

Caducus Players

Guide

Welcome to Caducus

We hope you enjoy the realm we have created for you. It is our hope that many of your days and nights are filled with tales of adventure or festival encounters.

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Caducus Mission Statement

The following document is meant to provide the players of Caducus with an outline of what they can expect of us, the staff members of Caducus, and what we expect of all our players.

Caducus staff member Expectations:

All players of Caducus can expect to be treated equally and fairly by all members of the Caducus staff. We will show no favoritism toward one type of group/player over any other type of group/player.

All players can expect the staff members of Caducus to constantly strive to improve and add to the game in all ways possible.

All staff members of Caducus will in all ways try and provide a pleasant and enjoyable experience in and out of game.

The Caducus staff members will not ignore any member of Caducus that takes the effort to be part of the game. We will in all ways do our best to interact and present them with role-playing/adventure encounters to those players to the best of our abilities.

The staff of Caducus will not compromise the spirit and ideal of the game at any time.

The staff of Caducus will enforce the rules at all times. **There will be no exceptions to this rule. Anyone found wantonly disobeying the rules will be asked to leave the event immediately and without refund of event cost if applicable.**

All members of the Caducus staff will also be held to the same expectations of the players listed under the header of Player Expectations.

In conclusion, the staff members of Caducus will strive to present you, the player, with the best game with all our ability. At all times we will strive to have fun and ensure that you, the player, are doing likewise.

Player Expectations:

All players of Caducus will be expected to attend a training day or session before attending any of the following events. Market Event (3 day), War Day (single day event), or an Adventure Day (single module events). This is regardless of LARPing experience.

Drugs and alcohol are forbidden at any and all events dealing with and run by any staff member(s) of Caducus.

Players are expected to be respectful and cordial to all other players of Caducus on an out of game basis.

Players are expected to be honest on an out of game level in regards to the game and rules.

Players of Caducus will be expected to put forth an effort, in and out of game, to help enhance the overall game for everyone. In order to help emerge yourself and others in the game, we would like/expect to see the following:

Stay in character at all times. Keep out of persona talk and out of game issues to a minimum. We are trying to escape reality for a time.

Wear medieval clothing to reflect the time and style of the game. We know not all players are going to be of the means to afford stand out garb, but for very little money and time, a very good outfit can be put together.

Avoid using modern phrases and slang. Things like “Don’t have a Cow Man” or “Ya Fo Sho” is not acceptable language. Also, swearing is frowned upon, as we do expect to have younger participants around.

Players of other LARP’s are welcome to talk about their LARP. However we do ask that they do this at an appropriate time. Before or after the event is preferred. We would do you the same courtesy at your LARP.

If you are from another LARP we ask that you do not try and compare Caducus to your LARP in an open manner. We are not in competition with it. We only wish to present the best game possible by the ideals set forth by the Caducus staff and their game world. We do, however, welcome any questions, comments, and suggestions to improve the game for both you, the player, and us.

Although Caducus is a fantasy world we expect players to use a real world sense of morals. It is not acceptable to cut down someone in the middle of a shopping mall without stiff penalties, nor will it be acceptable to butcher a person in the middle of town square.

All players will be expected to express concerns of any and all types to the Caducus staff.

All players are expected to present criticism to staff members as soon as they surface if need be. It will be dealt with in the appropriate manner.

Last of all :

All Players are expected to enjoy themselves. In the end, that it what it was designed for.

The World Of Halmanath

Halmanath is a fictional world that loosely resembles Medieval and early Victorian times. However, humans are not the only intelligent creatures to walk the lands. It is filled with fantasy races of all kinds, some from our world's very own myths and legend. It is a world where magic, which is stronger than ever before, is a commonplace occurrence and the creatures that go bump in the night are not just knocking over the nightstand. The human populous dominates much of the world. Many of them are blissfully unaware of the things that hunt the night. The only thing standing between them and those beasts are the few whom stand in their way, the Shades.

From this point forward the players guide has been written as an in-game document. It is **highly** recommended that you read this in its entirety, as it contains most of the information you will need to help design, play, and become part of the Caducus world.

Foreword

Welcome Reader,

My name is Roget Geshhill. I am a former scholar of the Hove Academy, now turned wandering bard, and most likely share the same fate as you now share. I am a Shade, or as most common folk know it as “one of the touched”. If you are reading this text, you most likely have just been awakened to the fact that you are no longer what you once were. Much confusion comes with this realization, as well as much fear. I have written this so that you may come to grips with the new world you are about to be thrust into.

First, let me offer you what little comfort I can by saying, you are not alone, which is a fact you may or may not already know. As I have stated before, I am a Shade, as well as are many others that I know, and with each passing year more Shades come to be. I have been charged with creating a tome for the newly touched to read detailing our world, it’s history and what part you are now to play in it. Most of what is written within are snippets of larger works, written by many a prominent scholar and sage. My hope is that you are able to learn from what is within and put it to good use. Please have patience, as there is much to learn.

Good Luck to you. It may happen that I see you one day soon.

Shades “The Touched”

What does it mean to be a Shade? It means leaving everything you have ever known behind, losing everything important to you, and being forgotten by those whom loved you. It means walking away from everything you hold dear so you may protect it. You now stand at a choice: become a useful member of a society that cast you out, or wallow in self-pity and anger. Regardless, for whatever reason you are a Shade. That is a fact that will never change.

What is a Shade? Well, it is hard to say. We know that Shades seem in all ways like normal folk but with one major discrepancy, we can die a lot.....no, not a lot, a whole lot. See, for some reason magic courses through us whether we want it to or not. In fact, many of us cannot even use it, but it is always there. When other folk pass, they simply go where ever it is they go, not so for us. For whatever reason, we have the ability to resurrect at places called Shade Caves. There is a price to be paid for such “power.” All races have Shades in them, not just humans.

It has been proven through the years that Shades are drawn to each other. You can guess that could be a problem, being as all of the Sidhe are Shades, and so are a most of the Taur. Later in this text you will see why that is such a danger.

We also know there is a limit to how many times a Shade can die, but no one is certain what it is, as it varies from person to person. I have known Shades that have fallen as many as 20 times in battle, and also some whom have only come back as few as 3 times. Do not go around thinking you are unkillable or have everlasting life; you are still at the mercy of time.

What happens when a Shade does breathe his/her last breath? Many a learned person has a theory as to that. I will refrain from going into them. However, I will present you with the facts we do know. There are 4 types of Shades: White, Light, Grey, and Black. There are also whispers of something called a Red Shade, but no one knows for sure. Scholars have discovered that you progress through each of the steps and always in the same order, but not always with the same starting point. The progression is as follows: Light, White, Gray, and finally Black. There seems to be a connection to how strong and skilled a person is to the type of Shade they are upon their awakening. Thus, the more skilled the person, the darker the Shade they are. Hence, a Light Shade is the weakest, and a Black the strongest (most think). We also know that a Shade must resurrect in order to become darker. It seems random and different for every person as to when this happens. But in time, it does happen to all of us. Through every stage up until Dark Shade, we retain our memories and who we are. Once a person becomes a Black Shade, things go dramatically south. This is just speculation and not driven by anything but what we have all observed. Once a Shade passes beyond Dark, they seem to become a Black Shade, at least for a time. The Black Shades seem tethered to the Shade Caves and seem not to be able to travel any further than a few yards from them. All Black Shades encountered have shadowy trappings of what they carried in life and seem bent on attacking any and all whom come to the caves for any reason. They seem unable or unwilling to communicate with anything or anyone. No one knows how long a Black Shade haunts its “resting” spot.

