

A History of Kings

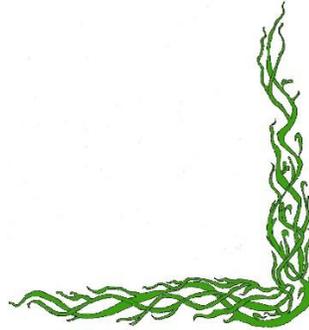
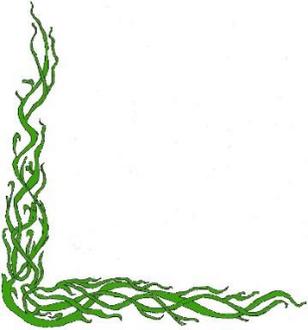
*A Documenting of Critical Events and Empires
by Deak Kovacson, Alopus Scribe of Hawk's Rest*

For years I have set out to document the important events that have occurred in the world, starting in the Elder Days before my race were created and then working through the centuries that have forged this era of our beloved Zurn's history.

I have sought out the most venerable scholars of our time, and have petitioned many a priest to speak on my behalf to the great avatars that were there in the beginning, and the result is this work: *A History of Kings*.

I do not consider myself to be a particularly gifted in regaling others with tales, so I hope you will read this for what it is: a faithful narrative of what we know of former days, and not as an engaging story to attract a crowd. Though perhaps there are those who will take these tales and make them more interesting in their telling, so that others will join around a table or hearth to dream of days gone by. But this introduction is already long, and there is much to tell.

Deak



Chapter I: The Creation of Zurn

Of course we cannot begin without telling you how the world of Zurn was created. There are many creation myths that I have heard in my travels, and I thought about writing them here to start our story, but I will refrain. It is imperative that this work remain an exclusive history of facts, not myths. As such, the following documentation is based solely on proven facts, not myths, legends, or folklore.

For this chapter I have heard from the avatars themselves that were present (and in some cases involved) in the creation of the world, and they stand as my witnesses. What they say is true and trustworthy.

The Beyonder Forms the Avatars

In the beginning, the Beyonder (for His name is unknown to us and thus we refer to him by His attributes) formed five avatars to serve Him: Order, Fury, Kurnonus, Molog, and Elenta. Each of them was tasked to care for a given element of the world that was being formed.

Order was entrusted with caring for and maturing life on the new planet. **Fury** (who had a different name then, though I cannot find what that name was) was granted the power of death, to bring life to an end both in peace and in war. **Kurnonus** was entrusted with cultivating the land, so that trees, rivers, and oceans had a keeper to protect them, and **Elenta** was told to instruct the stars in their dance across the heavens.

Molog was entrusted with forging the Shroud and the Abyss, the resting place of the dead and place of punishment after death

respectively at the heart of the world. And so it was, servants made, that the world was formed.

The World Is Formed

By the movements of the Beyonder's hands the world came to be, formed and moulded as a flat disc, turning around the sun, with a moon on either side. As the oceans pooled and land rose up, the plants and animals came into being, populating the world.

As the world took its shape, the avatars were sent down and walked upon the new world, learning of its creatures and elements. The world's physical realm was formed, and upon its completion the Beyonder began to form its magical realm as well.

The magic of the world was woven around the physical, but more dynamic and fluid in its nature. It was created to take form and then melt away, interacting and then fleeing, with much effort being needed to tie it to a specific location and purpose. But even this was done, and Order and Kurnonus in particular loved this element of the new realm.

And as the magical realm was formed, all three realms were completed: the supernatural realm of the avatars, the natural realm of all we see, and the magical realm to bridge the two.

And now that the realms were finished and beasts roamed the earth, there was only one task left to complete: the creation of the sentient races to fill it and steward it beneath the avatars. And so, instructing Order on how to create creatures, the first of the races came to walk the earth: the elves, trolls, sprites, and dawnwraiths.

The Fall of Molog

And it was good. All that was made was wonderful, and Order and the Beyonder spoke of future races that would be formed. And as Kurnonus looked over the world he came to love the beauty of streams running through glens, the mighty mountains which held

the water for the streams, and their dance as they ran toward the sea. And Elenta learned to love the song of the heavens and the dance of the stars, and began to teach them of her wisdom revealed to her by the Beyonder of things to come, that they might sing of them, portending them to those that would hear.

