

## The First Age of Ganmere

I, Veralas, son of the high loremaster Rolas, give all ye who may read an account of the First Age of Ganmere, and the events concerning the rise and fall of Dorlath, and the fall of the man called Eldarran.

There was a Necromancer called Kuloth, who's origins lie in the depths of time in which the peoples of the world were born. In the year 263 of the First Age of Ganmere, he and his forces declared war on the free and civilized peoples. From his mountain stronghold, he strove to gain control over all the lands of Ganmere. It was during this time that the Dwarves forged the Helm of Dragonkind, and wielded it against the Dark Lord. Kuloth was ultimately destroyed in 354 by an alliance of elves and dwarves, which threw down the high citadel of his mountain fortress and hunted his minions, destroying all that they could find. The Dwarves split their powerful relic into 8 pieces to prevent it from destroying their own civilization.

In the years following Kuloth's destruction, the elves began to diminish. The dwarves retreated farther and farther into their own mountain halls and became highly secretive. In the year 366, humans appeared in Ganmere, sailing great ships out of the north. They quickly multiplied, establishing small kingdoms in uninhabited regions, mostly keeping to themselves.

By the year 800 of the First Age, human civilization had reached a definite high point. The large kingdom of Gairn

occupied the central regions of Ganmere, while smaller kingdoms could also be found in the southern desert and in the western grasslands. Though the dwarves were still plentiful, humans were now the dominant race in Ganmere. Elves, their numbers stable but fewer than the men of Ganmere, were only to be found in the forests on the eastern coasts, which they called Caras Eleradon. During this golden age of men, a sorcerer arose, calling himself Dorlath. He taught many of the civilized peoples the magical arts, and became widely respected.

However, Dorlath's intentions were unknown to most people, even the wisest loremasters. He had appeared mysteriously after having arrived in Ganmere from across the southern ocean. While he taught his disciples, he studied the history and crafts of Ganmere closely and quietly. Dorlath became interested in the history of Kuloth, and made several trips into the northwestern Mazar Mountains, which had been home to Kuloth in the first age. After much studying in secret, he learned many of the ways of Kuloth. He bred mind eaters, orcs, goblins, and trolls as Kuloth did before him, mocking yet again the free people. He vanished into the north, leaving no traces of his existence in Gairn and Caras Eleradon. The free peoples forgot him...

In 1234 of the First Age, Dorlath set his plans in motion. His forces had multiplied, and he sent his mind eaters forth as spies and to control key leaders. In 1265, he eliminated Arnos, King of Gairn, and Lorinda, Queen of the Elves. Only the Dwarves recognized the

presence of the mind eaters, but men did not heed them. The elves lost little time mobilizing against Dorlath, for their wise were able to determine his designs and intentions easily. Gairn, however, developed an enormous power vacuum as various members of the royal family vied for power. In their weakness, Dorlath struck deep and hard. His forces overran Gairn, pillaging raping and burning as they went. However, he was unaware of the elves' preparedness, and his forces were quickly cut off from any route of retreat as battalions of Elven warriors moved in from the northwest, easily defeating Dorlath's invasion forces.

Before the invasion, Arnos, while under Dorlath's control, had sent his firstborn son Eldarran to the southern desert in search of the fabled scarab of time. After the invasion, Eldarran returned with 3000 men, and assumed the throne. He quickly allied with the elves, and rode personally to Mazaradon to beg for the allegiance of the dwarves. Successful, he led a full-scale invasion of the ancient realm of Kuloth. As Dorlath's forces crumbled under the combined weight of man, elf, and dwarf, he challenged Eldarran to personal combat. As he dealt Dorlath a fatal blow to his heart, the Dark Lord's dagger pierced his chest, poisoning the charismatic leader of the free peoples. Gil-Ranath, the Elven herald, rushed to his aid, but could not save him. The elves placed a charm upon his dying body that he might go to rest in the halls of his forefathers until such time as he might be cured, and come again to rule the humans of Ganmere. Gil-Ranath took Eldarran with the help of Rolas, sailed in

a small boat, north, out of the knowledge of the people of Ganmere, to a small island off the north of the continent. There, in a cave on the Isle of Nord, he laid Eldarran to rest, and set about him torches blessed with eternal flame. As the elves prepared to leave, Gil-Ranath said to his companion, "You must go back alone now, for I must remain with Eldarran until the coming of the third age. You must keep alive the memory of this time, for I fear that all the men and dwarves may forget the evil which has befallen the world."

Thus it is that Gil-Ranath vanished from Ganmere, and Rolas became a high-lore master of the Elves. Thus ended the First Age of Ganmere.

## The 2nd Age of Ganmere

After the departure of Eldarran and Gil-Ranath, the Kingdom of Gairn fell into dark times, as the King had no heir. Eldarran's nephew Galson ruled for a while, but the petty infighting of the royal family brought him down, and the kingdom of Gairn crumbled into small tribal groups.

In the year 222 of the Second Age, a chieftain called Garin rose to command many men, and began rebuilding the ruins of Castle Gairn. After many years building and leading his society, it grew into a small kingdom. Initially, it was properly called New Gairn. However, as other tribes and towns began to take offense at New Gairn naming itself after the great kingdom of old, the unification wars began.

Garin built Garinham, a fortress town to the north, to defend his widening lands from northern raiders. He defeated many chieftains and warlords, and offered citizenship to their followers if they would lay down their arms. Thus, New Gairn grew and prospered, and eventually held under its sway all of what was once Old Gairn. By 298, Garin was at the age of 123 and had unified the humans of the realm of Gairn. He died in 302.