Before you clamor into a deep depression about all this, there are a few benefits to being a Shade. As I said before, we can resurrect. We do this at the same caves inhabited by the Black Shades. Fear not, they cannot kill you on sight for you will be in a spirit form when you enter and leave. Truly, this is one of the most remarkable things about us. Once we die, our physical form crumbles to dust after a few moments. On the upside, our equipment stays behind to be retrieved later. We rise as a spirit much like the spell Spirit Walk. We become a ghost for lack of a better term. While a spirit, you can see and interact with others around you, but the spirit is unable to speak. Our spirit form is continually drawn toward the Shade Cave. Once there, a rush of magic fills us and our bodies start to slowly reform. During this time, we are able to flee the cave and head for a safer place until the resurrection is complete.

Another major benefit is that we Shades are able to use some magic without ritual. Many of the common spells that our non-Shade counterparts use and take hours to cast, take us but a handful of minutes. Even the spells that we cannot cast on a whim, take us far less time than the months for the “normal” folk.

Lastly, some White and Gray Shades have been, in recent times, able to exceed their limitations. As this is new, little is known. I can say this; some truly remarkable feats have been done.

There is also further hope for us as a people- children. Until the last 16 years or so, no one talked about or even thought Shade children were possible. Many Light Shade children have been born. It gives hope that we can try and recapture some of what was taken from us by being Shades.

Laws Regarding Shades

Why? All of us ask that. Why should we be thrown from our homes and everything taken from us? Most of us were not criminals; in fact many of us never even owed a sword before the Knights thrust one into our hand. The reason is a simple one, to keep everyone safe. I have already written about how Shades seem to draw other Shades to them. I am not saying that all Shades that are non-human are evil. It is very much the opposite. Many of the creatures we have met are friendly, as eager to learn about us as we them. However, some of the nastier denizens of the world happen to be Shades. (Trolls and Minotaurs come to mind.) If we Shades were not living among the untouched, it lessens the chance of an incident happening.

The laws are also to protect the Shades. If you haven't noticed by now, many a person has given you a sideways glance. They do this because they know. No one is sure how or why, but the "untouched" can just tell that a person is a Shade (we, however, cannot tell the difference). The look we get is not usually one of hate, but of fear, fear of what we might bring into their towns or fear of the power that we seemingly have. It is a well-founded fear, too. Many times have small factions of Shades taken over small towns or villages, demanding that we be allowed to live among the "untouched." I do not have to tell you that many "untouched" lives are lost trying to dislodge them. Many fear that they somehow may become a Shade just by being in our presence. Truth be told, no one knows for sure if that is true or not. Recent thought is against that being the increase in the Shade population, but better safe than not. Shades have tried many times to live among the "untouched." In fact, even the great Warlord Dari tried, tried and failed.

This brings me to the Laws themselves. They were written by Belser Respitin and Questil Dascorie at the same time the Knights, whom enforce the laws, were established. No Duchy in the kingdom can change, alter, or ignore the laws in regards to Shades. They are as follows:

Any Shade willfully disobeying any of the following laws will be labeled as a Renegade and be executed until they become a black Shade by a member of the Midnight Tower Knights.

Any person that has an awakening is to report themselves to the local magistrate or law enforcement immediately. Any Shade not doing so will be treated as a renegade.

Any person that has become a Shade forfeits all land, titles, guild holdings, or merchant status to whomever in their family is of able body, age, and willingness to take the responsibilities upon themselves. If none are of age, then an estate caretaker will appointed by the local magistrate until the person is of age. If there is no one available beyond that, then the holdings fall to the kingdom.

Shades that turn themselves in are allowed a Fare-Well day to spend with any family and friends that wish to attend. A Tower Knight or law agent will be present during this day at all times.

All Shades will be escorted to an Out-Home. Once there, they are free to move to any of the Out-Homes or anywhere beyond the kingdom borders. They are not permitted to return unless they have attained Non-Shade noble or Tower Knight Permission. Any Shade caught doing so will be labeled a renegade.

All Shades relocating to an Out-Home may take whatever they can carry. The items can be from family and friends. The Tower Knights will supply you with a hand weapon of some kind if you do not already have one.

Any Shade choosing to remain in an Out-Home must report their intent to the local Out-Home noble. Any Shade that chooses to live beyond the Kingdom's borders, including the Out-Home area, is free to leave. They may return, but may only venture as far as the Out-Homes themselves. They must also apply for citizenship in the Out-Home. Any Shade not doing so will be labeled a Renegade.

All Shades that are citizens of the Out-Homes are also subject to the following laws:

Any Shade claiming citizenship in an Out-Home can be called upon to serve the kingdom at any time, for any task.

Any Shade claiming citizenship in an Out-Home is required to aid in the defense of the Kingdom in the best way possible. This may be in supplies, soldiering, or morale. This is to be determined by the local noble.

Shades are allowed to hold noble title and will be afforded all the benefits there-in. They still, however, must adhere to the governing laws of shades and are not exempt in any way.

A Tower Knight can overrule any noble, regardless of title. Tower Knights are to be treated as the highest-ranking noble in all Out-Home matters, or matters dealing with Shades within the Kingdom Borders. Only the ruling family takes precedence over Tower Knights. Tower Knights have no jurisdiction in regards to the "untouched" population.

All Shades claiming citizenship within the Out-Homes are exempt from the King's tax. They may, however, be taxed by the local nobility.

Any "untouched" is welcome to live within the Out-Homes, and will be subject to the laws there-in. They may return to the Kingdom proper at any time.

Knights of The Midnight Tower

History tells that Belser Respitin was the founder of the tower, and the first of the Tower Knights. It is rumored that the Sidhe have some sort of connection to the tower, as it was built after they surrounded the capital city after the civil war. The legend goes, Questil Dascorie and his band had won the city and were crashing the gate of the ruling castle. Belser refused to surrender and was cornered in the throne room with his guards. Questil and his shade allies made short work of the exterior defenders of the room and broke through in a great rush. Within this room were the most powerful of Shades that history, till now, could offer. The fighting raged with an unrelenting fervor, and Questil and his troop proved to be victorious.

At the end with all his men dead, Belser lay under the iron-shod boot of Questil. His sword was raised for the killing blow; before it could descend, the entire castle was rocked, throwing all inside about and to the ground. At the same time, a great shadow covered the entire city and a low rumbling whistle was heard. The whistling started at the furthest point out of the shadow and moved slowly toward its center dragging the edge of the shadow with it. Where the shadow once was, now stood a silver-skinned Wilde. It is said that no one dared so much as breathe until they acted. And acted they did. They proceeded to disarm everyone quickly, and demanded an end to the bloodshed. At this point, no one was in a position to argue.

A leader of the silver-skinned Wilde, which we now know are a type of Sidhe, approached both Questil and Belser and proposed a solution that would favor both of them, if they were willing to listen. Both men being true leaders, agreed and secret meetings took place. Four days later, they emerged from the castle and made the declarations of a unified land that would become the Kingdom. They also declared the building of a great tower (The Midnight Tower). At the time, no one was truly aware of its purpose. Within a week of all this, Belser and many of the shades involved in the fighting sojourned into the unsettled lands. It is thought that this was done to draw off the mounting attacks from Taur and Sidhe Shades. Others thought that Belser and his troop really went to train under the Silver Sidhe. As no one can say for sure, he and his collection of shades were gone for a good many years.

When the final stones of the Midnight Tower were placed, Belser and his troop returned. There were the additions of many Orc and some Wilde shades with them. At this time, the Kingdom sent out the following announcement in regards to the tower:

From the hand of Questil Dascorie Regent of the Dascorie Kingdom
Let it be read and let it be Law

Citizens of the Kingdom, I bid you welcome. As some of you may know, the great edifice known as The Midnight Tower is now complete. With it, also comes the completion of the kingdom's laws. The Midnight Tower and its surrounding area are to be the training grounds for a special group of Knights. The Knights will be known henceforth as Tower Knights and their responsibilities will be the governing and law enforcement for all matters involving Shades. They are to be treated as a noble of their rank in all matters. The document following will further outline the laws in regards to shades.

