to wear at least some form of basic padded armour. The armour that you wear onto the field of battle is rated as Light, Medium, Heavy, or Very Heavy and serves both to add a layer of protection from the weapons of another player and to allow your character to survive longer in the heat of combat.

The types of armour that your character may wear are dictated by his class as outlined in Table 1.1.

Armour is granted a value based upon the rating that it receives. This value is the number of points of damage the armour can absorb before it no longer offers protection to the wearer. In the case that armour overlaps, only the highest valued armour is counted; armour values do not stack.

Padded Armour

Padded armour includes quilted cloth, heavy padding, and light leathers such as suede. Padded armour has an armour value of one, and will protect a wearer from a single point of damage.

Light Armour

Light armour includes medium leathers and reinforced light leathers. Light armour has an armour value of two, and will protect a wearer from two points of damage.

Medium Armour

Medium armour includes heavy or hardened leathers, and leather brigandine. Medium leather with rings or studs may also be rated as Medium. Medium armour has an armour value of three, and will protect a wearer from three points of damage.



Heavy Armour

Hardened heavy leather reinforced with studs or rings, as well as chain mail and false or plastic plate comprises the Heavy armour rating. Heavy armour has an armour value of four and protects the wearer from four points of damage.

Very Heavy Armour

Very Heavy armour includes only true metal platemail. Heavy armour has an armour value of five and protects the wearer from five points of damage.

Mastercraft Armour

An event's Combat Marshal may judge a player's armour to be of such fine quality and craftsmanship as to carry an innate bonus to the protection it provide. Armour that is granted a mastercraft bonus has its protection value increased by one.

Epic Armour

Epic armour includes armour of all types that has been granted a magic ability by an Event's Story Marshal. Armour classified as Epic has its protection value increased by one point and may have additional properties as granted by the event's Story Marshal. All epic armour is considered mastercraft and the protection bonuses of the two do not stack.

Shields

As the most basic of fighting styles, all classes are allowed to use a combination of a one hand weapon and small shield. In addition the Fighter and Healer are allowed access to larger heavier shields.

Light Shields

Light shields include the many smaller forms of shields which may be worn by a combatant, as well as bucklers which may be fastened to the back of the arm. At the farthest two points a light shield should be able to fit between the player's fingertips and the inside of his elbow.

Medium Shields

Medium shields are heavier and larger than the light shield. At the farthest two points a medium shield should be able to fit between the tips of the player's fingertips and the underarm.

Heavy Shields

Only members of the Fighter and Healer classes may carry the largest and heaviest shields into battle. The hulking heavy shields of the those classes must be made so that at its tallest point the heavy shield may be no taller than the shoulders of the player and at its widest point no wider than a medium shield.

A heavy shield may be built to the same specifications as a medium shield, but in order to



display that it is a heavy shield, must include a band of red on the edge. This band of red denotes that the shield is reinforced and will take a greater effort to break.

Slung Shields

A character may carry his shield slung across his back, and will continue to receive the protection that the shield offers. Meaning that an attack landing on a slung shield is considered blocked.

Sheathed or slung weapons do not offer protection to their wearer. Weapons not held in the combatant's hands cannot block or parry a blow.



Chapter IV: Magic



"Ignore those mages and focus on their front lines! Wars are won by men and steel, not by parlor tricks."

- ❖ Last words spoken by Sir Kheldar Veign, General of the Forgotten Army, at the Siege of Terryn's Hold.

Magic is an important part of both the world of Eldaraenth and its combat system. The magic use system Eldaraenth provides to its players is designed to integrate seamlessly into the game's combat, adding to the sense of danger, excitement, and fantasy. The Healer, Bard, and Mage, Eldaraenth's three magic using classes, will find that their spells are a powerful addition to any unit's battlefield presence.

The Schools of Magic

Each of Eldaraenth's magic using classes has access to only a single school of magic, Curative, Enchantment, and Destructive. Each school of magic has its own method of being cast, its own components, and its own strengths and weaknesses.

The Curative School

The Curative School of magic is the domain of the Healer class; allowing Healers the ability to cure those who've taken wounds in battle, completely heal those whose wounds are more critical, and even to raise allies who have fallen in battle. There is no limit to the number of times that a Healer may cast his spells other than the number of times the opportunity arises.

Note that while the Ranger also has access to the Curative School of magic, the Ranger is allowed only the use of the Cure and Heal spells.

Cure

The cure spell allows a Healer to restore a single lost limb to either himself or another combatant. The spell does not restore a character's armour, but will allow a combatant to quickly re-enter the fray.

Casting Time	Concentrated 5 Count
Components	Contact with target



Heal

The heal spell allows a Healer to restore a critically wounded or subdued character to full fighting shape. While this spell does not restore a character's armour, all lost limbs are restored and the character may reenter combat.

Casting Time	Concentrated 10 Count
Components	Contact with target

Raise Dead

The Raise Dead spell allows a Healer to restore life to a character who has fallen in battle whether the combatant died from critical wounds, a killing blow or magic.

Casting Time	Concentrated 25 Count
Components	Contact with target

A Note on Concentrated Counts

All curative spells require both contact with the target and a concentrated count. A concentrated count means that the caster is capable of taking no other actions during the casting. Any actions taken by the caster, including movement or attempts to defend against attackers, results in the interruption of the spell.

Enchantment

Enchantments are the specialty of the Rogue class, allowing Rogue to affect the abilities of both his opponent and his allies.

The unique offensive abilities of the Rogue allow him to deliver enchantments to his foes by firing them as specially coloured arrows from his bow or by throwing them as specially coloured thrown weapons. A Rogue may carry any combination of six arrows or thrown weapons bearing one of his two offensive enchantments at any given time, and may utilize those enchantments as often as he is capable of retrieving them outside of combat.

It should be noted that the Rogue's enchanted arrows and thrown weapons inflict no regular damage and serve only to deliver his enchantments.

Weakness

When struck by a Rogue's weakness spell a combatant loses the ability to carry medium or heavy shields as well as the ability to carry two handed weapons into combat. Any medium or heavy shields or two handed weapons currently wielded must be dropped. This spell expires upon the death of the afflicted character.

Casting Time	Instant
Components	Arrow with a yellow arrowhead, or yellow thrown weapon.



Silence

When struck by a Rogue's silence spell a combatant loses the ability to cast spells for a count of 25. A combatant inflicted with silence should shout the word "Silenced" in between each count leading to 25. Being afflicted with Silence does not prevent Rogues from firing their enchanted arrows, but will prevent the casting of beneficial enchantments as well as the Rogue's ability to disenchant.

Casting Time	Instant
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Components	Arrow with a blue arrowhead, or blue thrown weapon.
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The Rogue also has two enchantments that he may cast on his friends to grant them greater ability. A character may only be enchanted with one of these two spells at any given time.

Strength

The recipient of the Rogue's strength has the ability to bypass the weapon and shield restrictions of his class, and may wield any melee weapon that he is authorized to fight with. In addition the combatant may carry a shield one class higher than his class would normally allow. A character enchanted with Strength is immune to the Weakness enchantment.

Casting Time	By action
--------------	-----------

Components	Red ribbon tied to the arm of the recipient.
------------	--

Fortify

The Rogue's fortify enchantment, increases the armour value of every item worn by the recipient. Clothes that would normally provide no protection gain an armour value of one. Uncovered areas receive no benefit.

Casting Time	By action
--------------	-----------

Components	Green ribbon tied to the arm of the recipient.
------------	--

The Rogue is capable of casting each of these two enchantments only once. In order to gain the ability to cast these spells again the Rogue must first disenchant a character who has had the enchantment cast on them. A Rogue may disenchant both living characters and the corpses of fallen combatants. Disenchanting a character or corpse requires a concentrated 10 count.

A Rogue's beneficial enchantments remain with a character even through death, and can only be removed by disenchantment, or at the end of an event.



The School of Destruction

The spells of the school of destruction make the Mage class a devastating opponent. The Mage's spells are cast in the form of thrown spell packets or beanbags of differing colours. The Mage may carry nine spell packets at any given time, three for each spell that he may cast. Note that unlike a Bard's offensive spells, a Mage's spell packet that contacts a shield or weapon is considered to have struck the player.