But Molog was unhappy. His realm was formed with two parts: the Shroud, a place of expectation, and the Abyss, a place of pain and suffering. And while these realms required a watchful eye, he did not wish to govern them, and abandoned his duties. He envied Order and her ability to subcreate, and Elenta's freedom to roam the heavens. He envied Fury for his watchful eye and place of judgment, and Kurnonus for his vast domain.

And so he rebelled. He fled to the other side of the world and began to make an army in secret. These creatures, cut off from the creative work of the Beyonder, were foul and hideous creatures: demons and hellspawn of various kinds, and all beating with the heart of Molog: an envy of those that live upon the earth, attuned to their element as they should be.

And when the Beyonder saw this, His anger was roused against Molog. He summoned the faithful avatars to Himself and together they marched against Molog and his creations to ensure that they could not harm the creatures and races that were being made. They found Molog and his creations waiting on the summit of Mount Nalu, prepared for war.

And so the battle began, with Fury felling many of the demons as they came. He met Molog in battle, and infused with the might of the Beyonder he smote him down upon the mountain. There they bound Molog with potent magic to the summit, that he might be released for his final stand in later days.

And all his creations were cast into the Abyss, where there is no steward to lead them. And so they have devolved into factions, with demons lordling over demons, sewing chaos, envy, and strife, like their maker, Molog. And there was peace in the land for a time.

Conclusion

This is what I know of the creation story. Most cultures agree on these central details, though they may add additional elements to it. The Dakelth wulvern clan, for example, are a seafaring people who claim that, as part of the creation of the world, the Beyonder also created The Fleet. And this fleet of ships was given to the Dakelth when their first ancestor was made, and they have cared for The Fleet and grown it ever since, in devotion to the command to steward it well.

These days marked the beginning of the Elder Days. Our next chapter will cover that period of our history, which reached its climax at the beginning of the Great War between Order and Fury, leading to the early years of our current medieval era and the formation of the first great empires.

Chapter II: The Elder Days

Following the Avatar War, the land knew peace for a time. As the other races were formed clans and kingdoms were established as tribes began to lay down roots, spreading across the continent.

At this point there were no affiliations among the races: all the sentient races grew and settled, making the first weapons and tools for hunting and the development of culture. But all of this would be remade when the War began.

The War Begins

It is an unfortunate truth that, as history went on, Order and Fury began to quarrel. Order loved her children – all of them – and did not wish any to descend to the Shroud or the Abyss. So she tried to keep them from dying, using magic to keep them from the fate that awaited them.

This denied Fury his entrusted domain, and their contention led to war. Fury changed his name to Fury, and set about to win over those among the tribes that would follow him. Many did, and many stayed under Order's care, while still others stayed away from the conflict, remaining neutral. And this is where the affiliations were forged that we know to this day.

The War began with the making of weapons specifically for war. While axes, bows, and knives were all employed already, the creation of the first swords was new: a weapon specifically made for war, not hunting. And with the advent of weapons came the

creation of armor to protect themselves from injury, and so have we continued to this day.

Order and Fury fought, and their children joined them too in some of their skirmishes, with Fury pushing his right to the slain and Order attempting to hold onto that which she had watched grow and mature. And so in their passion whole clans were slain, and the need to confederate the clans for protection and strength developed: the beginning of the kingdoms of the world.

The Rise of Kingdoms

Fury's most loyal followers joined into a single band, going where he went and fighting where he fought. This became known as the **Warherd**, and was led by Grokol Head-Taker, a minotaur of great size. He wielded a massive axe that his people still model their weapons after to this day.¹

As they laid waste to village after village, the elves united to protect themselves and any that sought shelter with them and formed a vast city with high walls to keep out their enemies. They called their city **The Enclave**, and people from far and near came to the elves to seek shelter from the War.

While the wars in the highlands were raging, the hill giant lords founded Morgheim, a massive fortress set into a mountain that could protect their people in time of need. Many giant kingdoms have modeled their keeps in this fashion, in part as a tribute to the ancient halls of **Morgheim** that insured their survival.

