

The Chronicles of Abaton

by Banjo Summerset



Volume I

*****The Coyote's Inkwell*****

“If you do not like the way that history remembers you
then you should have been more memorable”

25th – 27th Second Moon of Sylph, 1000 AoM (*Divided We Fall: April 25th – 27th, 2008*)



Rumors have continued to escalate about Lord Jonathan Huntly, Guardian of Abaton. Both Zaka and Sabrae have branded the nobleman a traitor and begun preparing their armies to reclaim the wayward province. In the mean time, Jonathan took up residence with Warlord Gregory Wilam VonDe'Blouden III of the Southern Waste aboard the gnome's airship – The Swan. Jonathan's bodyguards, Lady Ninja Takahika Li Yamazaka and Sir Rosena Gilded-Leaf, also joined him aboard the docked vessel. As the sun set on the 25th Second Moon of Sylph, the armies of Zaka and Sabrae both stood ready to march on Abaton. Despite the looming danger, lanterns glowed brightly in the windows of Shadefall's tavern – The Fur and Fang Grille. While the bartender, Chance, was serving a round of drinks, he overheard Archibald spreading rumors about the coyote-kin's distant cousin – Takahika. Chance left his bunny-fae "sister," Lady Wench Star, to run the tavern while he paid a visit to his cousin at her burrow and informed her of everything that Archibald had said.

While Star was running The Fur and Fang Grille for Chance, the demigod Dath'Cha gated into the tavern. Glaring at the townsfolk from behind the mirrored lenses of his darkened glasses, Dath'Cha informed the gathered townsfolk that their lost portal key had fallen into the hands of Dykair. The demigod ordered the people of Shadefall to recover the key, but his words were met with disrespect. Dath'Cha's angry scowl grew darker as he drew his crossbow and demonstrated his power. The demigod gated out of The Fur and Fang Grille, having reduced most of the tavern's furniture to little more than debris.

During the afternoon of the 26th Second Moon of Sylph, a pair of granite golems were sighted ravaging the Abaton countryside. Sir Kaydren Silverpaw, High Mage of the Southern Waste as well as Captain Rupert Cooper and Private Shigero Vann Silverpaw of the Vannerhost Legion confronted the creatures, but were forced to retreat. Cut off from his companions and his bow broken, Shigero was left for dead by his brother and commanding officer. The weakened golems attacked The Fur and Fang Grille a short time later and were defeated by Chance.

As darkness fell over the land that night, Corporal Raven Lonewolfe of Lord Huntly's Blackscapes was surprised by the arrival of a phoenix carrying a cake in its talons. The former dwarf quickly realized that the phoenix within him had informed its brethren of the day's significance. Though Raven didn't know it, his continued complaints and comments regarding the matter annoyed the phoenix within him.

Raven later received a message of hope from a fellow Blackscale. The former dwarf organized the townsfolk into two raiding parties. While Gregory led one party to attack the Zakan camp, Raven led the second raiding party against the Sabraens. Takahika arrived at the Zakan camp to aid Gregory and his followers in their attack. Raven and his band were joined by Rosena. A band of gemlings summoned by Jonathan arrived to help

turn the tide of both battles in Abaton's favor. Jonathan was rumored to have been present at both camps during the battle. However, many argued that the nobleman could not have accomplished such a feat.

The triumphant townsfolk of Abaton returned to Shadefall and gathered at The Fur and Fang Grille to hear a speech from Jonathan. He announced to everyone that the gemlings would be given safe refuge within the new nation of Abaton. As a means of safeguarding his fledgling country in the days to come, Jonathan authorized Rosena to form a band of soldiers known as the Dawn Sentinels. In addition, Takahika was authorized by Jonathan to form a network of spies and scouts called the Dusk Keepers. Jonathan remained in Shadefall to celebrate late into the night with his people.

Later that night, a stranger entered The Fur and Fang Grille while Chance was in the midst of serving the evening's final round. The stranger struck up a conversation with Sir Kaydren, Tiberius Gemstar, and Cyrus Starhammer. After learning the details of Abaton's attacks against Zaka and Sabrae, the stranger departed into the night. Unbeknownst to the people of Abaton, the stranger reported everything that he learned that night to Lord General Valian Vannerhost of Sabrae.