While the Mage is limited to carrying three spell packets for each of his spells, there is no limit placed on how many of the packets he may throw at one time. A Mage's spells are cast simply by holding the spell packets aloft, shouting the name of the spell a number of times equal to the required count, and throwing the spell packet at his target. A Mage may not throw more than one type of spell packet with each casting, but may throw up to all three of his spell packets for one spell together.

The Mage's spells are restored following at the call of resurrection, when the Mage is given the opportunity to retrieve his spell packets.

Death

A combatant struck by the death spell is killed instantly, without regard to armour or shielding.

Casting Time	10 count
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Components	Black spell packet
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Bind

A combatant who is struck by a Mage's bind spell may not move in any way for a count of 10. During this count the combatant remains paralyzed and defenseless. A bound combatant may instantly be killed or subdued with a courtesy kill. A bound combatant should shout the word "Bound" between each count leading to 10.

Casting Time	5 Count
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Components	Violet spell packet
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Shatter

The Mage's shatter spell is used to destroy an opponent's shield. When the Shatter spell impacts any part of a combatant, his weapon, or shield damage is dealt to his shield. A single shatter spell is enough to destroy a light shield, while two are required to destroy a medium shield, and three are required to destroy a heavy shield. Damage from shatter spells is cumulative and all spells required to break a shield need not be applied at the same time.

Casting Time	Instant
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Components	Orange spell packet
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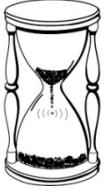


A Final Note on the Use of Magic

The number of magical spells and abilities in Eldaraenth are intentionally limited to provide for a fast paced, action oriented game. While this limited number of spells and effects is intended to be easily remembered by players, in the event that you are struck by a spell whose effect you do not know or cannot remember then assume that the spell was the Mage's Death spell. It is always best to simply accept death, allowing combat to continue uninterrupted, and ask about the spell afterwards, than to interrupt combat to determine the effect.



Appendix A: The History of Eldaraenth



“...Setting
down
in these pages
a History of
our deeds, of
our trials and

our errors, that with each
reading we move another
step into immortality...”

❖ From the writings of
Ailíia

Farstrider, found in the rubble at
the ruin of Valiant Tread Keep.

The First Age of Eldaraenth

ca. 85,000 BER (Before Eldaraenth Reckoning):

The Rómengwaith Empire flourishes under its "golden era." Having grown in prosperity in the preceding centuries, this race predates even the elves in terms of antiquity. The empire was centered primarily in Eurasia with footholds along the Americas and Africa.

ca. 64,000 BER:

The Rómengwaith Empire mysteriously folds. Nothing is known of the demise or the fate of these people save that they seem to disappear mysteriously. They leave behind only ruins and legends that are

preserved by some of the
primordial races.

ca. 61,000 BER:

The elves first appear on the Atlantean mainland. They are unified under the rule of Sorayle I, all elven recorded history grows from this era.

ca. 44,500 BER:

Unfettered by the nuisances of competing realms and races, the elves begin their first great colonization drive. They establish footholds on the shore lands of the surrounding continents. The Alagorn homelands of the Twelve Provinces are founded during this period.

ca. 42,403 BER:

First elven contact with Rómengwaith ruins.

ca. 32,000 BER:

The dwarves first appear towards the center of the Eurasian continent. Dwarven history begins with this period.

ca. 31,235 BER:

Scattered tribes of Orc clans gather under the banner of Charg the Foetid. His leadership—and capacity for eliminating his rivals—provides the stable center needed for them to form an army large enough to threaten the elves.



ca. 31,207 BER:

The First Orc Incursion War begins between the elves and newly discovered Orcs along the northern frontiers of Eurasia.

ca. 31,198 BER:

The First Orc Incursion War ends. Though a challenge to defeat in large hordes, the elves encounter true difficulty in rounding up the smaller, less centralized bands of raiders. The raiding continues to be a problem for the rest of history.

ca. 31,167 BER:

First contact between elves and dwarves; jokes about height and other general wackiness ensue.

ca. 31,068 BER:

Sorayle I dies and is succeeded by Cr'eontaylien the White.

ca. 27,000 BER:

It is rumored in ancient legends that a kingdom of great splendor reached its apex during this time somewhere in the Americas. This kingdom is usually of ancillary mention in the tales of "Bane of the Crimson Axe."

ca. 26,900 BER:

Bane of the Crimson Axe, once a proud and decorated soldier in the army of his king, is expelled for treachery and practicing black magic. Destitute and insane, it is said the executioner haunts the fields of

battle, bearing only his axe and a hatred of elves, looking for new heads to take and toss into his old cart.

ca. 26,770 BER:

Tribes of barbarian humans are first seen by elves and dwarves along the northern and southern frontiers of both major landmasses.

ca. 25,000 BER:

Far to north, hidden on an island realm in the icy and fogged seas, the Zarthosians--a race of ancient and proud mages who may have been a final colony of the Rómengwaith--create an army of 1000 soldiers to defend them and their accrued knowledge from incursions that may arise across the oceans. Seemingly ignorant in all other attitudes, the soldiers are gargantuan in size, tusked, and are especially gifted in the knowledge of war.

ca. 24,500 BER:

As reward for his heroic actions in ridding the Twelve Provinces of the menace of attacking giants, Hathaladir Alagorn is awarded rule over the province of Zeeland and elevated to the status of Duke. His sword, Ko'nän is revered as a historical and heroic relic.



ca. 24,000 BER:

The Zarthosians are overthrown by their own creations, who take on the racial name of their masters, and scatter themselves to the far and distant corners of the world. The Zarthosians, and the mages who made them, fade into little more than figures of legend and folk tale.

ca. 23,143 BER:

The Second Orc Incursion War begins against the elves and dwarves.

ca. 23,135 BER:

The Second Orc Incursion War ends much in the same way as the first, however, the elves and dwarves concede a parcel of land in the northern tundra in an attempt to appease the often easily-distracted foes.

ca. 23,102 BER:

A second parcel of land, in the northern deserts of Africa, is also conceded to the Orcs.

ca. 22,721 BER:

The Expulsion War begins amongst elvenkind to rid the empire of the so called "black elves" who had taken to practicing black arts in magic and treachery. Emperor Kyrynalis II assassinated, his successor to the elven throne is Emperor Julien I, the Nightpurger.

ca. 22,681 BER:

The black elves are driven from their last stronghold in the Twelve Provinces by Julien I. With no place to retreat, and already appearing pallid in hair and face, they flee to the underground to be closer to the eternal night they crave.

ca. 20000-10000 BER:

Human barbarians begin to band together into larger realms and baronies around the world; engaging in limited trade with the elves and dwarves.

Both ancient races chide their short life spans and haughty natures.

The Corinthian Age

ca. 2000 BER (200 BER, Post-Conquest Timeline):

Towards the center of North America, a group of long-lived humans band together under the rule of Corinth Flavius I--who expels the resident Orcs from their lands. Electing to honour the shaman who has assumed command, his subjects name the realm "Corinthia." He accepts the title "The Wanderer" as mention of his magical abilities. The Flavian dynasty will rule Corinthia for the next few centuries.

ER (Eldaraenth Reckoning) 0:

Designated as such in the following year by Flavian dictate.



ER 1:

The Flavian rulership of Corinthia, with assistance from the newfound human mages guilds, elects to institute their own calendar as a celebration of Corinthia's stable rule. All successive years are dubbed with the tag "ER" to denote "Eldaraenth Reckoning," thus solidifying the human usage of the Elven word for "World" or "Earth." To avoid possible petty arguments in the future concerning millennial calculations, the rulership elects to declare the previous year officially as "ER 0."

ca. ER 200-350:

The dwarves elect to retreat further into their mountain realms, severing almost all contact with the outside world. A few traders remain to export Dwarven goods from the mountains. Rumors, though unsubstantiated, hint at possible subterranean conflicts with the Black Elves.