The House of Veren, a human clan of only two hundred souls or so, chose, instead of fleeing to the Enclave, to set sail across the sea to see what land might exist to the west. They came to the great

¹ I had an opportunity to meet a direct descendant of Grokol Head-Taker once, and he told me that his ancestor, according to legend, had six horns: two pointing up, two pointing forward, and two curving around toward the face. He claimed that his descendants all possess a different type of horn structure, and

that you can tell from which clan a minotaur stems purely by his/her horn arrangement. The iconography definitely agrees with this idea of six horns, but I have never seen a minotaur with more than four horns, so it is possible that this is not historical, so I place it here in a footnote.

Island of **Callun** off the coast, and on its shores they built cities and fortifications to protect against attack.

The nymphs under Lord Aegis Zurn settled in the **Zurn River** and formed their kingdom there, and many of the great nymph clans of our day waited in his castle to see what would become of the kingdoms of the world.

The anubites of **Khepri** formed a city near the great River Taweret far to the East of Mount Ulan. There they weathered many adversities as the terrain grew harsh.

The Revenge of Molog

It was during this time that Molog orchestrated his revenge on the Beyonder and the avatars that bound him to Mount Nalu. In his exile he created a group of seven demons more powerful than the rest, and as the first kingdoms formed he unleashed them against the world in retribution for his imprisonment.

These seven demons were known as the **Seven Deadly Sins**, and together they ravaged the landscape, driving many to take shelter in the forming kingdoms. Led by their leader, an abyssal dragon named Zeranaum, they worked by guile or by force to undo what the avatars had made, taking advantage of the new war between Order and Fury to lay waste to the world.

The avatars joined forces and rallied their people to face the Seven Deadly Sins, and before the walls of the Enclave they bound the demons and opened a magical rift into the Abyss to lock them away for the rest of time.

Some shamans say that they will return to harrow the realms of the world, but none can say for sure. I don't believe this, as no portal has been known to open from the Abyss to the world above for long, and the hold placed on the Seven Deadly Sins is great.

But damage had already been done, with some claiming that the elves had sacrificed the lives of other clans while staying hidden behind their walls. This led to enmity against the elves and their

allies, bringing war again to all lands. And thus the war continued, and has continued to this day.

Conclusion

The end of the Molog Rebellion is generally considered to be the end of the Elder Days. What follows then is the beginning of this medieval era, the ancient days where kings and empires began to form, with some persisting on and others falling into ruin.

Chapter III: The Ancient Times

Times were different in ancient times. Magic lores, while catalogued, were not complete yet. Breastplates existed but plate mail, ring mail, and lamellar armor, and thin metal shields had not yet been invented. The only siege weapons of the time were rams, ladders, and catapults, so sieges were long as assaults were costly.

The only weapons used with two hands at this point were the pike, the pick-axe, and the two-handed hammer, and the mace, war hammer, and crossbow were not yet imagined. The halberd had not been invented yet: men used spears and pikes in formations to reach their foes.

It was a different time, with heroes and warriors fighting to preserve their clans, and other tribes invading those that were less populous or poorly defended.

We will attempt to recount some of the great kings of this time, as well as some of their great deeds and acts of valor. To make this easier, we will examine the five realms of the world that we have records for at this time: the **highland region** near the Forest of Arden and the high mountains where the dwarves have made their homes, the **lowland region** below and near the Zurn River, the **Wilds** between the highland and lowland regions, the **Eastern Reaches** far to the East of Mount Ulan and the Great Desert, and the **Western Isles** across the sea, both near and far away.

The Highland Region

The Highland region was home to many warring clans, and for most of the Ancient Times there are few strong powers, though

they will grow in might over time. The first of the **Dwarf Holds** is founded under Luthmor Goblin-Breaker, and from his line come many of the clans we know today. His two oldest sons were Gral Forkbeard and Drun Longbeard, and their offspring are the great kings of the dwarven holds to this day.

The **giants** of Starkeberg erect their mountain fortress in those days, and their forges produce vast amounts of iron. They control the land to the north of the Griffon's Pass, which is known today as Arlen's Gap, raiding the other clans on their side of the pass.