May the future King Live forever

Now that you know the *when* and *who* they are, let me educate you about *what* they are. Tower Knights are the backbone of this Kingdom. Were it not for them, shades would most likely still be living within the borders of the Kingdom, and we would have civil unrest in all of its corners. They form the ruling body of the Out-Homes. Each Knight considers it a great honor to be selected to be put in charge of an Out-Home as its local Knight. In fact, Tower Knights are actually given the land they rule. Once the land is given, they become Lord/Lady Knights of the Midnight Tower. Few have even risen to the title of Lord/Lady Baron due to a large population within their lands.

Knights not selected remain within the kingdom borders. Many are charged with a specific area to patrol and are responsible for training the "untouched" how to guard the Shade Caves. They are also responsible for the enforcement of all shade related laws. It tends to be a lonely life as they are not permitted to live within the cities or towns and must remain on the outskirts. Most, but not all, of the folk give a wide berth to the Tower Knights, not only because they are shades, but for what they represent. To the "untouched" they represent the ending of a life, as they know it. They are the harbingers of unwanted change. In fact, many a parent tells their children to behave or they will have the Tower Knights take them away.

The remaining Tower Knights are left to the trails. They are to wander the countryside and take care of any shade related problems not already within the realm of another knight. They are also to escort any newly awakened shade to the Out-Homes. Assignments are often switched between the stationed and non-stationed Tower Knights.

Lastly, you may be wondering what special training they have that sets them apart from us. Ask them, I am sure they will not tell you. What everyone knows is that they, unlike us, can sense other shades. Some even say they can track them by that feeling. Many of you might even have been witness to this, as they may have found you before you could find them. Most are rumored to be schooled in both the ways of the wizard and the ways of the warrior. Further still, is something I have never seen and is mostly rumor, they have the ability to send a shade to its final end. I do hope that you never have to find that rumor to be true.

In all, the Tower Knights are not the nightmares you used to think they were. They will fight to the last to defend the Kingdom and those within against all threats. They, like us, once had families, friends, and a life before this. Many of the Knights that I have met are truly deserving of the noble title given to them.

Mauri

It is true that you are already familiar with the stone of Mauri. You know that it is the currency of the realm, and is traded between all forms of people, human or not, and they all give it roughly the same value. That, of course, being white (most common), black (somewhat rare), and red stones (so rare some think they are a rumor). You most likely also know that every craftsman, be they a blacksmith, tailor, or potter use powered Mauri in everything they make. Finally, magi use it in two forms. First, they consume the stone in order to come in touch with magic and cast spells. Second, they sometimes use it to fuel spells. Most of us could live a very long time and never know or care about the how's and why's behind the stone. In fact, the knowledge gained here may still never impact your life. I do feel however, it is important information to have, being Shades and Mauri have something in common. We are both products of magic.

It was discovered that the world is saturated with magic. It was also discovered that because there is so much magic around, that it has lead to a decaying effect upon non-living/organic or non-Mauri infused items or things. The most commonly accepted theory (and there are dozens) of why this happens, is given to us by Orious Jade. He was a well thought of scholar and one of the first teachers within Hove Academy.

“The decay has little effect on that which is in its natural state. The reason behind this is because everything in its natural state is infused with magic, or better yet Mauri, in the first place. The further you change something from its natural state, the weaker it becomes in regards to its resistance to magic.”

“Let me use wool as an example. When the wool is still upon the animal it goes through its natural course of growing and falling out. Once taken from the animal, it still holds much of its natural state, and therefore, little or no decay happens. It is only when we take it further and produce yarn or string from that wool, do we notice a substantial change in how quickly the wool breaks down. Where the raw wool would last a month or more, with proper storage mind you, the yarn and string breaks down within weeks. Even still, if that wool is turned into a pair of pantaloons or tunic, the article of clothing will last little more than 7 days or so. Changing the process in which we harvest or work the wool to retain its inherent resistance has been tried without success. This is due to the fact magic, or Mauri if you will, has an attraction to specific things, places, or persons. If that person, place or thing changes drastically, the attraction is lost. By the addition of Mauri to an item, it creates a new attraction infusing the new item with magic, thus allowing the item to resist the effects of magical decay.”

The People of Halmanath and The Kingdom of Dascorie

Humans

Humans are by far the most common of the races; they make up a vast majority of the Kingdom's inhabitants and grow more populous with each passing decade. Of all the races, the humans seem to possess the most potential for adaptation to adversity, and an insatiable curiosity. They also have the widest variety of diversity within their own race, ranging from pigmentation of skin to choice of lifestyle and culture. They also seem to have the greatest tolerance of the other races within their own communities.

The humans do not seem drawn toward any one profession, nor are they "gifted" with any unusual qualities. It has never been recorded of a human being born a Shade. Most that have the good or bad fortune to, change later in their lifetime. There is no common age at when this phenomenon could or often occurs. As a human's lifestyle and persona are often dictated by the region of the kingdom in which they live, it would only be fair to describe them in such a manner.

Eshrain

(From the north region of the kingdom within the Duchy of Eshra)

Eshrain people carve their living out of the harsh and barren lands that hold little in the way of life. Many of the folk work the many mines that dot the region. As such, they spend much of the nights locked away within the warm homes they build halfway beneath the ground. They do so to keep them insulated against the harsh winds that slash across the plains. Eshra has few true cities or towns to speak of, as the population is sparse. The capital city is Eshmar, which is where the Duke Jordan Mistoth and Duchess Gennifer Mistoh rule and govern the duchy.

The Eshrain people spend much time visiting with neighbors. Often times, they connect their homes with those of several others through a series of underground tunnels and caverns. Many travelers that are unfamiliar with this may pass right by an entire community without even noticing. Even though the landscape they reside in is bitter, the people are warm and inviting. They welcome strangers into their villages and offer some of the best hospitality within the kingdom.

Ossvinian

(From the home province of the kingdom, Ossvin)

Many of the Ossvinian can claim a strong and healthy ancestry. Ossvin is the oldest of the kingdoms provinces, and many of the people that reside within wear that fact as a matter of honor and pride. The land itself is separated from the rest of the kingdom by a large stretch of ocean called the Coil Swell, which spills into the Dascorie Sea. Many port towns line the Coil to ship goods back and forth from the main land and back again. Massive estates make up a good portion of the remaining land, where a town or village has not built upon.

You will not find many a farmer or miner within the realm of Ossvin. Most of the folk live in, or very close to a city, village, or town. The folk of Ossvin enjoy the city life, filled with festivals, taverns, and the chaos that comes with it. Many of the folk tend to be a bit aloof, going about their day-to-day business with little thought of the rest of the world. It is not arrogance that they display, yet a sort of ignorance of things beyond their homes and cities. Many of the shop holders do not yet completely own the shop or property where they reside and conduct business in. They instead lease or are in some sort of indentured servitude until the land is paid off. Few people are actually landholders,

and those that are, tend to be nobles of wealthy family decent. Most of the kingdoms artisans and craftsmen also reside within the borders of Ossvin.

Ahlladians

(From the southern duchy of Ahllad)

Of the humans, the Alled are the most common. They can claim the largest and most diverse population; due to the fact their duchy holds the most landmass of any other. The cities are however not as grand in make up as those in Ossvin. They make up for it in volume of people that reside in each, the largest holding near 50,000 or so. The land is known for its abundant farmland in the north region, and endless tracks of forest to the south.

The people of the duchy are hard working and strongly independent. They believe in an honest day's work and have little use for the lazy or gluttonous. Their towns and villages are a strong representation of this ethic, as seen in the simple but sturdy construction of them. Near half of the population of the duchy are farmers, ranchers or foresters, and a good portion are trappers. The people here have no illusions about who they are or what the world is like around them. The folk have a high tolerance for the Orcs and Wilde, but still harbor a deep suspicion of the Satyrs.