With human populations increasing, the Elven races gradually withdraw support and official colonial status from outposts and realms in the Americas. Support and contact remains with those sections of the empire in Europe, who voluntarily renew their oaths of allegiance to the Emperor.

ER 307 (ER 207, PCT):

Elven Emperor Julien II dies, is succeeded by Emperor Tobias I.

ca. ER 400 (ER 290, PCT):

Human settlements and tribes focus on Corinthia as the center of knowledge, culture, commerce, and power. The calendar standard of "Eldaraenth Reckoning" is accepted by all human realms, and also the elves as a way to communicate dates with the inflating race, while the Elven calendar remains recognized as the standard in all places outside the Americas.

Interbreeding with members of the local populace over the centuries begins to wipe away the original long lifespan possessed by Corinthians. The gift is possessed only by the ruling classes and a few of the aristocracy.

ca. ER 500-520 (ER 300-390, PCT):

Through interbreeding, rapidly increasing population, and incursions by rival barbarian parties, some of which are actually parties of Orc Raiders, Corinthia falls. The fall is cited partially to military blunders, aristocratic decadence, and the impurification of the Wanderer bloodline: thus diminishing their claim to rule by divine right.

The realm succumbs to the chaos of numerous succession wars, pillaging by barbarians, and dubious claims to the throne which only last for a few years at a time.



The Second Age of Eldaraentz

ER 526 (ER 426, PCT):

Cornelis Alagorn is born in the province of Zeeland in the Elven realm of the Twelve Provinces.

ER 575 (ER 475, PCT):

By this point, the realm of Corinthia has been parceled off into small shires and baronies--each ruled over by their own baron or feudal lord. What was once a shining example of human dominion is now plagued by insecurity and chaos. Not merely a human realm, the population also now includes elves, Orcs, a few dwarves, half-elves, and any number of the other races of the world; most of them persons wishing to escape from their kingdoms, exiled, or criminal.

The Orcs exist merely as raiders, with a handful attempting to take a place in the mixed society.

ER 585 (ER 515, PCT):

The Last Orc Incursion War, fought between the elves of the Twelve Provinces and the Orcs from the African Parcel, begins.

ER 587 (ER 517, PCT):

The Corinthian Barony Wars begin. The general sense of unease and fear in the realms once known as Corinthia breaks out into full scale war as the rival barons and lords vie for control of

the lands as a whole. Those who do not partake directly turn to thieving ways becoming raübritters.

ER 590 (530 ER, PCT):

The Last Orc Incursion War ends. The Ruling House of Zeeland is slain by rivals.

Sir Cornelis Alagorn, along with his brothers Lazarus and Erdrick, are branded Mor'Inquendi by the Parliamentary Court of Tobias I and exiled from the elven lands.

ER 593 (573 ER, PCT):

While adventuring in the North American wastes, Sir Cornelis Alagorn Mor'Inquendi catches a Zarthosian rummaging through his food stores. Because the fabled soldier, who is quite ragged and starving, is shown mercy by the elf, who refuses to kill him, the Zarthosian swears a life debt to protect the Elf at all times.

ER 595 (585 ER, PCT):

The Barony Wars end. With no Flavian claimant necessary, the shattered realms of Corinthia are united under the banner of Silathas She'z'naerbon, The Downtrodden. Silathas the Half-Elf proclaims himself Baron of Corinthia, defeats or conquers the rival raübritters, and is widely accepted and hailed by the populace as one who has brought order and safety to the realms.

From the Halls of his castle, Midnight Keep,



Silathas immediately sets to work rebuilding the glories of Corinthia.

ER 601 (591 ER, PCT):

Corinthia flourishes at an unprecedented rate and praise for Baron Silas continues to grow. Commerce, culture, justice, and efforts to rediscover the wisdom and knowledge of Flavian Corinthia continue at a breakneck pace.

Sir Cornelis Alagorn Mor'Inquendi enters Corinthia under an assumed name.

The First Corinthian Campaign begins against the insurgency of Toad the Orc. Baron Silas immediately forms and dispatches ZoSo co., the first Corinthian army in almost 400 years, to deal with the threat.

ER 602 (592 ER, PCT):

By this time inviting the Zarthosian to assist him in the First Campaign, Sir Cornelis Alagorn Mor'Inquendi reveals his true identity to Felkamin Rockhearth. Sir Cornelis is granted full amnesty and shelter.

ER 603 (593 ER, PCT):

The First Campaign ends with the defeat of the Janissaries army and death of Thomas Bane, who wrenched control of the army from Toad the Orc early on. The defeat takes place at the Sixth Battle of Barnhill.

Corinthian progress continues unabated despite the nearly two-year conflict, and Baron Silathas is

hailed doubly as a hero and savior of the people.

ER 616 (596 ER, PCT):

The Uprising of ER896 begins. Led by the Zarthosian and Cornelis against the Baron based on accusations of madness against him. The war ends a few months later with the expulsion of Silas for madness.

The former Baron disappears completely, and shortly thereafter, the Zarthosian also disappears.

The Incursor War begins when a contingent of marauders invade and take hold of the Canton of Solace. Shortly thereafter, the Marauders depart.

Sir Cornelis assumes regency over the lands once governed by Silas, with a council of other lords established to determine who shall assume the Baron's position.

The Black Lotus first appears during the uprising. Hailing from the Canton of Solace, and including their then leader, a soldier named MacAlister, and Fergus MacMillian, they sign on under the leadership of Zarthos A. Zarthosian with the promise of great amounts of silver in the event of victory. Their assistance plays an important role in both the First and Second Battles of Stanton Wood, helping secure victory for the insurgents.

ER 617 (597 ER, PCT):

The Crown War begins. The Council of Lords, appointed to decide a new Baron the year



before, still have no selection prepared. In response, Felkamin Rockhearth stages a coup of the Council at that year's Spring Festival. The lords take to fighting akin to the old Barony Wars and Cornelis, who is barred from the proceedings by Felkamin, pronounces himself Baron of Corinthia. The people rally behind Cornelis, and in a few months the council is overturned and Felkamin similarly expelled by force. With the extra lands gained, and support of the populace, Cornelis is crowned Duke of Corinthia.

Duke Cornelis purges Corinthia of the few remaining marauders who are left after the Crown War. One of the marauder chieftains is found to be Toad the Orc, attempting to incite a new conflict for Corinthia's throne. For his crimes in the first campaign, and his participation in the Crown War, he is tried, found guilty and publicly executed at that year's Harvest Feast.

The Canton of Solace, and the whole of Havenswoode, is officially recognized as being under the rule of Corinthia. The Black Lotus forms the primary defense for this area under their own accords and loyalties. Clan Chief Magnus MacMillian departs his post to assist against the efforts of Felkamin to win the Council of Lords by force, helping to bring his defeat.

In response, Magnus is deposed and replaced by Millian

Pendrake, with Havenswoode, and Solace in particular, being left in the hands of the Lotus.

ER 619 (599 ER, PCT):

Duke Cornelis, hearing that Baron Silas may have been under the influence of arcane magic cast by rivals to incite the Crown War, leaves Corinthia under rule of appointed regency in an attempt to find Silas.

ER 620 — ca. 630:

The First Great Cataclysm; plague, chaos, and warfare plague the lands and the whole world as some suspect the gods die, some lament the horrible miscasting of some elven spell, and others preach of a final curse left by the Rómengwaith. Lines are redrawn and many realms, including Corinthia, fall in the resultant darkness.

ca. ER 984:

Samson the Red is sentenced to hard labour in the hull of the Royal Oak as an oarsman.

ER 985:

Samson the Red participates in a prison rebellion on the Royal Oak which ends with the pirates taking the ship as their own.

ER 985-993:

The Royal Oak achieves legendary status as one of the most notorious pirate vessels on the Southwestern Sea. For eight years the ship attacks and loots vessels, often killing the



passengers and crew, or selling the women to foreign slave dealers, until she is lost in a storm off the coast of the Kansal Strand.