The **trolls** of Gorosh build their spire known as The Fist of Glaf, and they form an alliance with the giants of Starkeberg against the other clans, securing their dominance until the coming of the Kingdom of Arden in the next period of history.

The **eaglemen** of Tyrla begin work on their secret stronghold in the highland mountains, unknown and unseen by the dwarves and giants. They do not reveal themselves to the kingdoms of the region until the high medieval period when a blight strikes the wild goats of the mountains, causing them to hunt and later trade with the valley clans. Not much is known about the Tyrla clan other than that they were led by a matriarchy, and still are to this day.²

The Lowland Region

The **giants** of Morgheim create their fortress at Morgheim. It begins with a central keep set into the mountainside, and by the end of the Ancient Times they construct two solid curtain walls to expand their city. Their ability to move stone is unparalleled at this time, and they construct towers and buildings that are monstrosly larger than anything any other clan can build. Their first king, Tsar Ivar the Merciless, enslaves thousands of satyrs to build the city, and many tribes flee the region to escape his armies.

² Their first queen, Queen Calenta, is said to have led her people as refugees from an island across the sea that was destroyed, and formed the new colony

with close to nothing. What the name of the old city or clan was I do not know, and none of their shamans could recall it when I spoke with them.

The **Exiles** of the Enclave are expelled for practicing the Dark Lore of magic and settle in the Dark Forest. Within their first year they lose half of their number to the local wildlife and plantlife that haunt the wood. Led by Lord Mornedhel Canya, the Exiles that survive establish a colony that becomes well-known for their self-reliance and stealth. Over the course of the era they grow in reputation after assassinating several warlords including Quorsh, Fourth Leader of the Warherd.

The **Khora** clan, a human clan, begins to forge a kingdom near the Granite Steppes under the leadership of Strakhoten. They found towns and villages within the region's Elderwood and the Wilderwood. They create the land bridge over the Fjord of Kloeft, and begin to wage war against the **Adref** Wild Man clan and the **Givugivu** troll clan, who are natives of the region.

The Wilds

The **Boor** Wild Man tribe establishes the Castle of Dorn. They make iron weapons and armor, and haul vast amounts of stone to the plains where they made their camp. Dorn becomes the largest city in the highland portion of the Wilds.

The human town of **Otium** is founded by Vibius Portarus. The town quickly becomes a city by the end of the Ancient Times due to the practice of gladiatorial games that attracts leaders and wealthy patrons from across the region, and the experience of his gladiators gives him a slave army to fend off brigands.

The **Warherd** is led by various minotaurs, and shifts from a horde of loyal followers of Fury to a predominately minotaur clan. The clan is led by a war leader, and while he has advisors they have no power or caste system yet: they are merely persons that he/she has come to trust before becoming war leader. The established shaman class will not come about until the early medieval period.

The Eastern Reaches

Not much is known about the east during this time, though the alopen shamans do say that there was a **Great War** between the Khepri anubites and the alopen tribal clans. The alopens allied themselves with the Aog dragonborn clan, and the war raged for over two hundred years. By the time the war ceased, the alopens and dragonborn had been crushed, and the anubites established supremacy. This led the first alopen families to travel to the west, destitute and with little to their names, resulting in the gypsy image some attribute to them.

The Western Isles

The **House of Veren** is led by Tula Veren, the first princess of their people. The Verenites continue to trade with the Elven Enclave, bringing wealth to the colony and fostering the building of large ships to both carry goods and defend convoys.

The serpents of the **Hive of Harvoeth** settle on the volcanic island of Harvoeth and begin to raid the surrounding land. They clash with the nearby Khora human clan, pillaging them every year in the early spring. Their leader, Ssarash the Fearless, wins a great victory against the Givugivu trolls of that region and forces them away from the sea. The trolls have lived in the Fjord of Kloeft and the nearby Elderwood to this day as a result of his warring against their clan.

Conclusion

As new innovations and technology appear, the kingdoms of the world moved to into what we call the early medieval period. As new weapons and items are created wars become more common, as they become less costly to the invading armies.