Dari

(From the eastern most duchy of Dari)

Few are the humans that live in this duchy. The land itself runs the gambit when it comes to terrain: lush rich forests, and soft rolling hills that lead into the tower behemoths of the Homeric Mountains, to calm flat lands that dot the space in between. It has but one city, and few real towns. Most of the settlements are not much more than a gathering of few buildings with a tavern as the center point. Of all the landscape in the kingdom, none is more beautiful or more dangerous, as it holds the largest border with the unsettled lands. Much of the land is also left unclaimed, as the duchy has just recently expanded further into the unsettled lands, clearing out the dangers and near doubling its size.

Many of the folk here are stragglers from the most recent military excursion. Many a soldier, for whom terms of service expired after the expansion, remained behind to claim vast treks of unsettled land for farming or mining. Others, with all the caravans of civilians that follow such endeavors, have struck up smallish villages to start a new life out from under the thumb of a landowner or noble. The influence of military life can be seen in everything the Dari do. With a rigid sense of purpose and dedicated direction, they bring civilization to the untamed land.

Orc

As the Orc people are rarely open to outsiders, so much is left to speculation in regards to their lifestyle. However, with more and more coming to live in the Out-Homes of the Shades, we are starting to understand the unique way they live, and in what most would believe, an odd belief in the world.

If an Orc's life could be summed up in a few words, they would be: clan, land, and spirituality. They believe that those three things are connected. As difficult as it may be, I will try and help you understand.

Orcs believe that all things living have an energy or spirit within, and that this spirit is made up of those that have come before and have passed away. They feel that when a creature, plant, or person die, that it's energy is released in smaller parts into the world. They think that this energy retains some of the memories of its former life and seeks out a new or young life to latch onto and become one with. The Orcs stay in clans so that the energy can find its way back to its family or friends and its memories will not be lost to outsiders. If in the event that the energy finds no person to attach to, it seeks out an animal or plant. The Orc also believe that if too much energy is released into an area, from too much

hunting, foresting, or their own people's passing on, that the energy will become like a poison to the land as it may grow too powerful. If a spirit becomes poison, it begins to warp and twist things. It then seeks out any life to cling to, and changes it forever. As the Orc fear this, they move often to try and avoid this. They treat the land and animals with respect to avoid the poisoning of them as well.

Orcs live in large hide and fur tents that are easy to break down and move with little effort over great distances of land. This is brought about by a nomadic lifestyle. An encampment has many smaller tents for the separate families, and one or two larger tents that serve as a meeting hall or common house. The Orc respect the wisdom of their elders, whom usually hold the leadership seat of the clans.

Wilde

If little is known about the Orc, then even less is known about the Wilde. This elven race is truly an enigma. They have a wisdom and knowledge beyond most men's understanding and at the same time, a savage nature that is only matched by the Trolls and Gors in the unsettled lands. They live in thatched wood huts and tree houses within the unsettled lands, and are careful not to over hunt or cultivate the land in which they live. They also use skins and furs for most of their clothing, but use more complicated means to forge weapons and armor. If anything, it seems that they have the knowledge and the ability to build grand cities, but not the desire. They seem to prefer the out of doors and freedom of forest life to anything a city could provide. As far as anyone knows, every Wilde ever met has been a Shade. They keep their distance from much of the human kingdom, but often venture into the Out-Homes.

Ogar

To look at one you would not expect them to hold any type of relation to the giant kin of the mountain. Be sure though, the blood of giants is thick in their veins. Many live a solitary life, trudging through the mountain passes and valleys, from one mountain town to another. Often times when they do find themselves in a village or town within the mountains, they are there to visit with family or friends, and give them furs, meat, or the Mauri stones they find in their journeys. The time they do spend within towns is filled with laughter and good drink. They revel in a good tale and will spend most the night telling them. This time is usually very brief as wander lust strikes quickly and they are off again.

Much of the Ogar villages and towns in the mountain are there for the old or family folk. Most of the towns are built near a river or valley lake. The buildings are scattered far and wide, almost so far that you couldn't consider it a town at all. They spend much of their time fishing and gathering herbs from the lush forests. Just about every night someone has a gathering, to trade old tales, invent new ones, and just be in the company of others. They always keep their doors open and fires warm for their weary kin whom still yet travel the range.

As friendly and kindly that might seem, do not mistake it for trust. Much needs to be done to gain their trust and friendship, but when gained, it is one of the most precious commodities to have. As the Ogar share the blood of the giant kin, so too do they possess some of their strength and hardiness, and have no fear in using it if it comes to protecting their friends and loved ones. It has been said that no amount of running will help those that victimize someone the Ogar care for.

Satyr

Of all the cousins of the Minotaur, the Satyr share the least in common. Many live and dwell side-by-side with the humans of the kingdom, and often times help in the expansion campaigns for the kingdom. The kingdom has come to accept them and their ways, even though they hail from a decadent race.

The Satyr are the most physically weak of the Minotaur races. In fact, they have more human features than most of the beast races in general. When the Kingdom first came upon the Satyrs, they were used as common laborers and slaves to the Gors and Minotaurs. The Satyrs were responsible for the building and maintaining of the towns and villages, as well as the caretaking and well-being of all that was within. They are the smartest of all the Minotaur races, but do not seem to understand the condition under which most of them live. They toiled endlessly for their masters and gave little thought to escape. Many of the ones that live within the cities and towns of humans do not really understand the concept of trade or barter. They feel that if someone wants something, it is up to them to make it or get it without thought of repayment. However, they never take without asking and always offer some sort of service in return. It is rumored that the Satyr is half-Sidhe and half-Gor, which would account for their aloof behavior and lack of understanding of many things considered civil.

Half-Sidhe

As humans delve into the uncharted lands, their influence upon it is becoming increasingly apparent. As the Minotaur and their kin remain the foremost of the kingdom's foe, some of the Sidhe are close behind. This race of Shade are, by in large, cruel and spiteful. Thankfully, the separation within their race keeps them from becoming too much of an overwhelming force to be dealt with.

The half-breeds of their kind seem to be from some sort of union between human and Sidhe. Many a person has been lured by the folk of the wood, willing or unwilling, to become companions for as long as the Sidhe find amusement in the relationship. Usually it ends by enslavement, or worse yet, death. The children of the union are of both blood, and share characteristics of both parents. Apparently, this does not sit well with the full-blooded Sidhe, and the half-breed is met with cruelty and hatred. Many flee into the wood and try to carve out a life among whoever will accept them. Some even find their way to the Out-Homes. Many have a knack for magic and learn most of what they know with little aid from others.

Duchy Descriptions

Ossvin

Population: 570,000

Major Cities: Ossvin, Port Kewall, Port Bellis, Edwick, Ensole, Faris

Main Trade: Art, fruit, and knowledge. Ossvin offers little in the way of tangible trade goods.

However, most of the merchant houses and nobility make homes here. Its ports serve as a go between with the Qusthol Kingdom and other Human settlements not within the kingdom. Many of the towns are little more the large areas of storehouses.

Geography: Much of the land of Ossvin is open plain and has many good areas to grow many fruit trees. As it is nearly surrounded by water, it receives a good deal of rain across the area and remains warmer even into the winter months. The northern most part of the area is covered in a harsh swamp, which is inhabited by many hags and swamp-born beasts. This is the area where the only Out-Homes are located only to keep the swamp denizens at bay.

The coast lands have little or no beach areas to speak of. Much of the forest and plains run right up to the water, save the areas where the port cities are. As well, most rivers and streams seem to originate from the marshlands instead of the sea.

The southern part is smooth and even with high grass and few spots of trees. There always seems to be a breeze coming from the west. Much of the wild game can be spotted here lounging in the sun.

The cities of Ossvin seem to be works of art done by the finest of craftsmen. Wood, brass, copper, and iron seem sculpted together in the buildings, its centerpiece being the Royal Capital, with its polished marble and roofs of bronze. The main gate itself is made of silverwood and adamant chains. A 20 foot wall of onyx stone on top which the Keep's finest stand watch, surrounds the entirety of the capital city.