ER 995-998:

The survivors of the Oak's wreck make their way inland from the Strand and happen upon the realm known as the Misted Hills. These surviving crewmembers, including Captain Samson the Red, Zofo the Pirate, and Sebastian Shadowwalker, turn from a life of hidden raiding to one of public indecency as Samson quests for supreme power in the lands.

ER 999:

Duke Cornelis arrives in the Misted Hills, lured there by Samson's lies concerning his connection to Silas. Before realizing the ruse, he assists the pirate in his attempt to take over a barbarian goldmine. The attempt is thwarted when the barbarian tribesmen ally themselves with the Order of the White Stag, a ranger unit under the command of Sir Luthalantholas Wynaldian. The Duke departs, disillusioned.

Samson the Red is assassinated by Sebastian Shadowwalker who flees north, toward the ruins of Corinthia.

ER 1000:

Sebastian arrives in Corinthia and kills the current warlord, a half-ogre named Orghung. He is rewarded first with a knightship,

and soon thereafter the title of Baron for his efforts in helping the people rebuild. He renames the realm of Old Corinthia "Midnight Keep," and soon moves into the ancestral fortress of Silas. He becomes a leader who rivals Silas in popularity.

Sir Eldomir of Stanton Wood is slain during a campaign to rid the northern areas of Old Corinthia of the Orc threat. Sir Kaddock Whitecrest is accused of having a hand in the death and is witnessed conspiring with the Black Elves, who appear in both Midnight Keep and the Misted Hills.

Duke Cornelis arrives in the realms once again, hearing tales of Corinthia's new prosperity and rumors of Silas' ghost being seen on the fields. Seeing the realm rebuilt, he offers his hands to assist. His titles and rank are still officially recognized as a thank you for his efforts almost hundreds of years previous, and also as a celebration of his return.

ER 1001:

The Baron Sebastian honours the people of the Misted Hills with tournaments and feasting to celebrate the year's bountiful harvest. As feasting continues the Army of the Misted Hills stands to raise Perremin Farstrider as their first Baron.

ER 1002:

Skinwalker the Black unites the armies of the Black Elves in a full-scale assault on the Baronies



of the Misted Hills and Midnight Keep, culminating in the Battle of Valiant Tread Keep.

While the battle is eventually won, the resulting devastation leaves both the Misted Hills and Midnight Keep devastated beyond recovery and the impact on the world comes to be known as the Second Great Cataclysm.

The Lost Age

No record remains of the years following the war of the Black Elves and the Second Cataclysm. The survivors of the war struggle to exist as civilization is nearly lost. It is during this time that the Troll and Lacertillian races begin to assert themselves.

As the world recovers from the devastation it becomes apparent that Eldaraenth's nature has grown wilder as the land

prepares itself for whatever cataclysms may await its future.

The Third Age of Eldaraenth

ER 1007-Present

Eldaraenth has recovered quickly from the Second Great Cataclysm, growing more feral with each passing day. While most of Eldaraenth's population has been scattered into nomad tribes, some small settlements have once again begun to appear as the races of Eldaraenth scramble to regain a foothold in this wild world.

Rumors begin to spread of ancient banners being raised once again, of ancient threats rising from the ashes, and of forgotten heroes returning home.



Appendix B: The Eldaraentch Campaigns



"FOR years
I had been
a wanderer,
a scholar, a
warrior,

and an exile. The leaders of
Corinthia extended acceptance
and friendship to my clan
brothers and I. How could I
refuse the opportunity to be
present for the birth of legend?
The conception of myth?"

❖ The Duke Cornelis
Alagorn, Darkelven.

Corinthia and the First Campaign

Across the years spanning ER 587 and ER 595, the conflicting tribes and "Barony Princes" were finally consolidated into the kingdom of united baronies known as Corinthia (or in some dialects, *Kansal*). The greatest brunt of this feat was accomplished through the actions of Half-elf Silathas She'Znearbon in the western lands, and the orc "Toad" in the east. The newly proclaimed King Albert Realgand IV granted each warrior a barony and soldiers to fight with; while recognizing the significant armies already acquired by each.

Following this period, conflict was nil and general prosperity

was omnipresent, as opposed to the anarchy that had reigned previously. However, the political intricacies of the previous two decades had never been truly quelled and finally erupted in the original battle, which can be pointed to as the start of the First Campaign. It is from this historical "First Battle of Barnhill" that the unified baronies of King Realgand began to face onslaught of hostilities from the outside.

The First Battle of Barnhill: November 7th, ER 601 (11/07/91)

This battle is the origin of the outward hostilities, which would grow into the first great campaign. It was during this battle that many of the armies, soldiers, and generals developed alliances to one another that would last throughout the next two years. Many grudges would be born on these fields and sources of myth scribed for the later ages. Yet, as with all significant moments in time, no one had even the slightest idea of what, and who, the future held in store for them.

The battle was originally arranged as a simple contest to determine the better general. For



years before, such military promenades had been common to the region. Four entrants were chosen; each was to take turns at leading an army into battle as an attempt at the title. The second prize to be gained by the winner was a famed “Gauntlet of Force” which would make the winner stronger and more capable in arms.

Three were chosen from among the kingdom’s heroes: Parthiak Winhaldian (wood elf), Silathas She’Znearbon (half-elf), and Felkamin Rockhearth (Dwarf). A fourth, Cornelis Alagorn (high elf, Traveling under the assumed name of “Lord Marinus”), was invited to participate by Silathas after an encounter upon a highway. Each leader gained an opportunity to search for the gauntlet. Simultaneously, however, each leader also had to fight off the soldiers of the other searcher.

The battle as a contest itself was rather exciting, as each general wished to claim the prize. Only the few remaining soldiers who were there can recall a small handful of skirmishes. The first of these is the ironic charge of Parthiak and Cornelis. Striking each other down on the field, both were resurrected, to which they promptly struck each other down yet again, within inches of their previous locations.

The second of the more notable skirmishes was the Charge of the Shadowed Vale.

When encountering the forces of Silathas at the bottom of a local dam, both forces engaged in a head on charge. Trying to gain an upper hand, and dispel Marinus' advantage, Silathas called hold to the fighting and demanded a personal duel with Marinus himself. Marinus accepted the challenge, and secretly ordered his second in command, Sir Tor to immediately resume the attack on Silathas' men, should he be slain.

Once again, both men were slain simultaneously. Marinus and Silathas fell just feet from each other, crumpled bodies bleeding into the earth. Yet, through unknown magic, Marinus rose to renewed life and helped lead his astonished men into the charge. Silathas had taken the same gift, but was unable to gain control of his men, suffering from the double blow of instant attack, and seeing their leader mercilessly slain. Marinus chased the fleeing men into the hills and slaughtered those who remained behind. Securing another victory for himself.

The third, and final, skirmish of this battle is most notably referred to as the “Siege of Barnhill's Courtyard”. Inexplicably, some of those men who were merely soldiers revolted against the generals, those who would not support them, and the rule of Corinthia as a whole. They banded together under Toad’s standard, declaring open war, and sought refuge in one of the dilapidated



fortifications dotting the plains of the barony. By the waters, those remaining loyal to the King pursued and laid siege to the fort, waiting for surrender. Toad proclaimed himself King Toad I and stated that no surrender would be given.

And so, from this contest, the seeds of the First Campaign were sown. Toad was a leader of men, and a good one. There will never be doubts as to his ability to convince men to follow him, yet history will always see him as a terribly flawed tactician. As time wore on, Toad saw that those men loyal to the King, and loyal also to Felkamin Rockhearth, ruler of the Barony of Barnhill would sit and wait for Toad to be starved out. Or they would simply attack the courtyard and be certainly victorious. Toad did, at least, understand that much and his folly of rebelling against the new kingdom too soon became apparent too him.

Their rebellion had started out on a flawed note, as Toad had taken to fortifying a structure, rather than attacking the kingdom. The acquisition of supplies had never been considered a high priority. It seems that, based somewhat on his orc personality, Toad assumed the loyalists would be intimidated enough by the audacity of his declaration to leave him alone long enough to re-supply.