Chapter IV: The Early Medieval Period

As the early medieval period begins, new advancements change the field of war, leading to greater numbers of kingdoms forming and falling due to war. The invention of ring mail, maces, and two-handed axes made warfare more dynamic, protecting warriors and giving them greater force to slay their foes.

Siege technology in particular made several leaps, with sapper's mines, ballistae, and scorpions coming into use. The trebuchet and mangonel had not yet been invented, but the technology was starting to take form.

The Highland Region

The first great magic school, **House Ochuro**, is founded near the faun town of Marlakivah. As time progresses, it would remain a preeminent magic school, and the most prominent school in the Highlands region.

Lady Anna of Lamfordt flees her father's castle with a handful of peasants to escape a plague, and finds a small island within a wide river. She establishes a motte and bailey keep that commands trade in the region due to its secure position and fertile soil, and names it **Annadale**.

The first of the great centaur chieftains founds the **Kingdom of the Glade** on the outskirts of the Greater Wood. They ally with the local wulvern clans and found the first blood pact with them. This pact still exists to this day.

A clan of elves leaves the Enclave desiring to be closer to the world and its natural elements and found the **Woodland Kingdom** in the Greater Wood. Their leader, Alorn Londiaur, is the first of the great kings, and his line continues to rule to this day.

The human explorer Arlen of Taiscealai clears a path through the Griffon Mountains, naming the pass **Arlen's Gap** in his honor. He would later go on to forge a path through a cavern under the mountains which would come to be known as **Arlen's Passage**, though it is more dangerous than using the Gap.³

The Lowland Region

The city of **Ossenstadt** is founded by ogres by the Fjord of Kloeft, and they go to war against the Wild Men of Adref and the Khora human clan, which brings the Adref to their knees militarily. The ogres carved out a territory in the southern portions of the realm for themselves. The Khora and Adref never drive them out, and the arrival of the ogres awakens Skrekkvind, the dragon of that region, from his slumber.

The Eldar Elves of the Enclave begin work on **The Nave**, a floating fortress library designed as a vault of knowledge where magical artifacts and ancient texts can be stored safely from the hands of thieves, warlords, and warlocks.

The Wilds

The **Selrit** human clan begins to colonize the Kelmar Forest near the Griffon Mountains. Their people delve deep into arcane magic to predict the future, and become highly skilled seers. Their queen, Shadow the Clear-Sighted, predicts their destruction in a dream and searches for ways to reach immortality. She passes on a

³ Arlen's people were cunning and loved traps and puzzles. Arlen's Passage is a faster way to reach the other side, but requires one to pass the various puzzles

that Arlen designed. Many opt to cross Arlen's Gap instead, as it only means watching the sky and crags up above for griffons. "Only."

vision of a Fountain of Youth that grants immortality; the fountain is never found in her lifetime, and to this day has not been found (though seers have seen it in their visions).

The Eastern Reaches

The city of Arosh is sacked by the Khepri, who discover the first **mummy** within its ruins. From the undead king they learn of the art of mummification, and many anubite kings are mummified from this point onward.

The **alopen** flee in vast numbers from the east near the end of the period and assimilate easily into western towns. Many of them start taverns and rest houses where they settle, telling stories they have heard over their travels. Their natural affable natures have an appeal to those passing through, and to this day alopen taverns are generally considered the best you can find.

The Western Isles

A nymph colony forms on the Island of **Kerris**. The island has natural harbors and is out of the way of most seamen, and thus it has been used as a lair for pirate treasure over the years. But pirates have reported their treasure missing over time, and I hypothesize that the nymphs of Kerris gather and relocate the treasure to their treasure troves. No evidence yet exists to prove this.

The **House of Veren** expands trade to the outlying isles to the west, and King William of Fidelis is announced as High Protector of the Western Isles. For decades the House of Veren patrols the sea and lays down William's Law of the Seas. This law is considered "common law" for actions on the sea to this day, only ignored by decrees from a sitting king within his waters.

The **Golod** dragonborn clan arrives on the Island of Krote. They are the first to build a kingdom there, but within a generation the **Tengerkut** satyr clan arrives and settles on the other side of

the island. Lider Okhotnik of the dragonborn wages war on Gazdag of the satyrs, which continues well into the next period.