The following morning, the arch-vampire known as Dysis visited Shadefall. He appointed Gregory as his Duke of Biscuits and offered the gnome a chair. When the gnome took his seat, it became spirit linked to him. Feng Darktree immediately stepped forward and swore fealty to the new Duke, declaring himself to be a loyal biscuit. Unbeknownst to the townsfolk of Shadefall, Dysis had already partially turned Gregory into a vampire. Shortly after the arch-vampire departed towards Cambridge, Shadefall was rocked by an explosion that seemed to emanate from Glacien's Tower. Once again, the ritualist had tried to substitute mephit eyelashes for mephit talons. A thick column of purple smoke rose up into the sky and dark storm clouds formed over Abaton. Purple rain fell upon the land as a magical storm began to rage.

23rd – 25th Third Moon of Sylph, 1000 AoM (Clouds of Darkness: May 23rd – 25th, 2008)



The magical storm centered over Abaton continued to grow worse with each passing day. Many of the local townsfolk began to show symptoms of a disease caused by the storm. Some people, such as Chance, chose to keep these symptoms secret. Others sought treatment, but no cure could be found for the disease. On the 23rd Third Moon of Sylph, a messenger arrived in Shadefall to speak with Sir Kaydren Silverpaw, High Mage of the Southern Waste, and Cyrus Starhammer. However, they both refused to speak to the man and forced him to leave town.

Later in the day, Glacien arrived in Shadefall and requested assistance in finding his lost owl – Whisperfeather XXXXVIII. The owl had been last seen in the area of the Crystal

Apple Grove searching for a ritual scroll that would help dispel the magical storm. The townsfolk followed Glacien to the grove and faced the giant that had captured Whisperfeather. After freeing the owl from an anti-magic field, the townsfolk were rewarded with the ritual scroll that Whisperfeather had found. Rather than returning to Shadefall, the townsfolk followed Glacien to the old dwarven mines and rescued his captured goblins.

Early on the 24th Third Moon of Sylph, Archibald and Ashnox were seen making their way into the mist of the magical storm. A short time later, several townsfolk sighted Ashnox dragging Archibald's body out of the purple mist. Neither of them returned to Shadefall and it is presumed that Archibald's spirit returned to the realm of the dragons.

Having learned that a mass dispel ritual could bring an end to the magical storm, the townsfolk set off on a quest to gather the components required for the ritual. Amongst these components was a magnet that had to be constructed for the ritual. Despite splitting into two groups, the townsfolk struggled to acquire the required items before sunset. They returned to Shadefall in time to witness Dykair opening a portal into the nightmare realm. The townsfolk fought off Dykair's ectoplasmic creatures and forced him to retreat. During the fight, Private Shigero Vann Silverpaw of the Vannerhost Legion became covered in ectoplasm and turned against his brother, Sir Kaydren. Thanks to Warlord Gregory Wilam VonDe'Blouden III of the Southern Waste, the townsfolk were able to pacify Shigero and clean the ectoplasm off of the fae.

As the tavern's clock chimed midnight, Kaydren began to transform into a werewolf. He began to mindlessly attack everyone in sight. The townsfolk fled into the forest and would have likely been killed had it not been for Professor McFluffy-Tail. The professor leapt upon Kaydren and they both vanished. The people of Shadefall returned to The Fur and Fang Grille as Bones emerged from the cellar showing obvious signs of the magical disease. Minutes later, the former skeleton transformed into a chaos elemental and began attacking his friends. He was quickly pacified by the townsfolk and restrained in the main room of the tavern. Chance remained behind to look after Bones while the other townsfolk ventured into the graveyard to charge the ritual magnet in the tomb of Shearah. Whisperfeather joined the townsfolk within the tomb and aided them in their quest. After charging the magnet in a lodestone cave, everything was ready for the mass dispel ritual.

In the early hours before dawn on the 25th Third Moon of Sylph, a bright beam of light erupted into the sky from the remains of Glacien's Tower. The magical storm began to dissipate. As the storm subsided, Bones returned to normal and the other symptoms of the magic disease also faded away. For the first time in over a month, the people of Abaton saw blue skies. However, the fair weather brought a band of Thessianian gnomes to Shadefall aboard their airship. The gnomes entered The Fur and Fang Grille to make a business proposal to Chance. However, the coyote-kin explained that he did not actually own the tavern's building or the land that the tavern was built upon. Without warning, Maxy Flaminghair knocked one of the gnomes unconscious. Feng Darktree dragged the helpless gnome outside and ate his heart. Only a single gnome escaped the battle that resulted. As the survivor fled, he vowed to return with an army of warships.

Chance hurried to where The Swan was docked to speak with Lord Jonathan Huntly, Guardian of Abaton, and report the multiple murders that had taken place in his tavern. Upon discovering that Thessianian gnomes had declared war upon Abaton, Gregory ordered the crew of The Swan to man their battle stations. Chance managed to leap off of the airship before it took to the skies.