Meanwhile, the loyalists rallied under Silathas' command

and set to their plan. They attacked sooner than Toad had hoped. Toad sent small units of men outside the walls to fight off Silas' onslaught. Yet, that was hopeless. Toad saw more value in the King's flag than in the men protecting it. All who were sent out to claim it were slaughtered. Toad's numbers withered to so few that Silas' last attack was inevitable.

With no one guarding the walls, Silas' men poured through the courtyard, slaughtering all those who dared defy them. Those who did stay were given honourable burials, as they had followed their orders and fought valiantly. Yet, when all was accounted for, and the bodies tallied, the corpse of King Toad was not to be found. Toad and his compatriot, Sir Tor, had escaped, and no one knew where they had gone.

With those present, Marinus was awarded the honour of "Best General" for the contest. But the Gauntlet of Force had been lost in the ensuing fighting of the day.

It was no matter, however, Toad was free, and the men had to prepare for his army once again.



The Second Battle of Barnhill: March 21st ER602 (03/21/92)

Toad is referred to as a “king”. This is somewhat appropriate as he held firm control over his men. However, though only a matter of months into his rebellion, things began to disintegrate rapidly.

Toad was a fugitive from the King, and most especially King Felkamin (at this point in history, barons were often called “king” in their own barony). His ire had been inflamed for Toad’s heinous act of treachery, a rebellion that had begun in Felkamin’s own lands. It was at this point in time that Toad decided to resurface and rekindle his fight against the kingdom.

Almost five months after his initial attack, Toad returned from his hideaway in the southern frontier lands. First there were the isolated accounts of raiding and looting. But, when reports arrived that Toad was not leading a mere band of thieves, but an entire army, action was taken to purge the land of his chaos once and for all. Leading the fight would be the first official unit commissioned by the young kingdom: ZoSo Company, made up of the same men who defeated Toad at the First Battle of Barnhill, and at this point the kingdom’s elite. Formed by Silathas, some of ZoSo’s

notables included: Felkamin Rockhearth, Parthiak Winhaldian, and Cornelis Darkelven, who elected to remain in the kingdom to assist his fellow soldiers.

Once again, the two armies clashed at the Barony of Barnhill. With Felkamin’s men, led by himself and Silathas, encamping on an inland beach and Toad’s men gathered on the opposing side of the lake that divided them. The first action taken was the statement of grievances, terms were offered for King Toad’s surrender, and once again, Toad stated that there would be no surrender. Silathas urged that Toad would most definitely suffer defeat if he did not. Toad’s defiant response cannot be quoted in this history.

With relations already expressed, both delegations returned to their camps, ready for war. Toad led the first attack, against the newly formed ZoSo Company. The elite did not fare well, as their first skirmish as a unit turned out to be their first defeat. Toad’s surprise gained him a short-lived upper hand, which served to render the ZoSo useless, turning their offensive mission into a defensive one.

It was now that Toad’s forces were properly recognized. Toad’s second-in-command was none other than Tor, a skilled fighter who would have gained a handsome commission in the Royal Army had he not rebelled with Toad. Tor’s prowess as a



barbarian alone took out three of the ZoSo corps best. Other skilled fighters who had signed with Toad were Thomas Bane, human fighter of great skill with the flail, and Trader Bob, his name not known, but a local merchant who had grown dissatisfied with the kingdom.

After defeating the ZoSo, Toad recalled his men back to camp, feeling the morale of Silathas' men would be too crushed to fight again. He had believed that their first defeat would serve as a bad omen forcing them to retreat. Unfortunately, he was wrong. The ZoSo displayed their first, and possibly deadliest, trait as a unit. This was their hunt for vengeance. Their loss only hardened them to the possibility of letting Toad escape. Regrouping in their camp, they set out on a path of destruction that would last for two days.

The first of these recorded skirmishes was in the evening. After regaining their composure, ZoSo Company engaged in their first full-out assault on Toad's camp, charging down the Damhill (a hill constructed for the purpose of holding in the waters of the lake) in basic rank and file formation, they plowed through the soldier's deployed by Toad to defend their low ground. After cutting down the first men, they simply turned around and cut through them again continuing this process until the screams of

chaos and panic were silenced by their dulled blades.

Toad's attempt to assault the camp was similarly disbanded on the beach. This remained true with each of Toad's attempts to regain ground. Each of his attacks were repelled and retaliated with more and more crushing force by the ZoSo. They soon proved that they were the elite forces everyone had anticipated.

Also displayed was the selflessness of Silathas' soldiers. One of the younger recruits, named simply "Jester" sacrificed himself in The Ambush of the Eastern Shore. Feeling that ZoSo forces would be outnumbered and possibly defeated in their attempted surprise attack on Toad's camp, he willingly charged, screaming, into Toad's camp. This action caused his most definite slaughter, but, Toad's actions to retaliate by destroying the intruder's master allowed ZoSo troops to firmly entrench themselves within his camp. When Toad's army arrived from the empty ZoSo camp, Silathas' men merely launched themselves from behind nearby cover and defeated them.

Also of note was Felkamin Rockhearth's heroism in the Second Assault of East Shore. Even though reinforcements, being led by Silathas, were detained by a false attack, Felkamin bravely held off most of the Orc Toad's men until those reinforcements could arrive.



Suffering severe injuries, the men under Felkamin's command were able to regroup and stall Toad's forces from the front, while Silathas' soldiers were able to attack from the trees behind.

Understandably, after such a number of glistening defeats, Toad's men soon became restless and rebellious. Before dawn broke on the second day, Toad the Orc had been disgraced and humiliated before those men who risked certain death for supporting his attempt at insurgency. Deciding to take matters into their own hands, the soldiers of Toad's army rebelled, stripping him of title, and clothing, beating him severely, and tossing him out to roam the northern wastes.

Tor the Barbarian, Toad's second in command, fled for fear that the same fate would befall him as well. Toad was never seen nor heard from afterwards.

The First Battle of Jesse's Marsh: May 30th ER602 (05/30/92)

Toad's Rebels were no more. Having deposed their own general, and therefore the reason for their treasonous acts, they fled to the west, away from The Barony of Barnhill, and along the southern realms until they reached the relatively

unpopulated Barony of Jesse's Marsh. As they were now criminals fleeing the wrath of the King, they deduced that they might be able to "hide out" here until they could develop a new strategy. Several were speculated upon, including a plan to continue their campaign against the Baronies, or even flee to the distant eastern sultanates and hire themselves out as mercenaries. Corinth Flavius, who knew of such lands, that an entire army for hire could pull quite a supply of gold, argued it.

The plan was successful for a time, until a local ranger stumbled upon the army building their encampment in the deepest parts of the swamp. The ranger, being distant, but loyal to the King, immediately informed the royal court of what was happening. The King decided to once again send out the ZoSo corps, showing a promising record after the second incident at the Barony of Barnhill, to rectify the situation.

However, the battle turned out decidedly different from what was expected. This was the first, and only, incident of the First Campaign to involve no combats whatsoever. The ZoSo placed themselves within close range of the enemy forces, but terrain prevented both camps from making any decisive strikes. The King's army was still young, and devices had not been prepared to deal with the kind of marshland that both sides were forced into.



After a failed attack on the part of the ZoSo, it was decided that both sides would remain at defensive postures only, and fight only if attacked. The remainder of the time was spent with both sides merely observing one another, and trying to keep their camps from sinking into the swamp. This incident proved the worthiness of Zarthos A. Zarthos of Zarthosia, one of the few Zarthosians actually seen alive, who was indebted by oath to protect Cornelis. Zarthos was a more than capable reconnaissance agent, bearer of arms, and general progeny of the arts of warfare.

Though the battle may have seemed a loss, much information was gained. For instance, it was discovered that Thomas Bane was now leading the rebels. An ex-soldier who had left the military to become a farmer, Bane had joined Toad's rebellion out of worries that the young kingdom would become a bastion of Imperial tyranny. Believing that his fundamental rights could be destroyed, he joined the rebels, only to see his friends slaughtered at the First and Second Battles of Barnhill. It was he who was now deciding the fate of the army, and his men had implicit trust in him.