Conclusion

As the early period progressed, changes began to arise both economically and militarily. Independent towns with charters came into existence, and with the invention of plate mail and better siege weapons (including the trebuchet), a new era of tactics and kings was dawning. This period we call the "high medieval" period.

Chapter V: The High Medieval Period

As the medieval period progressed, one primary advancement came about that changed everything: the creation of plate mail. With it the weapons of war began to change dramatically, with hammers, maces, crossbows, and halberds being designed to puncture it. The sword held its place in taking on lightly armored warriors, or was modified with spiked crossguards and heavy pommels for striking opponents as if it was a mace or war pick.

This period also saw the development of the trebuchet and mangonel, leading to long range, high-impact assault weaponry. While they were still not well designed to bring down strong walls all by themselves, they presented a new way to weaken and terrify defenders in a siege.

The Highland Region

The faun clans confederate together into a unified league. They call themselves **The Faun Federation**, and choose Marlakivah as their capitol city. Marlakivah is still the capitol of the Federation to this day, though there is a **great fire** a few decades later started by dissidents against what they called, “the growing power of the central towns.” The town was rebuilt, and those that started the fire were hanged.

The dawnwraith **Alwyn the Eternal** begins a magic conclave near the Forest of Arden. Following his assistance to the Kingdom

of Arden he was given a parcel of land within their territory, and started a magic school there for arcane arts.

The human clans are slowly conquered or join under a single king, Arn, the First of that Name. He would later go on to extend the borders of his new **Kingdom of Arden** from the Forest of Arden near the sea (hence the name) to the Griffon Mountains. An earl of Arden marries Lady Constance of **Annadale**, annexing the border fort to the kingdom. It becomes a barony of the realm, and serves as the primary hold for the southern border of the kingdom for centuries.

The Kingdom of Arden launches its first **crusade** under Arn, Son of Arn, Second of that Name, to assist Lord Argon Zurn of the Zurn River nymph colony against a troll invasion. It marks the beginning of the alliance between the Zurn River colony and the Ardenites, as well as the beginning of many crusades launched by the Ardenites across the world.⁴

The Lowland Region

The Kyrie **Kingdom of Hjem** is established under Flottfar Havstad, “The Conqueror,” as his people call him, who wipes out the Khora human clan and establishes peace with the Adref Wild Men. By this point, though, the Adref are so few in number and ravaged by the great beasts of the Elderwood that they dwindle and die out, save for a few members scattered across the wood. The **Givugivu** trolls reach an uneasy peace with the kyrie as their armies make their way across the plains, and the people of Hjem continue to war against the ogres of Ossenstadt to the south.

Hjem is raided every spring by the **Hive of Harvoeth**, and the kyrie construct two fortresses to shelter their people from the raiders: Festning by the sea to the west, and Sikkerhet (*pronounced*

⁴ As of this writing the Ardenite kings have launched 39 crusades, typically with at least one occurring in a generation and no more than four in any generation. This has led to a high rate of veterancy in a variety of environments for Ardenite

warriors, as they traverse the lands wherever the king wishes them to go, making them among the best soldiers in the world. Only the warriors of the Warherd have more veterancy than the Ardenites.

“See-ker-yet”) in the mountains to the east, a larger and stronger fortress that also serves as the seat of power for the region.

A **magical rift** opens near the Dark Forest, connecting our world to the Shroud. An army of dead creatures emerges from the rift, and the Exiles war against them. The spirits of the dead are led by a giant spectral warrior that they call **The Fenn Lord**, as the wraith made his lair in a marsh near the Dark Forest. The Exiles drive the Fenn Lord to the sea under their king, Morion the Silent.

The Wilds

The **Wybrany** direwolves enter the Kelmar Forest. They are called by a vision to destroy the Selrit humans that live there and thoroughly hunt them across the forest, leading to the destruction of the Selrit people as was foretold. Some of the spirits of the Selrit people wander the forest, still attempting to read the stars for signs of the future, and are consulted by locals of the region who dare to enter the Kelmar Forest and brave the Wybrany pack.