27th -29th First Moon of Salamander, 1000 AoM (Caverns of Corruption: June 27th – 29th, 2008)



Airships from the Thessianian Republic continued to soar over Abaton. While the gnomes attacked the newly formed nation from the sky, Zakan and Sabraen soldiers threatened Abaton's borders with constant raids and skirmishes. As the sun rose on the 27th First Moon of Salamander, a Dusk Keeper star known as Gemini reported to Lady Ninja Takahika Li Yamazaka. Gemini informed the Dusk Keeper commander that Sinclair the Townkiller was responsible for starting the war with the Thessianian gnomes. According to Gemini's sources, Sinclair convinced Maxy Flaminghair and Feng Darktree to kill the Thessianians who came to Shadefall nearly a month ago.

Later that afternoon, Lord Jonathan Huntly, Guardian of Abaton, entered The Fur and Fang Grille with Sir Rosena Gilded-Leaf and Takahika. They were accompanied by a rebel dwarf from Tyrinthor known as Rodek Greybeard. Jonathan explained to the gathered townsfolk that Rodek and his fellow rebels had reason to suspect that King Mythron Starhammer was dead. However, the rebels of Tyrinthor had no way to prove their suspicions. In exchange for aid against Abaton's many enemies, Jonathan agreed to aid the dwarves. A short time later, the townsfolk of Shadefall boarded the United Gnome Alliance airship Ugly Duckling. The small vessel's captain, Launchpad McNose, took the helm and they departed into the sky towards Tyrinthor. In the meantime, Jonathan and his companions boarded The Swan to seek additional aid from the United Gnome Alliance in Abaton's war against the Thessianian Republic.

The Ugly Duckling fell under attack over Abaton shortly after takeoff. Thessianian scout ships closed around the small vessel and opened fire. The townsfolk of Shadefall managed to fight off the Thessianians and the Ugly Duckling crossed over the border into Morterra. As night fell, the airship came under attack again. The undead minions of Queen Lorac catapulted themselves into the air to attack the small vessel. Though the townsfolk of Shadefall managed to fight off the undead, the Ugly Duckling's volarikite stones were damaged. Launchpad was forced to land the damaged vessel and make repairs. However, several key parts of the airship were ripped away and scattered during the landing. While fighting off Lorac's minions, the townsfolk of Shadefall recovered the lost airship parts. The undead were nearly able to capture the Ugly Duckling, but the townsfolk rallied and came to the rescue. As another wave of undead soldiers charged

forward, the Ugly Duckling soared into the sky and set course for Tyrinthor with all hands safely aboard.

During the dark hours before dawn on the 28th First Moon of Salamander, the Ugly Duckling was sighted landing at the rebel camp in Tyrinthor. The townsfolk of Shadefall agreed to help the rebel dwarves in discovering the truth. Later that morning, the captain of the rebels, Nirtom Dragonrider, was informed that a patrol had not checked in at their scheduled time. Hours passed, but there was still no word from the missing patrol. At Nirtom's request, the townsfolk of Shadefall went out in search of the missing dwarves. They quickly tracked the patrol from where it had been captured to a nearby cave. The poorly restrained dwarves were able to escape while the people of Shadefall fought and killed the hound master who had captured the patrol. Upon returning to the rebel camp, the townsfolk intercepted a homing pigeon with a message from dwarven council member Aere Keydigger. According to Aere's message, he and another council member were being held captive in the dwarven castle by the other five members of the council.

The Abaton Dusk Keeper known as Tenrei was later contacted by Twilight, a fellow star of the Dusk Keepers. Twilight confirmed that Aere Keydigger and Sale Bladetracker were both being held captive in the dwarven castle. Twilight also revealed that the councilors were being guarded by elite guards, a task usually reserved for lesser soldiers. Tenrei decided to infiltrate the castle and learn more information. The Dusk Keeper managed to navigate the sewers into the castle and confirmed that the councilors were being guarded by elite guards. Before he could learn more, Tenrei was spotted and forced to flee. The guards of the entire castle were put on alert for any signs of other intruders.

With hopes of freeing the councilors and learning the truth, the townsfolk of Shadefall made their way into the sewers of the castle. They succeeded in defeating the guards, but learned that the councilors were being blackmailed. Aere and Sale refused to leave until their loved ones were safe from the other councilors. Before the townsfolk left the castle, Aere and Sale revealed the location of Mythron's staff – Sylvia. The townsfolk returned to the rebel camp to plan their assault on the dwarven treasure vault. However, a man named Aentar suddenly gated into the camp. He was quickly followed by a woman named Rinkoo. She claimed that Aentar was disrupting the planes, but was unable to stop the man from opening another rift. Rinkoo pursued Aentar into the rift as a Nucklavee emerged. The rift closed behind the creature as it turned on the townsfolk of Shadefall. Their weapons proved to be nearly useless against the fae creature and they were forced to scatter until it wandered away.