The Third Battle of Barnhill: August 22nd ER602 (08/22/92)

Historical accounts show this as more of a light confrontation, as opposed to a full-scale battle. Nevertheless, legend and the power of spoken word have helped this incident retain its name, and official status, as the third battle of the First Campaign to occur in the Barony of Barnhill. This was an incident of revelation and solidified the fundamentals for the rest of the campaign.

In the Barony of Barnhill, things had been quiet since the end of Toad's reign in March. The only forces that remained in the area were a light contingent of "peacekeepers" led by Felkamin Rockhearth. The second-in-command being Cornelis Darkelven, the remaining troops were not strong in numbers, or even relative defense. They were placed there simply as a test procedure to practice Silathas' (who had now been appointed general of the Royal Army) strategy of keeping security by patrolling all the baronies in the kingdom.

Early off, the men of ZoSo discovered that something was amiss. While on patrol Felkamin's men discovered the camp of an invading scout force. For the rest of the evening, Felkamin led his men in an almost cat-and-mouse



offensive to expel the scouts from the territory.

The scouts were being led by Thomas Bane, who proclaimed himself General against the tyranny of ZoSo co. Felkamin received word that Bane's entire army had been hired on as a mercenary wing by an eastern sultanate. This sultan, who has remained unknown, commissioned all of what was once Toad's rebel army as the Janissaries (elite forces) their main goal was to weaken and conquer the new kingdom. The starting point was deemed to be the Barony of Barnhill, as all of the rebels held good knowledge of the land.

Thomas Bane had decided to lead this scouting expedition to determine the presence of Royal Soldiers in the area. The event had almost been successful, except their camp was discovered merely a day before they were to return to their camp outside Royal boundaries. When ZoSo co. discovered this hideout, they immediately set out to destroy it, and any knowledge that the scouts had retrieved with it. Feeling that the scouts' destruction would lead to a failed attack ZoSo set immediately to the task.

However, after defiling the scout camp, ZoSo was soon attacked by the scouts themselves. Felkamin Rockhearth left camp to retrieve extra information regarding the

Janissaries, snatching their flag in the process. It was on his return to his own Camp that Bane's soldiers ambushed him along the path. Running full gale, he led them straight back to ZoSo's encampment, where, after a brief fright, battle ensued.

It was a maneuver that could have cost desperately, and was acted on solely out of desperation. Nonetheless, Bane's scouts followed Felkamin into a circle of ZoSo soldiers; there they encountered their first defeat. The circle crushed Bane's men into a pile of dead. Most of ZoSo co. wasn't even using their standard weapon, but their victory was undisputed.

Bane's men fled back to their camp and plotted retaliation. They were soon cut short by a quick follow up by the band of Felkamin. Using a familiar flanking maneuver, and using surprise to their advantage, they swarmed into the camp. The second skirmish of the evening was a victory for ZoSo as well. The scouts, unprepared for total combat, had never even set pickets to guard their perimeter.

The last, and deciding factor, was titled "The Clerics Misfortune". Bane's Scouts under the cover of night attacked ZoSo co., and the ZoSo lost a great deal of territory. Most of them were isolated, but from their beach encampment, they managed to regroup, taking a dark path to the northwest, and circling around



again. Fighting for every lost position, they soon brought the battle within yards of the invading scout's camp. Killing all but the cleric, they reveled in their victory. But, not counting for the Cleric's prowess, they left their backs unguarded, and their men split up.

The cleric returned, and after slaughtering two of ZoSo's newest recruits--Lazarus Darkelven and Erdric Darkelven--he revived the remaining soldiers and led an attack on the ZoSo camp. Caught unprepared for the assault, most of ZoSo fell, excluding Cornelis. Cornelis, upon learning the death of the two recruits, flew into a rage and slaughtered what was left of the enemy before falling into a collapsed heap.

After the wounded and dead had been dealt with, Cornelis finally revealed to Felkamin that he was not, in fact, Lord Marinus of Utrecht as he had said at the beginning of the campaign. He revealed his true identity to be Sir Cornelis Alagorn, Darkelven of Zeeland, branded darkelven and excluded from his own homelands for crimes committed there. He also revealed that Lazarus and Erdric, now revived by the cleric, were his brothers, also fugitives by blood.

Felkamin accepted this revelation, and told Cornelis that he was still welcomed as a soldier in the Royal Army; Zeeland was far away, and no one could run forever.

After their loss, the scouts fled to the army outside the baronies. They had left with a marginal victory: the ZoSo had not destroyed them, but there would soon be alarm against Bane's presence. Bane returned to tell his men what had been found, and they prepared for war.

The Fourth Battle of Barnhill: October 24th ER602 (10/24/92)

Sir Tor, the hero, had returned. Offering his services to the king and recounting his exemplary military record in the process of founding Corinthia, he was accepted into the realms and granted total clemency. His actions were explained as the effects of the tyrant's rhetoric upon an otherwise noteworthy soldier. He could in no way, however, state the orc's whereabouts, seeing as how Toad had left him under particularly dire circumstances in the middle of a brawl far in the east. Receiving a commission of sergeant, he set about to training soldiers for the ZoSo.

It had been but two months since the previous incident in the Barony of Barnhill, but the King and Silathas had gone to great efforts to mobilize and station a force that could be readied for defense at a moment's notice. The ZoSo co. was no longer a division of a few, but a gallant



force of many. Bane's army was growing rapidly into the same.

With more soldiers, and a fuelled urge to repel any invaders and protect the kingdoms stability, the two forces once again clashed on the field. No more were these green recruits, but rather seasoned fighters. Bane initiated the proceedings of war by stating his intentions, his employer, and what he hoped to gain by fighting. The ZoSo offered terms of surrender. Neither side expected the other to accept.

With a great flash and fury, fighting began. Both armies clashed in the meadow between camps. The quick charge and ensuing fight was decisively in favor of the ZoSo, and would steer the direction for the rest of the battle. No one remained from Bane's army to tell how the last man died.

The second skirmish proved to be a win for Bane, as he managed to place his mage behind a flanking division of ZoSo. Hailing them with fireballs, they were soon destroyed. Leaving no reinforcements for the first division, Bane swept them up as though they were mere dust to be hidden away from visiting relatives.

The rest of the day and following evening was a topsy-turvy battle of enormous proportions, with one side gaining ground on the other, only to have it lost in the next attack.

Fortunately, however, Tor had returned. Gaining a small unit of men, including his younger brother, to fight under him, he led a series of important strikes that would pave the way for the rest of ZoSo Company to secure victory. Also to assist were the forces of Cornelis Darkeleven, who had formed a clan Darkelven (made up almost entirely of Elves who had been exiled from their homelands), which would take up the fight where Tor's could not. Under Silathas' guidance, the bravery of Tor, and the reconnaissance abilities of Cornelis, ZoSo was secured victory against Bane's Janissaries.

In the final attack of the battle, ZoSo Company employed their famous flanking maneuver to once again smash any hope of a foothold in the Barony of Barnhill. Those left to flee were Thomas Bane, Bane of Eru, Corinth III the Wanderer, and a handful of others. Not desiring to give up, or consider their effort wasted, these few fled to the east to once again devise a plan to survive what had been a certain onslaught of ZoSo forces.



The First Battle of Corinth's Plains: November 22nd ER602 (11/22/92)

Marking the last battle before the beginning of the Winter Season, this incident was markedly short for a battle of such scope. However, it is still important for its place in history, and how it helped shape the remainder of the campaign.

Deciding that a better plan to invade the Kingdom would be to take a different path, the Janissaries attacked from the southwest, in a sparsely populated area of the Barony of Barnhill known as Corinth's Plains. A few particular areas were key positions in this event. Namely: The Valley of the Felled Chariot (which lay at the bottom of cliffs upon which the ZoSo had established their camp), Corinthia Wood, and The Field of Glory (so named after a cycle of local legends detailing the area's past).