Ahled

Population: 850,000

Major Cities: Ghonson Hold (largest City in the kingdom near 50,000 people in or around), Halur (site of the Hove Academy), Port City Jackon, Port City Watist, Jesmal, and Aqatal

Main Trade: Farm grown goods of all kinds, herd animals, most of the artisans reside in Ahled as well.

Geography: Ahled is the duchy with the most land mass. The northern most part of the duchy is spotted with rolling hills of grass where many of the ranchers tend to enormous herds of animals. The east most part shares much of the same landscape as the north, but gives way into the Crystal Crown Mountains.

The West is a long coastline of grassland. The sea here is deep and cold as the land was swallowed by a great quake and the land seems to fall away into the depths. Walk out but a few feet into the sea, and you will soon have nothing but the black cold beneath you.

The middle of the land is covered with lush grasslands with rich soil. Hundreds of farms cover the landscape so much so, that one could travel for days and nary see anything but crops. Oxen and draft horses tow great contraptions of wood and metal to till, harvest, and maintain the farms.

The south border is deep forest that rides the massive cliff formed not long ago. The Valuren Shelf, as it is called, extends across the bottom near the whole length of the claimed Ahled land giving way at either end in long sloping cliffs. The land seems to climb up to the cliff then drops off near 600ft at its highest point.

The cities of Ahled are just as much a behemoth as all other things here. They do not share the grandeur of the cities of Ossvin, but sheer size leaves one in awe of them. Sprawling complexes of granite and iron, massive store houses and fortified keeps reside within the city. The smell of burning wood and coal permeate the brick covered streets as the sound of pounding hammers and saws fill the air with white noise.

Eshra

Population: 390,000

Major Cities: Crest Keep, Unis, Lone Hole, Doemen

Main Trade: Metal and Mauri

Geography: Stone and rocks dot the rugged land that is known as Eshra. The rocks seem to grow from the very ground. Jagged hills are commonplace and only the hardiest of trees find root room here. Small patches of rough grass find what soil it can, and give the landscape it's only color other than gray.

Beneath the land in the dark tunnels is another story all together. Vast caverns are connected through a maze of tunnels. A soft blue glow illuminates the caverns supplied by a strange moss that generates not only light, but heat as well. Cool pools of water, which are fed from underground springs, are scattered intermittently about and reflect the glow. A glow, which is further enhanced by the thick veins of metal ores and Mauri stone. Many of the veins are rumored to be as thick as a man and longer than six sea ships end to end. Many are owned by the far off Ossvin merchants.

All these veins are just outside large underground settlements that are filled with the ringing of hammers on anvils and the soft orange glow of forges. The "towns," such as they are, are carved from the very rock and stone itself. Great wooden timbers, which support the ceiling, are the only sight to remind one of the world topside.

Dari

Population: 195,000

Major Cities: Dari, Kountz

Main Trade: Timber

Geography: Largely untouched by the kingdom, the lands of Dari are mostly untamed forests. A vast river called the Giantforge runs down from the Crystal Crown Mountains and forms the borders to the east and much of the south. To the north are the crystal crown Mountains, and to the west and some of the south, the dangerous, unsettled lands.

Dirt roads and wood shingled roofs are the dominant sight within the towns. The major cities are called so just because the population in the area. They mostly consist of one or two story dwellings and a large Keep somewhat in the center.

Many logging camps are located in the north area and supply a vast majority of the wood used in the rest of the kingdom. To the south, is the many Out-Homes of the Shades. As wild and untamed as the land is, it is also lush and full of life. Teaming with wildlife, the hunting is second to none. Untouched groves and small creeks are also there to be marveled at.

The Ruling Class of Dascorie

The rule class is broken down as follows:

King/Queen: Rules over all lands, set forth Kingdom law, assembles and provides for Kingdom army, owns all vacant and unclaimed land within the Kingdom.

Prince/Princess: Heir to the throne, may act as Duke or Duchess of realm.

Duke/Duchess: Rules large areas of the kingdom in the name of the King, owns and is permitted to tax vast amounts of land within their duchy, holds a standing army in the name of the King.

Count/Countess: Rules portions of the duchy not directly owned by the Duke, rarely holds much land for themselves.

Lord Baron/Lady Baroness: Governs many of the cities or larger towns for the Count or Duke, often time a former Lord or Lady Knight that was elevated to the Status of Baron, or have come by it by being a landowner to begin with.

Baron/Baroness: Governs many of the cities or larger towns for the Count or Duke, holds no land of their own.

Lord Knight/Lady Knight: Governor of town or village, usually awarded small amounts of land for acts of valor or courage in defense of the realm.

Knights: Defenders of the realm and often times high ranking soldiers for the King's army.

Ruling House Family Tree

Macory Eshra (20B.F.-42C.R.)/Ahshala Respitin-Eshra (15B.F.-61C.R.)

-Larmen Eshra (7C.R.-71C.R.)/Jhean Ahlled-Eshra (12C.R.-89C.R.)

Vahreisa Eshra (43C.R.-current)/Jergan Dancoust-Eshra (42C.R.-current)

-Fangast Eshra (9C.R.-85C.R.)/Osilva Feswish (14C.R.-76C.R.)

Creswith Eshra (29C.R.-95C.R.)/Estave Hilshold-Eshra (24C.R.-97C.R.)

Xavin Eshra (54C.R.-?)(Not considered within royal lineage, became a shade, and disappeared soon after)

Gustivin Eshra (60C.R.- Current)(also not within royal line, died and became a shade current house elder of The Midnight Tower)

-Verna Eshra (14C.R.-91C.R.)/Denger Quell-Eshra (13C.R.-87C.R.)

*Eriksson Eshra (33C.R.-Current) Serena Jeston-Eshra (40C.R.-Current)

Nathaniel Eshra (66C.R.-Current)/Jazlin Sumor-Eshra

Kristilia Eshra (91C.R.-Current)

Elizabeth Eshra (68C.R.-Current)/Herlin Garn-Eshra (65C.R.-current)

Owain Eshra (91C.R.-current)

Jorgan Eshra (93C.R.-Current)

Carisa Eshra (95C.R.-current)

Kathlin Eshra (74C.R.-Current)

Flora Eshra (36C.R.-Current)/Uslar Respitin-Eshra

Kellie Eshra (67C.R.-Current)/Youlen Vorgen-Eshra (Ogar)

Jessip (male) and Agenis (female) Eshra (99C.R.-current)(twins)

*Current Crown Prince

**Male and females marrying into the family take up the surname of Eshra.

Taxation

All citizens are expected to pay tax, unless they are enlisted within the Kingdom army. Taxes are to be paid accordingly and promptly. The amount each person is to be taxed is determined by profession, land owned or leased, and the population in relation to the area of the Kingdom where they live and work. It is up to the local noble or tax-collecting agent to determine and collect the appropriate amount in the name of the King. A portion of the tax is to remain with the noble for the improvement and maintaining of law enforcement of his or her lands. Those unable to pay the determined tax have a period of grace, again determined by the noble or tax collecting agent, and will be responsible for paying half again their determined tax when the grace period is at an end. If the person is yet unable to pay the tax, communal service shall be rendered until the tax is repaid in full. The amount of labor needed to pay the debt is to be determined by the local noble or tax collecting agent of the King.

Shades in the Out-Homes are exempt from the King's tax. They instead pay with deed, being the protection of the Kingdom's borders from the unsettled lands. They may, however, need to pay local tax to the ruling Lord or Lady Knight, for town improvement and law enforcement for the Out-Homes.

Military of the Kingdom

Only the King has the right to hold a standing army. The King draws and enlists this army from volunteers of the kingdom first. The King may also request that the dukes of the kingdom impose a draft upon the people in times of duress. Each person enlisted in the King's army shall serve a term of no less than 2 years. Each person in the King's army shall be paid a fair wage at the beginning of each month, as well as be provided with basic lodging and food. All members of the King's army shall be supplied with arms and equipment appropriate to their current station and commission.