Later that night, the townsfolk of Shadefall made their way through the sewers once more and entered the castle's treasure vault. After defeating the puzzles and dangers of the vault, they recovered Sylvia from the otherwise empty vault. The townsfolk managed to fight their way through the dwarven guards, but nearly lost Sylvia to their enemies. Upon their return to the rebel camp, the townsfolk learned that several dwarven women were being held hostage in the nearby forest. While the people of Shadefall made a heroic rescue attempt, Kimtor arrived in Tyrinthor. The Zakan general managed to lure Corporal Raven Lonewolfe of Lord Huntly's Blackscapes and Maxy away from their comrades.

Though Maxy escaped, Kimtor interrogated Raven. The former dwarf revealed little, but was left traumatized as the Zakan general vanished into the darkness of the night.

Having learned the location of Mythron's body, the townsfolk of Shadefall infiltrated the dwarven castle for the third time. They managed to enter the king's chambers and found his frozen body. After paying their respects to the dead king, the townsfolk carried Mythron back through the castle's sewers. They were welcomed back to the rebel camp. Moments later, alarms began to sound from within the castle and the gates were closed.

As the morning of the 29th First Moon of Salamander dawned, riots began to erupt throughout the castle and dwarven city. Raven and Maxy were able to enter the city and confront the five corrupt council members. Thanks to the powers of Sylvia, the two townsfolk emerged victorious from within the castle. They were both named Champions of Starhammer while Private Shigero Vann Silverpaw and Captain Rupert Cooper of the Vannerhost Legion; as well as Cyril, Strago, Dominic, and Sir Kaydren Silverpaw, High Mage of the Southern Waste, were all declared Defenders of Starhammer. The townsfolk of Shadefall returned to the Ugly Duckling and began their journey towards home.

As the Ugly Duckling soared homeward, Dykair opened a portal and plunged the townsfolk of Shadefall into the nightmare realm. They fended off pink bunnies and ectoplasmic creatures. Maxy determined how to defeat Dykair and forced him to open a portal back to Avus. Dykair dropped his stolen portal key and Raven managed to grab the artifact before he and the other townsfolk of Shadefall returned to their home plane.

18th – 20th Second Moon of Salamander, 1000 AoW

(Festival of Fire: July 18th – 20th, 2008)



Thanks to aid from the United Gnome Alliance and the dwarves of Tyrinthor, Abaton managed to repel the last of the Thessian attacks. However, Zakan and Sabraen soldiers continued to mount raids across Abaton's borders. The townsfolk of Shadefall and the surrounding area also began to have more frequent contact with the creatures known as the shen. Suspicion of a nearby nest caused Corporal Raven Lonewolfe Lord Huntly's Blackscapes to track the shen into the Abaton countryside. The former dwarf returned on the 18th Second Moon of Salamander to share the information that he had gathered with the other townsfolk of Shadefall.

Later that afternoon, Lord Jonathan Huntly, Guardian of Abaton, entered The Fur and Fang Grille with Warlord Gregory Wilam VonDe'Blouden III of the Southern Waste, and the leader of a festival caravan known as Adalia Blue-Sky. Jonathan announced to all those gathered within the tavern that the Festival of Fire would begin with a fighter's tournament. Unbeknownst to the people of Shadefall, Adalia and the other members of her caravan had been murdered several days ago by Sabraen assassins as part of a plot aimed at eliminating Jonathan. The cleverly disguised Sabraens mingled amongst the

gathered townsfolk while their leader paired the tournament contestants for the first round of the tournament by drawing names from a bag. Though Jonathan had not entered his name, he was mysteriously drawn to face a stranger from the outskirts of eastern Abaton. Despite defeating the stranger, Jonathan chose to bow out of the tournament. Sir Kaydren Silverpaw, High Mage of the Southern Waste, won the final fight and was declared the tournament champion.

The tournament was quickly followed by a game of dragons and gemlings. Vargus the Forsworn engulfed the gemlings' sanctuary. Though the gemlings declared that Vargus cheated, he and Sinclair the Townkiller were dubbed the winners of the game. Hours later, a large group of shen attacked Shadefall. During the intense battle, a black shen emerged from within Raven. Moments later, the former dwarf took on the form of the phoenix that had been joined to him by the nephilim. The shen quickly retreated from Shadefall and Raven returned to his normal spirited form.