The transfer of power happened relatively smoothly, with Garin's first son taking the throne. Power passed along very smoothly until 947, when orcs began issuing out of the northwestern mountains once again. Gairn was unprepared, and the country paid in

territory and lives. This time, however, the orcs were not organized and were behaving quite randomly. Individual tribes were at work, not one driving enemy force. Garinham was rearmed and once again served as a station of defense, this time against orcs coming from the northwestern hills.

In the upset that happened between 947 and 1054, many records of the older days and the old world were lost, quite mysteriously. The vaults of Gairn, which contained scrolls and books from Old Gairn, were found suddenly in ruins and nearly empty. Much lore was forgotten, for many human loremasters mysteriously disappeared or died. Few knew that Dorlath was stirring again, and that his forces had arranged the loss of the old lore.

In 1085, Dorlath's presence made itself known in the dwarven realm called Mazaradon. Of the 30,000 dwarves there, barely 900 walked away from one of the worst slaughters in the history of the world. The nature of Dorlath's invasion, however, is still unknown. Until the year 1400 (the present), no word was heard either from Dorlath or Mazaradon.

## Adventure Log

### Game 1: Sewers of Garinham

In Game 1 we met our heroes: The Wizard (Furnok), the Paladin (Ceres), and the Monk (Jabroni-Wan). They awoke on the side of a road after having been abducted. They went into the nearest town (Garinham) to rest and find more information on their captor. There they met Lornoth, an old man who set them on a quest to retrieve a stolen amulet. The halfling thieves who stole the amulet led them on a subterranean chase through the town's extensive sewer system. Our heroes cornered the half-pint villains in their own hideout, subduing them and collecting a sizable bounty. It turned out that Lornoth was actually their kidnapper. Lornoth was also in league with the Dark Wizard called Dorlath, who supposedly had ties to the ancient Dark Lord Kuloth.

### Game 2: Garinham Under Siege

Ceres was conveniently out of town, seeking answers as to her own origins and chasing rumors of her lost mother (Cindy was unavailable). Furnok and the Monk aided in repelling an invasion/siege force thrown at the town by Lornoth. The siege was thrown down and the local sorceress Lana killed Lornoth.

### Game 3: Mind Eaters of Dorlath

After the siege, the Kingdom of Gairn sent some 60 knights to bolster the defense of Garinham. Mind-Eaters, small creatures used for spying and mind control, were discovered to be at work, and caused our heroes to have to fight their friend Quirth (captain of the guard in Garinham) and his Gairn ally.

Jabroni-Wan the monk was tragically slain. Jabroni-Wan the Barbarian quickly appeared in town and behaved like a lost twin of the former Jabroni-Wan (Terrill made a new character).

### Game 3b: The Siege of Gairloch

Game 3b began as our heroes answered a call from help in the form of a dying dwarf from Gairloch. The dwarven town was under siege, and they needed all the help available to them. Our heroes obliged, and successfully repelled the Siege of Gairloch. Jabroni-Wan was slain by a stray arrow at the end of the adventure.

### Game 4: The Road to Mazaradon

Jabroni-Wan was slain before the adventure began, as Terrill had to leave the game. Ceres and Furnok were joined by Avaril, Aaron's Elven Druid character. The three left Gairloch to pursue the rumors of one of the fragments of the Helm of Dragonkind. They decided to attempt to convince Gairn of Gairloch's strategic importance (an envoy of dwarves was sent to Garinham). The old dwarf Oriwald now accompanies them. They fought orcs and trolls on their way to Mazaradon, the ancient dwarven realm. When they finally entered the ancient city, they found a black-cloaked figure awaiting them.

Statistics:

Enemies Slain: 22 Orcs (one cave troll was freed and charmed, accounting for 8 of those kills). Friendlies Lost: 1 (Jabroni-Wan)

## Game 5 - Mazaradon: The Southern Outpost

Picking up where we left off, our heroes entered Mazaradon, searching for a fragment of the helm of Dragonkind. In the entrance hallway, they encountered a projection of Lomos the Avenger, a henchman of the Dark Lord Dorlath. Lomos struck down Avaril (the elf) and his projection vanished into the depths of the dungeon.

Chasing the apparition into the ancient dwarven realm, the heroes encountered Ramos (Terrill), who's expeditionary force had entered Mazaradon two days earlier. They had been attacked by Lomos mere hours before the heroes arrived, and had lost 15 of their number. The 10 that remained were exhausted and resting, but a few agreed to help the heroes in their quest.

In the dungeon, the characters found an ochre jelly and a small band of roaming orcs, both of whom carried small pendants. A third pendant was found in a hallway, only to be snatched by a shocker lizard before the heroes could claim it. After discovering that they required the third pendant in order to enter the Southern Outpost's vault (where the helm fragment was stored), they managed to defeat a small group of the deadly shocker lizards.

Taking the third pendant as their prize, they entered the vault, only to discover that Lomos had already entered. A battle ensued, in which Lomos summoned a medium-sized blue dragon, which fought the heroes after he fell. After defeating the Dragon, the heroes encountered a

large stone golem guarding the innermost room of the vault. Furnok's magical skills proved useful in avoiding a direct battle, and he stole the helm fragment, along with several magical weapons and other items.

The heroes now rest and recuperate in the barracks of the first level, in the southern outpost of Mazaradon.

Kills: 13 (1 Ochre Jelly, 6 Orcs, 4 Shocker Lizards, 1 Dark Wizard, 1 Blue Dragon)  
Losses: 1 Elf (Avaril), 1 Dwarf (eaten by blue dragon and rescued after destruction of said dragon).