Rank of Military:

Crown Prince/Princess: The crown Prince serves as the Commander of the Armies in the name of the King

Marquis: Often times a Duke or Duchess, only appointed in times of military need

Knight General: Lord Barons/Baroness or Lord/Lady Knights

Knights

Commanders

Enlisted

Judicial System

Basic parameters are set forth by the King's will, to maintain law and order within the realm. When a crime is committed the accused has right to trial. This is only in the event that the evidence against the accused is not overwhelming, a fact that is left for the local noble or agent of the King's law to determine.

Right to Trial

If a person or persons are accused of a crime they are given right to trial.

The accused are to stand before a selected justiciary.

The justiciary is to be selected from the current members of the Royal Merchants Guild members. The members are to be selected as follows:

- The accuser of the crime or agent of the king's law is to select one member the justiciary. The accused is to select one member of the justiciary.
- The local noble, or appointed agent of the king's law (magistrate, sheriff, captain of the guard, etc.), is to select one member. If the accused or accusers are members of the Royal Merchants Guild, they cannot be selected to serve on the justiciary.
- The local noble or appointed agent of the king will also be present for the proceedings.
- Both the accused and accuser are allowed to present evidence and argue the crime in turn. Both parties are also allowed one counter argument.
- The justiciary is entitled to ask questions of both parties in relation to the crime.
- It is for the justiciary to determine if the accused is guilty or innocent.
- If found guilty, it is up to the local noble or appointed agent of the King's law, to determine sentence for the crime.

The Unsettled Lands

“Never is the time that I do wish to travel into the dark places to the south. Much of what is there is not meant for a human to see. That which we do see, often times we wish we had not. A short memory will do you good, that is my best advice for you.”

The above was spoken to a good friend of mine whom was a scout for the King’s army in the last expansion. He relayed this to me when I expressed a desire to take a sojourn into the Unsettled Lands after all was said and done. I now pass them to you, for as a Shade, we have little choice but to defend the realm from those very lands that are used as stories to keep young misbehaving human children in line, and send cold shivers down even the stoutest person’s spine.

Things of nightmares lurk within this land. Some have come home with stories of living trees that feed off the blood of what dares climb them. Others tell of the very shadows coming to life to snatch away the living to some unknown destination. Worse yet, from the dangers we are yet unaware, there are the dangers we are aware of. The Taur call this land home, along with the Wilde, the Sidhe, and most Orc tribes.

I will impart what little knowledge is known of the Taur and the Sidhe races that dwell within this twice-cursed land. The Orc and Wilde are covered earlier in this tome.

The Taur

What fights them they kill, what does not, they subjugate. Back to the time of the Warlords, the Taur have presented themselves this way. They seem to only have contempt for the other races. Their “towns” are little more than a collection of stacked stone homes with thatched roofs and dirt floors. The leaders live in Satyr made caves that hold the robbed riches from the raids of other folk.

The weaker of the races follow and bow down to the strong. Dominance of a tribe is established by the current leader being challenged by a lesser. Once challenged, they fight to the death. You can guess what happens when it is over. They seem only to fixate upon the next conquest with little interest in anything else. As the Kingdom expands, more is learned of this brutal race. Much more needs be learned to truly combat this menace.

The Sidhe

It is not possible for me, or anyone else for that matter, to fully describe the Sidhe. They are truly a wonder of the lands. From the playful sprites, to the misbegotten and hated trolls, no other race is as varied in appearance and disposition as they are. Knowledge of their race is even more sparse than the Taur. What is known, is that all of the Sidhe are Shades, and all have some sort of connection with magic. This may explain why there are so many of such a different variety. We know that the races within the race tend to stay separate from each other (goblins with goblins, gnomes with gnomes). They also develop separate societies. Some chose to build and maintain towns, others chose to live in the wild, and others still seem to be the wild itself. Since the creation of the Out-Homes, many Half-Sidhe have been arriving. It is the hope of some that this will keep many of the other Sidhe at bay as they see the Half-Sidhe living peacefully with the Shades of the Out-Homes.

The Calendar

The calendar is broken down into 12 months. All but five, have 30 days each month. The extra days within those 5 months are Kingdom-wide holidays.

New Year: The first day of the new year, celebration of the new year, also the true Founding Day

Summer's Beginning: End of the fourth month of the year, celebration of rebirth.

Crown Day: End of the fifth month of the year, celebrates the Founding Day of the Kingdom of Dascorie

Festival: End the sixth month of the year, celebration of life

Harvest's End: End of the eighth month of the year, celebration of the harvest

The year the calendar is based off of is Crown Rule (C.R.) better known as the Founding of the Kingdom.

It is currently 104 C.R.

Dates before C.R. will be listed as B.F. or Before Founding.

C.F. counts upward from the Founding date of the kingdom.

B.F. counts downward toward the Founding date.

Time Line

Much has been written about our history and what was before the kingdom. Few records were kept until the creation of the kingdom and the first volumes of the Royal Historical Preserve, which did not come into being until two years after the crowning. Many have been gathered from tomes of stories, pictures, tales of bards, and the old tribe elders. Many of the warlords of old kept few records. The few that remain are aged, fragile, and most often, inaccurate. What history there is has been compiled and put into a single series of tomes called the Dascorie Axiom.

578 B.F. Sidhe War-King Gosohar makes alliances with several human warlords outside of the Benhani Empire. The War-King plans to use them to stop its expansion and cause dissent within the Empire. He also seeks alliances with the western Kingdoms within the Empire and gains much support, as he offers the promise of self rule.

574 B.F. The West Side of the Empire declares its sovereignty, and falls under the rule of its Kings with Gosohar's aid. The newly formed kingdom calls itself Spagon.

569 B.F. The Sidhe Court and War-King Gosohar begin fighting.

568 B.F. War-King Gosohar forms an alliance with Taur leader Jergarrall Trolleater. War-King Gosohar defeats the Sidhe Court and takes the Crimson Tower.

568 B.F. War-King Gosohar names himself War-Emperor and takes the throne of the Crimson Tower. He forces all the Sidhe War-Kings and human Kings of Spagon to bend knee to him as well as Jergarrall and the Taur.

567 B.F. Taur Leader Jergarrall falls to assassins and is replaced by Hargong Bloodyboot. Hargong declares independence from the War-Emperor Gosohar and the Crimson Tower. In doing so, this sparks a war between the Taur and the Sidhe.

567 B.F. The human warlords within the Sidhe lands begin to flee the war to the northwest across the Giantforge River. They run into the Orc clans of Locarkret and Zargentet. The Orcs agree to lead a hand in moving the Warlords and their followers safely into the unsettled land.

566 B.F. With no end in sight of the Sidhe-Gore war, the Benhani Empire takes this opportunity to retake their former land, now the Spagon Kingdoms.

565 B.F. A massive plague strikes the border of the Kingdom of Spagon and the Benhani Empire that lasts five years killing two out of three people. The plague spreads into the Sidhe and Taur lands as well. This halts the Empire's army as the sickness spreads.

562 B.F. A mass exodus begins from the Kingdom of Spagon. Thousands of people begin to flee the decay and rot of the plague. They cross the Giantforge River and begin to swell the small towns/forts of the Warlords that formally fled from the Sidhe-Taur war. Again, the Orcs are there to help the humans.

553 B.F. The Wilde, seemingly out of nowhere, set upon the human Warlords and the pilgrims. They hound them until the Orcs help lead the humans across the Coil Mountains through a hidden pass. The

Warlords take up home upon the peninsula now known as The Ossvin Duchy, and people continue to flee there for the next several years.

547 B.F. Human Warlords begin to fight for control of the peninsula after Mauri deposits are found. The two Orc tribes retreat the peninsula, back to the main land.

523 B.F. The war between the Taur and Sidhe comes to an abrupt end. Both sides withdraw under an uneasy truce and end all hostilities.