The Amazon tribe of **Janys** migrates near the Kingdom of Arden, following a herd of stegosauruses that fled the Warherd. They establish neutrality with the Ardenites and trade exotic goods with them in exchange for iron and other forge-made items.

The Eastern Reaches

An Eagleman clan establishes a stronghold in the Austral Mountains to the southeast of Mount Ulan named **Carnan**. They are involved in the geopolitics of the Vale for many years until the kingdoms of the Vale devolved into factions and were slowly governed by a crime syndicate that had taken root within the vale. From their lofty fortress the eaglemen were unassailable, and there they waited, biding their time until they could aid in bringing balance to the region.

The first anubites come to the west. They initially settle in the Lowlands, and while they do not make many allies, they survive as nomads by the use of their foreign magic, The Desert Lore. They are primarily raiders, foraging off the land and pillaging settlements though they never attempt a raid on Morgheim. King Hochvader of Morgheim leads an army to drive off the anubites and defeats them at a great battle near Flur, where he gains the name, “Dog Slayer.” The anubite clans splinter following the defeat, leading to their diaspora across the western lands.

The Western Isles

The **Khludalag** Exiled elves land on the southern tip of the Island of Callun, challenging the House of Veren for control of the island. They gain a strong foothold in the south and construct five large castles for their five clan leaders. The House of Veren was never able to uproot them fully from the region.

The war over the **Island of Krote** reaches a new development as a third player arrives: a clan of **silvanor** are planted by the Tengerkut satyrs in the hopes that they will join them in the war against the Golod dragonborn. Instead they see the ravaging of the forests on the island and form their own colony, calling themselves the **Krotegree**, and wage war on both clans.

Conclusion

With empires – true empires – beginning to form, it was only a matter of time before larger and stronger weapons and armor would be created. And thus we have the coming of the late period of the era, with larger battles and sieges taking place due to greater access to supplies.

Chapter VI: The Late Medieval Period

As the late medieval period arrived (our current timeframe, as the chroniclers reckon it), a wider array of items and weaponry are being produced that were not known before. While trebuchets use a counterweight, as the design was modified over time the counterweight allowed for larger payloads, leading to the building of the mangonel. Plate mail came into its own at this time, and thus with it came the development of halberds, stronger war hammers, and other new weapons of war.

Some of the greatest sieges in history occurred during this era, and valor and mettle proved which were destined to stand and which to fall.

The Highland Region

The Kingdom of Arden is attacked by **The Necron King** from the west, and calls on the assistance of the Eldar Enclave to drive him from their land. The alliance is successful in expelling him from the region, though many battle teams are captured and tortured in the process.

The Kingdom of Arden is attacked from the north around the same time in the **Borgon War**. A war begun by the Starkeberg giants to claim the head troll of the Kingdom of Arden, the war lasted for two years, and led to the destruction of Starkeberg. The armies of Arden were strained when the war began, but the valiant

defense of the border fort of Annadale by a few hundred men was enough to keep the enemy at bay until forces could relieve the siege and take the fight to the giants on the other side of Arlen's Gap.

The Warherd calls on various allies and begins **The Second Siege of the Enclave**. Over the course of the eight-month siege the Warheard breached the outer walls and destroy the keeps of House Uradan and House Andanca, and Ellamadar, the elven cytar (the political leader of the Enclave), was slain at the city gate. House Andanca and House Uradan never recovered from the tragedy, and declined until they were replaced by stronger houses among the elves: House Navarreon and House Ondoran.

Following the Second Siege, **House Fuin** makes a power play to claim the place of cytar (the political leader of the Enclave) from House Adar. They were unsuccessful, however, as a plot hatched by House Fuin against the other elven houses was brought to light, causing support to flow toward House Tython, causing Lord Echelior Tython to win the election of the cytar. Lord Echetython reigns as cytar to this day.⁵

The Lowland Region

The eagleman Doge Skarikel Farseer begins work constructing the fortress of Hawk's Rest. His people settle among the peaks and constantly war against the local giants of Morgheim. Upon the death of the doge in battle, he was succeeded by his son, Doge Carlior Sharp-Eye, who reigns over his people to this day.