The ZoSo, prepared by the mobility training implemented by General Silathas, happened to be in the right place at the right time. Establishing a base camp in Corinth's Plains for patrol and training purposes, the first few scouts sent into the adjacent meadowlands discovered enemy movements. Alerting their superiors, men were drawn together to establish camp atop

the cliffs that marked the northern edge of the valley.

Cornelis established an observation post built upon a large tree that hung over the precipice. When others would not man the post, Cornelis requested the services of Roderick Treewalker to assist him. Roderick proved to be a valuable commodity. Excluding one attack, no enemy could cross the valley without ZoSo Company discovering them.

That one attack, however, proved almost fatal. ZoSo Company had been fighting for the duration of the campaign, save one battle, and the enemy, while remaining consistent, had been forced through a constant succession of leaders, now resting with

Thomas Bane. Feeling themselves invincible, initial ZoSo observation was lax. Silathas and Cornelis even felt that Roderick's presence alone would discourage anyone from attacking across the valley. That, plus the narrow path that any invader would have to follow up the cliffs, seemed to make any attack impossible. The Janissaries tried it anyway.

Patrolling the opposite flank, ZoSo Company was never even aware that an attack was in progress. Had it not been for Cornelis witnessing two of the enemy making their way up the cliff, ZoSo would have certainly lost the high ground. Cornelis had



left Roderick, and a few idle soldiers, to relieve Zarthos A. Zarthosian of his picket watch. In the middle of idle talk, Cornelis looked behind him only to see two figures at the base of the cliff. Believing that they were two of Silathas' own men, he ignored them. But, feeling that something was amiss, he turned around and looked again.

Cornelis discovered that the two soldiers were Bane's men, Raven des Süderland and Moose the Fighter, actually scaling the cliff. Cornelis bolted to camp to try and alert the men. Not one of Bane's soldiers had even seen Roderick hanging over the precipice. The only obvious sight any of the ZoSo's could see was the dark-elven one bolting for camp, screaming and raising alarm.

When Cornelis arrived at the camp, Roderick was pinned at the top of his tree, the idle soldiers were slain, and three more men had come up the narrow path to back up the two coming up the cliff. Cornelis, Silathas, and Felkamin, along with a few others fought them off. Then three more attacked from the opposite direction, led by Corinth, they arose, seemingly by magic, from behind the ZoSo who had raced to defend their camp. Through strange fortune, and sheer luck, the ZoSo were able to defeat what had obviously been a superior plan.

The ZoSo would not fall for the same plan, however, and after a failed attempt to replay it, the ZoSo drove the battle directly to the Janissaries camp. They couldn't stand against a trained military force such as the ZoSo, and the slain littered the field, adding to its list of legends. Even though there was plenty of advanced warning, ZoSo managed to retreat from the scene with prisoners, which they felt honour bound to release, and a secure knowledge that they had already managed to destroy an attempt at gaining a foothold in the Royal Lands.

The Janissaries, however, if never a good fighting force, could definitely be credited for their tenacity and will to win. Soon regrouping after their defeat, the Janissaries chased the ZoSo to the Field of Glory, where the two sides finally met one another. Rounding about and preparing for the screaming horde of attackers, both sides clashed in a mammoth free-for all. This field, aptly named, was where the remainder of the battle was to be fought. Neither side cared for anything more than total victory. The Janissaries screamed for it, the ZoSo willed it to make up for their humiliation earlier in the day. For two hours both sides merely hit one another, fell back, and went at it again.

This was the point that the Janissaries revealed one of their stronger weapons, two were-



beasts who were let loose into the fray. Guided by a mystical artifact, both Raven des Süderland and RoVars Backtracker, a Lost Elf, could transform themselves into Were Bears merely by donning a set of mystical fist blades. They were truly a mighty weapon, but one not wisely used. Using their mage, the ZoSo

Company adorned two of their silver swords with enchantment, enabling the dealing of blows with damage unnatural for them.

It seems that both were-beasts were incapable of retaining their invulnerability to magical weapons, or magic of any sort. This simple enchantment helped fell them both, and soon proved that the magical enchantment of Lycanthropy was limited on the gauntlets. After a few uses, their power would no longer work. Thus the ZoSo, driven on by this sudden weakness, defeated the Janissaries once again. Fleeing back to the Barony of Barnhill, the ZoSo had to wait out the winter season and recoup their losses.

The Fifth Battle of Barnhill: March 20th ER603 (03/20/93)

According to the fundamental rules of honour laid down centuries before Corinthia existed, and the terribly inclement weather of the winter season, neither side attacked the other for three months. But, this time had given both sides the opportunity to strengthen themselves for what would surely be the most decisive battle of the campaign. This it surely was.

Felkamin Rockhearth met with Thomas Bane earlier that morning to hold the official proceedings of war, and to decide upon mercenaries for the event. All the mercenaries were laid out across the field, and the two sides chose from amongst them. With this task completed, both sides retreated to their camps.

The first attack has been humorously referred to by participants as "Raven's Last Stand." The ranger, Raven, was spotted ensconced in a nearby position relative to the enemy camp. ZoSo command decided that Raven might be a distraction, drawing attention away from a larger force that may be behind him.

Attack orders were given, and two flanks, one taking the familiar high ground of the Damhill, and



one unit following its curve at the base, moved in to attack.

Surrounding the position, ZoSo began to give fight, when Raven charged screaming up the hill brandishing his bow staff. ZoSo's mage, Bu'ba of Lynnes, seared Raven with a fireball. When the lower flank charged up the hill from behind, they discovered Raven breathing his last. That was it--no one else. For reasons never explained, Raven had drawn an entire army upon himself and suffered the consequences.

After general order had been restored, the real battle ensued. Thomas Bane was the first to attack, marking his position as an offensive leader, and the strengths by which he hoped to achieve his means. Cornelis had deployed his entire clan (which at this point included: Parthiak Wynaldian, Lazarus Darkelven, Erdric Darkelven, and General Silathas) as front line pickets. Observing movements, they reported back to their superiors, and Silathas made the army ready with a call to arms.

ZoSo Company held the high ground as the Janissaries advanced around the bend of the Damhill. Keeping this area covered, the ZoSo soon destroyed those attacking forces. However, unbeknownst to them, a rear flank was advancing from the opposite side. Having taken heavy losses, ZoSo nonetheless regrouped and swung about,

smashing through the oncoming Janissaries line--which had been composed mainly of green recruits. While many ZoSo were killed and wounded, magical resurrections kept them in the fight. The same is true of the Janissaries.

Regrouping for a follow-up attack, ZoSo charged from both sides of the Janissaries beach encampment--as the Royal Navy was nonexistent. Finding a large percentage of the Janissaries recuperating from their injuries, the fight was still a heated one, and lasted the great span of one-half hour. When the haze of war had lifted, the ZoSo claimed victory over the beach and walked away with one prisoner. However, instead of following earlier tradition and allowing the prisoner to return he became the first to be punished under the new Royal Edict. All captured invading prisoners were to be immediately crucified for treason against the King. The prisoner, named Red Devil (a Minotaur--first and only ever to be seen during the campaign) was tied upon the rood.

To gain vengeance for their compatriots cruel punishment, Bane (who had now dubbed himself King Shaquille Rashaun I) led a renewed offensive against the army along the eastern pass. It was at this point that ZoSo Company revealed the first catapult to be constructed and used in open warfare. After



slaughtering the first rank with a hail of stones, soldiers placed at the front of the catapult advanced to clean up what was left. ZoSo was scored yet another victory.

In the next attack, Erdric Darkelven was captured under the imprisonment of a Charm Spell. Feeling obligated by his blood oath, Cornelis led his clan straight to the heart of the Janissaries camp to free him. Soon after infiltrating, they were discovered by troops making a guard patrol. Having no alternative to fight, the Clan Darkelven led a double attack, trying to defend themselves, and find Erdric. Erdric was easy to find however, as he had been ordered to slaughter his own brothers.