457 B.F. Several Warlords take to ship and cross the Coil Swell back to the main land.

367 B.F. On the south side of the Ossvin peninsula, Warlord Fick Hasmorin conquers most of the other Warlords near him and builds the city of Casara. On the main land, Warlord Deshin Eshra is lead to vast underground deposits of Mauri by Orc Elder Kreshnik as repayment for saving the Orc leader's life from a war band of Wilde.

346 B.F. Warlord Hasmorin passes away. His lands are passed to his daughter, Casara, and her husband, Winhar Respitin. Winhar pushes his lands further north and begins to force the surrender of the remaining Warlords there.

332 B.F. The First human city of Eshra is built on the main land and fortified against the Wilde attacks. Warlord Eshra establishes trade between his city and the Orc tribes.

312 B.F. In his declining years, Warlord Respitin finishes his conquest of the peninsula. His wife dies 3 days later.

299 B.F. Warlord Eshra passes his lands too his son, Hillden Eshra.

284 B.F. Warlord Winhar Respitin dies at 92 years old. His lands are passed to his nephew, Kessler Respitin.

279 B.F. Massive earthquakes rock the land as the Crimson Tower is destroyed by the Wilde. For some unexplained reason, this incident kills many of the Taur, Sidhe, and Wilde across the whole land. Both the Sidhe and Taur kingdoms soon fall into ruin. Human and Orc Mages experience complete loss of control over their magic's. The earthquakes form the Valuren Shelf, thus forming the Coil Swell Isles.

278 B.F Magic begins to somewhat return to normal. The first discovery of Shade caves in human lands.

277 B.F. Further earthquakes wrack the land. The southern part of the Ossvin peninsula falls below sea level. The city of Casara is lost to the floods. A swampy land bridge appears at the north end of the peninsula. Warlord Eshra's lands suffer greatly as the mines cave in and kill hundreds. The first human Shade is encountered in the Eshrain lands. It is Warlord Eshra's niece, Dari Dascorie.

276 B.F. More human shades are found within the lands Eshra and Respitin. They number near 200. The first of the shade mages come to be and discover magic without ritual. His name is Holden Kountz. Fear of the shades begin to grip the humans.

276 B.F. Warlord Respitin banishes all shades from his lands. Many fight back, but are beaten and tossed to the sea. Warlord Eshra opens his borders to them, causing a rift with Respitin.

275 B.F. Attacks from the Taur and Sidhe, specifically goblin and troll Sidhe, begin in the Eshra lands. It is later learned the attacks are focused upon towns with a large Shade population.

274 B.F. The attacks upon the towns that contain shade humans in them continue to increase. Regular humans demand that Warlord Eshra banish them from his lands. Upon his refusal, a war erupts lead by self proclaimed Warlord Garrison Ahlled. Garrison allies with Warlord Respitin.

273 B.F. The Orcs, with few Wilde allies, attack Warlord Respitin and Warlord Ahlled, and force a stop to the war in Eshra.

273 B.F. Silver skinned Wilde approach Dari Dascorie (cousin to Warlord Eshra) and have private talks. Soon after, Warlord Eshra, at the urging of Dari Dascorie, finely submits and banishes the shades.

273 B.F. Dari, with Holden Kountz, lead all the shade humans east toward the Crystal Crown Mountains. On their journey, human shades meet with the Orc Tribe, Beilgiuse. The Beilgiuse agree to aid the humans in their migration. Warlord Eshra meets with Both Warlord Respitin and Warlord Ahlled to call an end to the hostilities with each other. He surrenders the southern part of his land to Ahlled as payment for the truce.

270 B.F. The city of Ghonson Hold is founded in the Ahlled controlled lands. That same year Respitin founds a city as well, naming it Casara, after his mother and the lost city of his father.

269 B.F. Dari Dascorie, with help from the Orcs, establishes a small village near the Crystal Crown Mountains near a shade cave. The Orc tribes leave soon after the humans are settled, leaving behind their people that are shades. The first contact with the Ogar occurs.

267 B.F. Taur and Sidhe start to enter the area and harass the shade settlement. Dari starts to teach many the art of true combat, and Holden Kountz starts to enlighten those able how to use magic without ritual.

263 B.F. Dari forms a relationship with many of the Ogar. Many more shades come from the Warlord's lands to live. Ashenheart, a Wilde shaman, comes and takes up residence in the Shade village. He begins to teach the humans and Orcs the "benefits" of being a shade.

257 B.F. After many more years then he should have lived, Deshin Eshra dies. His body disappears before his funeral. Many Orc tribes travel to the area to pay tribute to the old Warlord. Many Wilde and Sidhe are seen in the area during the funeral. The southern village of the shades continues to grow, and is named after Dari in honor of her steadfast leadership.

240 B.F. Ahlled masses an army and begins to expand south toward the Valuren Shelf, east toward the Crystal Crown Mountains, the area of Dari and her people. Warlord Ahlled lets nothing stop his expansion, and attacks all in his way, even if they are not hostile to him.

238 B.F. Warlord Respitin sends forth soldiers of his own to aid in the expansion of Ahlled lands.

237 B.F. Ahlled and Respitin armies enter the area of the shade city and demand they vacate the area. Dari calls a meeting of the city elders, many vote to stay and fight. The others flee to the mountains to stay with the Ogar. The rumored army of the warlords was near 3000, only 200 or so shades stood against them.

236 B.F. Warlord Eshra learns of the plight that has beset his cousin and gathers an army to march southward into Ahlled lands. Warlord Eshra marches near unopposed, as most of Ahlled and Respitin forces are far east. Masses of Ogar come to the aid of the besieged shade city.

236 B.F. Within three months, the Shades and Ogar push the armies back and send them retreating.

236 B.F. Dari, with the army of shades and the Ogar, pursue the fleeing armies. Warlord Eshra's army continues its advance upon Ahlled. The movement of so many Shades gains the attention of the Taur and Sidhe. Both begin to gather together in smaller bands and begin to trail behind the Shades and Ogar, bogging down the progress toward the Ahlled and Respitin armies.

235 B.F. The armies of Ahlled and Respitin make it back to Ghonson Hold. Respitin continues on toward his lands. Ahlled begins to fortify against, what they think, is the eminent attack of Dari.

235 B.F. The attacks upon the shade and Ogar army become so frequent that they stop and fortify a position near the Valuren Shelf. A three-way battle ensues between the humans and Ogar, Sidhe, and the Taur. It quickly becomes a stalemate.

234 B.F. Warlord Respitin's army crosses paths with The Eshra army. In an effort to halt Eshra's advance, Respitin engages Eshra briefly, then retreats back toward Ghonson hold. He sends for aid from Ahlled, which is never to come.

234 B.F. Armies of Wilde suddenly attack the Sidhe and drive them away from the human shades. The Taur retreat soon after seeing the futility of the situation. Less than a month later, Dari begins to move her army toward Ghonson Hold again.

234 B.F. Within 3 weeks of each other, Warlords Respitin, Dari, and Eshra arrive at Ghonson Hold. Warlord Ahlled refuses to let Respitin or his armies within the city walls, for fear of more mouths to feed and people to house, in the likely event of a siege. As soon as Warlord Eshra and his army arrive, Respitin and his bedraggled army surrender. Eshra accepts under the terms that Respitin renounce his claim over his lands and pass them to him. Dari's army arrives. Both she and Warlord Eshra lays siege to Ahlled and his city.

233 B.F. Warlord Eshra is killed during the siege. Dari takes control of his armies and declares herself the Warlord of Eshra and Respitin lands. No one stands against her, as they have seen her warriors in action, and fear what would happen if she were to turn against them.

233 B.F. As food stores get low in Ghonson Hold, Ahlled still refuses to surrender, and the situation grows desperate. He sends his army headlong into the combined might of the Shade, Eshra, and Respitin army. After a single day, Ahlled is killed in his throne room and the Landowners under his rule declare their surrender. With that, all Ahlled armies and lands now fall under Warlord Dari's rule.

233 B.F. Being sole Warlord of the human lands, Dari lifts the ban of banishment of the shades. The Ogar return home.

230 B.F. Dari moves to Casara and renames it Ossvin. She unites all the few remaining Warlords under one banner without bloodshed.