The Wilds

A **flying fortress** was built by a dwarf by the name of **Daryl** and his band of mercenaries. Together they also designed flying

⁵ Elven leaders often shorten their names by combining their first and clan names when taking a leadership role, so "Echetython" is "Echelior Tython" that we mentioned before. Similarly "Ellamadar" is "Ellamadan Adar" of House

Adar. Why they do this I don't know, but it does make it faster to say the leader's name. The trick when studying elvish history is to discern the clan name so you know where the first name has been curtailed.

ships and mechanical construct soldiers to guard them, allowing them to work for kings and warlords across the Wilds for many years. They later set sail for the Western Isles, and engaged in warfare with the Krote Island clans, bringing a form of peace to the conflict that had lasted for centuries.

The Eastern Reaches

A clan of felmari founds the city of **Xerin** in the vale within the Austral Mountains. Over the years other clans would join them, but it was the city of Xerin that would take the brunt of a demon attack against the Vale.

Following the attack, the Eaglemen of **Carnan**, led by King Ri Visal, hired a group of adventurers to bring down the syndicate that had taken up residence in the region. They were successful, and the nations of the vale knew peace for many years. To this day Lord Visal of the Austral Mountains still watches over them.

The Western Isles

A half-human, half-wulvern girl named Norarn claims three vast treasures for Joseph Reddington of Mueller & Reddington Shipping Associates, an Arden trade company, and with this treasure he begins to build a fleet. Taking on the name **The Pirate Queen**, Norarn sailed the seas for decades, raiding and plundering merchants to her heart's content.

No one knows what became of her. Some say her heart was captured by the sea, and she drifted off into a storm to be claimed by it. Some say she fought in a great battle against the wulvern Dakelth clan. And still others claim that she fell in love with the renowned thief of the Kingdom of Arden, **The Marlfox**, and that they settled down and had a family by the sea. But I have found none of this documented. It is all conjecture.

The mercenary dwarf **Daryl** and his associates arrive at the Island of **Krote**, and attempt diplomacy with the local clans. It fails, and they war against the clans for several months. The fighting leads the three native clans to form a confederacy against the new invaders, ending the longstanding conflict on the island.

Within the span of five years, three tribes of independent Wild Man clans all invade the **Island of Callun**, driving back the House of Veren, but unable to uproot the Khludalag from the southern reaches of the island. The House of Veren's control of the island begin to crumble, and to this day they have been unable to reclaim vast portions of the island.

In the wake of the breaking of Veren's control various towns became independent, with local lords and landed families keeping control of castles and villages where none of the major powers can maintain their hold.

Over the decades that followed a group of warriors led by a half-elf by the name of **Gaelan Navarreon** fought to reclaim vast portions of the land, and brought peace to the island of Callun, subjecting the Wild Men clans to the House of Veren. The heiress of Veren became the first queen in decades. This is Queen Michelle Veren who reigns to this day, guarded by a mighty and bloodthirsty wulvern warrior and her loyal knights including Gaelan Navarreon, Valinen Synnyt of the elven House of Cael, and Baron Malcolm of Malcolm Castle and Murren Village, which he acquired by marriage to Athelwyn, a Wild Woman Amazon.

Conclusion

More will be done before this era of our history is complete. And I look forward to seeing and documenting more of it as it happens. But anything else I could include here would be mere speculation on the facts, as details are still coming to light even on some of what I have presented here, so here I put up my pen.

About the Author

Deak Kovacson has lived at Hawk's Rest all his life. An avid nature lover and hiker, the harsh but clear air around the mountain agrees with him, and he has raised his family on that mountain for decades. At the bequest of his eagleman lord, Doge Carlion Sharp-Eye of Hawk's Rest, he has created this work to give a faithful and unbiased recording of the events that have led us to this moment.

Deak does not talk much of his personal life, and neither does his wife or seven children, but we have learned that they enjoy hiking and hunting together, singing and dancing, and playing tricks on foreigners. Deak intends to write additional volumes on the influence of geopolitics from past days on the current situation, but it will be slow-going as he prefers to learn things firsthand from those that live there or come from there. He has given no release date on that work.



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