The strain of being forced to attack his clan however, proved too great--and the spell broke. Weakened, he was guided along a path to the ZoSo camp while the others remained to hold back the onslaught of Janissaries guards. While Erdric escaped to freedom, the rest of clan Darkelven were wounded and defeated--but not until they had killed a great number of the Janissaries. Erdric alerted Felkamin, who led reinforcements to free the injured Darkelven clan. The remaining Janissaries were defeated in the attack.

After sundown, a massive strike was led by the ZoSo to reclaim the beach which they had already lost. By this point, animosity had reached a fevered

level, and both sides once again felt the determination to win which had dominated the battle for Corinth's Plains. Leading two massive wings, the meadows around and between the two camps were filled with a vast multitude of dead and wounded. It was during this attack that a small team of Janissaries, led by Ulrich Kidneytapper, attempted to takeover ZoSo's artillery and fire upon them from behind. Though noble, Ulrich and his men fell under the blades of those who discovered them. The catapult was too heavy to be moved by a mere three men, and when soldiers fell back to the ZoSo camp to re-supply and join the northern flank, Ulrich and his men were discovered.

All fighting finally climaxed under the moonlight, early in the morning of the second day. Constantly driving throughout the night, the Royal Army met in a titanic clash just outside the Janissaries camp. Fighting for at least an hour, ZoSo co. fought until no one of the traitors remained standing. The Janissaries were crippled; the remaining few killed defending themselves atop a hill. The campaign, not yet over, was almost certainly decided. The end lay only a month away.



The Sixth Battle of Barnhill: April, 17th ER993 (04/17/93)

The Sixth Battle of Barnhill marks the end of the First Campaign. At this point the Janissaries, already severely crippled by losses during the previous battle, teetered on the edge of oblivion.

During the preceding month, the Janissaries had been in a state of almost constant retreat, fighting rear guard, merely trying to stay alive long enough to escape the borders of the kingdom. In April they were finally cornered and surrounded before ever escaping even the Barony of Barnhill. As this was where the First Campaign started, it was appropriate that this was where it should end as well.

From their camp, the Janissaries could clearly make out the glimmering firelights of ZoSo Company through the trees. ZoSo had even managed in gaining a magical banner to aid them in the destruction of the rebellious Janissaries. Both sides awaited the final thrust that would signal the onset of the inevitable end.

The first attacks resulted in the same victories the ZoSo Company had earned in previous battles. Both armies met in the open on two occasions, and after those meetings the Janissaries' numbers simply decayed to a level preventing them from doing so

again. Yet, rather than surrender, the men of Bane's army wished to stand and fight to the last. No hope of escape was provided nor asked. The battle quickly turned into a siege that lasted into the evening. The ZoSo would not give up the possibility of victory, not after two years of fighting this army, no matter who was in charge.

As events turned for the worse during the evening, one last attack was led against the Janissaries stronghold. Involving all soldiers, Felkamin led a band of soldiers across the southern passage, while Silathas led the Clan Darkelven from the northwestern pass. It was during this offensive that Ulrich Kidneytapper, RoVars Backtracker and a small band of men led a noble and brave raid on the ZoSo camp, stealing the mystical banner. Their bravery made it somewhat unfortunate that the act came too late to turn events around. In that last clash, the Janissaries were totally destroyed. Ulrich and RoVars returned to a decimated camp. The ZoSo had captured or killed most of the men, and the remainder fled into the woods, hoping to find Thomas Bane, who had been lost in the fray.

It was while the ZoSo were preparing to search the wilderness for this missing enemy that an unusual thing occurred. First a single soldier, the squire dubbed "Maggot," ventured into



the camp begging for clemency and shelter. It was granted. Then Ulrich Kidneytapper appeared, requesting the same. More and more Janissaries flooded the camp begging forgiveness and reprieve for their crimes. Their accounts of what transpired after the rout drew the final account of the actions of Thomas Bane.

Bane had fled into the woods with the rest of the survivors, only to be found by his men some time later. They discovered their once proud general raving as one possessed of necromancy and void of his armour. He shrieked, mumbled, and gibbered of how the eastern sultanate had demanded victory, or the harshest punishment would be subjected upon them.

Bane, seeing his army destroyed, out of supplies and money, and facing certain death in two kingdoms, had cracked under the strain. He was screaming and playing with a large bonfire when he was discovered by the soldiers, and in his fits of despair he cut his own throat with his dagger. Bleeding to death on the ground, Bane passed from this world to the next, and the soldiers were left alone.

After a failed attempt to revive the war by Corinth III, The Wanderer, the survivors felt that fleeing to the ZoSo was their only hope of salvation. Being honorable, the

ZoSo accepted them, and granted them protection from whatever harm the sultanate would send after them.

Therefore, in a shallow grave in the Barony of Barnhill, there lies Thomas Bane. Successor to the forgotten Toad I, the First Campaign ended with his life.

À Shroud of Mist

The First Great Cataclysm had left much of the world devastated. Yet even as great and legendary kingdoms crumbled into dust and were lost to myth new nations were born. Among the great hills south of the fallen kingdom of Corinthia a mist rose...

The First Battle of Greed:

April, 24th ER999
(04/24/99)

Under the leadership of their Captain, Samson the Red, the pirate company of the Royal Oak had entrenched themselves within the heart of the broken land that the barbarians who dwelled there had named Lep'u'Quev or the Hills of Mist.

Learning that the barbarians held in their homeland a rich gold mine Samson organizes a raid in an attempt to claim the riches of the barbarians for himself.



On the evening prior to the assault scouts from the Order of the White Stagg, a ranger unit under the leadership of Luthalantholas Wynaldian, discovered the encampment of the pirate crew. The High-elf Jerelle and Perremin Farstrider, the lieutenants of the Order led a daring group of rangers to infiltrate the camp, stealing the Captain's own arms and returning them to their lord as proof of the pirate's incursion into barbarian lands.

Samson and his crew, with the unwitting aid of the Duke Cornelis quickly overran the small barbarian force that guards the mine, but soon find their escape route closed off as first scouts of the Order of the White Stagg arrive to aid the fallen barbarians.

The hard fought battle ends with the defeat of the White Stagg scouts, but Samson's crew is left haggard and battle weary. The company is caught unprepared when the remainder of the White Stagg, led by Sir Luth himself, and a large contingent of barbarians led by their leader, the Nameless assault them at the ford in the river separating the barbarian homelands from the remainder of the Misted Hills, reclaiming what remained of the gold that had been plundered from their mines.

The Duke Cornelis at least is struck by the realization of Samson's treachery and leaves the Misted Hills, disillusioned.

As the final battle comes to a close, Captain Samson is slain by Sebastian Shadowalker, one of his own men, who flees north to the ruins of Corinthia.

The Final Stand: April, HY 1002 (04/02)

Years of harmony had passed since the newly founded baronies of the Misted Hills and Midnight Keep had begun to lay claim to parts of the old kingdom of Corinthia; due in no small part to the discovery of an ancient barbarian relic, the sword of Alliance. An ancient barbarian prophecy had led the Baron Sebastian, Perremin Farstrider, Luthalantholas Wynaldian, and the high-elf Jerelle to uncover the sword which bound any oath taken on it as unbreakable. Upon that sword was sworn an oath of alliance and mutual protection against all outside threats to both baronies.

That threat quickly reared its head as the Skinwalker the Black names himself general of the combined armies of the black elves, and lays siege to the surface world. Employing slash and burn tactics the black elf armies push the people of the Misted Hills to retreat into Valiant Tread Keep, their baronial seat.

The Army of the Misted Hills, led by their general Remle De'Leone and the visiting Baron Zarthos A. Zarthosian hold out against the invading forces,



awaiting reinforcements from their allies in Midnight Keep. Reinforcements would never arrive, as it was soon discovered that the black elves had divided their army in an attack against both baronies, allying with the Orcs of the north to tear Midnight Keep to its very foundation.

As the black elves began to breach the walls of Valiant Tread Keep, Marcus Malkar summons the powers of an ancient seer, and draws on magics not used since the fall of the Rómengwaith Empire. The release of such magics into the world devastates both armies and plunges much of the world of Eldaraenth into a state of chaos from which it would not soon recover.