207 B.F. Several more shades begin to appear within the Orc and human lands. The attacks from the Taur and Sidhe also escalate at this time.

202 B.F. Dari Dascorie passes her Warlord title to her cousin Questil Dascorie. He is rumored to be a shade as well. Soon after, she is never again seen.

191 B.F. The Taur and Sidhe attacks begin to become bothersome enough for Questil to call together a small army to deal with the problem. He comprises it of mostly shades.

183 B.F. Questil disappears. After only 3 months his sister Elenaya, whom is not a shade, claims herself ruler. She orders the army to enlist the aid of all shades and commands them to start expanding outward from the Ahllled land. The army is to push south all the way to the Valuren Shelf and east toward the Crystal Crown Mountains. This area is now known as the Duchy of Dari.

174 B.F. The army seems to have all under control until an army of Wilde rise up and challenge it. Elenaya, refusing to give up the lands she has won, calls up an army of regular humans to bolster her strength. The war lasts nearly 18 years, with the humans ever losing ground.

156 B.F. Magi have a complete loss of control over their magic. Hundreds of human and Orc shades disappear. The Wilde army also suffers several losses and retreats back into the uncharted lands. With the human army already battered, and sudden loss of forces, Elenaya has to quit her campaign of expansion.

155-51 B.F. The human lands flounder and stagnate. The Dascori family keeps a tenuous hold over the lands.

50 B.F. Questil is found near a shade cave in Eshra, nearly 100 years after he disappeared. He seems to have not aged and has no knowledge of his absence.

49 B.F. Questil reclaims his title as Warlord of the realms, when Asmaon Dascori dies under mysterious causes.

32 B.F. Magic has yet to return to normal and the attacks from the Taur and Sidhe increase, disappearances of Shades continue to occur. The regular humans, now called the “untouched” begin to demand the banishment of the Shades or “touched” once again.

28 B.F. Civil unrest begins to take hold of Questil’s lands. The whole of the human realm is brought to near war, but is halted by the sudden return of magic to a stable yet more powerful state.

27 B.F. Belser Respitin, grandchild of the once powerful Warlord Respitin, rises up, and gathers a force of Shades, like himself, to demand more prominent positions within the realm. When refused, they start to raid and claim areas of the realm for him.

23 B.F. After several years of causing grief, Respitin attacks and takes Ossvin successfully. Questil escapes. The attacks from the Taur and Sidhe grow more intense.

17 B.F. Questil, with a force of loyal humans and Shades, retake Ossvin. Belser Respitin is defeated. Soon after, silver skinned Wilde (later learned they are one of the many races of Sidhe) surround the city for 4 days. The army seems to come from nowhere. Many are seen entering the ruling castle with Questil and Respitin. On the fourth day, the Sidhe retreat the castle and the city. Questil and Respitin come forth and declare all lands under their combined charge, to become henceforth, The Dascorie Kingdom. Questil claims regency until such a time that his nephew, Macory Eshra, is able to take the throne on his 20th birthday. He also sets forth the law which will govern the Kingdom. Over the years until the crowning, several upstart warlords come to the forefront, but disappear under mysterious circumstances. Belser Respitin takes several Shades and retreats to places unknown.

16 B.F. Questil breaks up the land into 4 duchies: Eshra, Dari, Ahlled, and Ossvin. He also awards lands, and names the dukes and duchesses for each duchy. He also begins construction of The Midnight Tower.

16 B.F. Reetsill Ahlled is named the Duke of Ahlled.

116 B.F. Gerona Quell is named Duchess of Eshra.

16 B.F. Savin Respitin is named Duke of Ossvin.

16 B.F. Constance Feswish is named Duchess of Dari.

15 B.F. Belser Respitin returns upon the completion of The Midnight Tower. He and the Shades that he took with him, take up residence within. This group forms the first of the Castle Knights.

15 B.F. The first Out-Homes are built on the Dari and Ahlled borders.

15 B.F. A massive surge of magic saturates the entire lands. Magi around the lands regain their control over it.

15 B.F. Construction upon the royal castle begins in the city of Ossvin. It serves as the ruling point for all the realm.

0 C.R. Macory Eshra is crowned. He takes Belser Respitin's daughter, Ahshala Respitin, as his wife. The new Crown calendar starts upon the day of Macory's crowning. This is in the middle of the winter upon the new King's birthday.

7 C.R. Crown Prince Larmen Eshra is born.

9 C.R. Prince Fangast Eshra is born.

10-12 C.R. Ogar and Orc representatives approach the Kingdom. Peace agreements are made with each. An arrangement of sorts is also made so that the Orc clans can travel in and out of the Dascorie lands, as they see fit. The Ogar also make trade agreements with the Kingdom.

14 C.R. Princess Verna Eshra is born.

42 C.R. King Macory's health fails and he passes. Queen Ahshala steps down and lets her son, Larmen Eshra, take the throne. He is already wed to Jhean Ahlled, daughter of the Reetsill Ahlled, Duke of Ahlled, whom is pregnant with his daughter, Vahreisa.

43 C.R. Crown Princess Vahreisa is born.

54 C.R. King Larmen Eshra gathers up an army and starts to expand. He is able to expand Eshra northward.

60 C.R. Crown Princess Vahreisa marries Lord Baron Jergan Dancoust.

62 C.R. King Larmen Eshra gathers a second expansion army and pushes south into the Duchy of Ahlled. He retakes all the land from the edge of the Valuren Shelf back toward the kingdom.

64 C.R. Many More Out-Homes are built across the new land separating Ahlled and the unsettled lands.

71 C.R. King Larmen orders his last expansion. He assembles an army in Dari and attempts to push south. He is met with stiff resistance from Taur, Sidhe, and Wilde and loses much ground. He dies later that year.

71 C.R. Queen Jhean Ahlled-Eshra takes the throne and continues with the expansion in her late husband's name.

73 C.R. After several defeats, Queen Jhean Eshra withdraws her armies from the unsettled lands, then hands over the crown to her daughter, Vahreisa Eshra.

74 C.R. Queen Vahreisa Eshra fortifies her borders and rules peacefully until 95 C.R. Late in the year, she also orders the construction of The Hove Academy in Ahlled, as well as the Royal Academy of Magic and Knowledge in Ossvin.

86 C.R. Former Queen Jhean Eshra passes away.

95 C.R. Queen Vahreisa Eshra begins to gather an army. She has it trained for a full two years.

97 C.R. Queen Vahreisa Eshra sends her army forth for expansion into the unsettled lands.

100 C.R. After years of slow progression, the army finally reaches the Giantforge River. Once reached, word comes from the capital to halt the expansion and disband most of the army. The now vacant land is left for the remains of the former army to claim and divide for themselves. Most, if not all, of the old Out-Homes are abandoned, and the Shades are moved to the new borders.

101 C.R. Many of the Out-Homes start to come under harassment from the Taur and Sidhe from the unsettled lands. Some of the Out-Homes are lost in the attacks.

102 C.R. Queen Vahreisa Eshra orders the retaking of the lost Out-Homes, as the Shade population begins to rise. Magic becomes stronger than ever in known/recorded history. It is rumored that the Taur have completed construction upon something called The Onyx Hammer, a tower of some sort.

103 C.R.- Current Many new Out-Homes are being reestablished and/or retaken.

Change Log:

9/26/07-Spelling and Grammar corrected. (Thanks Becky)

3/27/07-Reformatted Text

3/16/07-Modified Time Line

9/01/04- Midnight Tower and the Shade Knights Description

8/31/04- Continue what it means to be a shade. Shade Knights and laws description

8/30/04- Added Out of game welcome page and mission statement, out of game world description, in game area descriptions. Started what it is to be a shade

8/29/04-added human duchy description

6/30/04-Changed Unsettled lands write up.

6/29/04-Wrote Family Line for ruling house.