In the hours after midnight, Private Shigero Vann Silverpaw of the Vannerhost Legion ventured into Golden Ridge Cemetery. After gazing beneath an alter built to Aziria, the fae became "blessed" by the demigoddess Belles of the Star. The ancient Azir took up residence within Shigero and he became her host. Meanwhile at The Fur and Fang Grille, the smuggler known as Muliphein overheard Lady Ninja Takahika Li Yamazaka speaking behind the tavern to one of her Dusk Keeper stars. Having discovered how to recognize a member of the secretive order, the smuggler approached the Dusk Keeper commander and revealed what he had learned. Takahika extended Muliphein honorary membership in the order and he accepted the offer.

As morning dawned on the 19th Second Mon of Salamander, the bone dragon that had been body swapped with Cyrus Starhammer entered Shadefall. He demanded to speak with Cyrus and Gregory, insisting that they return him to his former body. After a brief confrontation with the townsfolk, the dragon departed. However, he warned the people of Shadefall that his patience was wearing thin. A short time later, a band of undead wearing the symbols of Morterra and Queen Lorac entered Shadefall. Despite being ordered to surrender, the townsfolk fought back the Queen's minions and defeated the undead soldiers of Queen Lorac.

The Festival of Fire continued that afternoon. Jonathan returned to The Fur and Fang Grille to explain the rules of mage ball. Adalia however, was no where to be found. Dark clouds began to gather in the sky as Jonathan finished explaining the rules of the game. According to the Abaton noble, the game had not been played for over a hundred years. Several minutes into the game, bolts of lightning began crashing down around the playing field. The townsfolk of Shadefall abandoned the game and fled for shelter. Despite the storm subsiding, Jonathan decided not to resume the mage ball game. In addition, rogue obstacle course and the hobb herding games were also canceled.

During a break in the weather, a small group of townsfolk gathered along the shore of Lake Dagon for the festival boat race. Chance partnered with Syril for the race while Feng Darktree and his companion, Willow, boarded the other boat. Sinclair secretly

offered to sabotage Feng's paddle, but Chance declined the offer. During the race, Feng and Willow became stranded in the middle of the lake. Moments later, the arachean elf's paddle exploded, leaving him and Willow spinning in circles and drifting helplessly. After winning the race, Chance left Syril on shore with the other townsfolk and returned to the water with a rope to rescue the stranded vessel. The coyote-kin then revealed to Jonathan and the other townsfolk his true identity – Captain Chance the Red, Dread Pirate of Daggerfall.

While the fair weather held, the townsfolk returned to the center of Shadefall for an archery tournament. After several well aimed shots, Shigero emerged victorious. His brother, Kaydren, won the caster duel that followed shortly after the archery tournament. Minutes later, another violent storm settled over Shadefall. Jonathan was forced to cancel the gnome jousting contest and the murderthon. The townsfolk returned to The Fur and Fang Grille to await another break in the weather. While enjoying a mug of Chance's finest ale, the Dusk Keeper known as Tenrei received secret instructions from Lady Ninja Takahika Li Yamazaka. He convinced Sinclair to join him on a search for treasure in the Abaton countryside. They wandered into a small clearing and discovered a strange artifact. Knowing that he had led Sinclair into an ambush, Tenrei grabbed the artifact and teleported to safety as a band of assassins attacked from the shadows. Sinclair was captured and handed over to the Thessarians. However, Takahika suddenly arrived and rescued him. Jonathan sent a final threat to the Thessarians and brought their conflict with Abaton to an end.

The townsfolk gathered within The Fur and Feng Grille that night to participate in a dwarven drinking contest. Chance filled round after round of drinks until Kaydren finally emerged as the winner. Sir Azural, the dwarven mummy who guards Golden Ridge Cemetery, suddenly walked into town. He cried out that the graveyard was under attack and then collapsed to the ground. Moments later, a group of shen charged out of the graveyard. The townsfolk stumbled out of the tavern and managed to fight off the shen. However, in their drunken state, the townsfolk failed to notice that the shen carried Azural off into the night. The townsfolk of Shadefall returned to The Fur and Fang Grille for the final festival event of the night – king of the cookies. The game lasted late into the night, but Shigero emerged victorious.

When the night's festivities finally came to an end, Maxy Flaminghair and Raven ventured into the graveyard with the key that they had recovered from Dykair. Rinkoo gated in and revealed that she had been sent by Dath'Cha. Rinkoo accepted the key and gated out, concluding Shadefall's business with the Keeper of the Gates.

The Festival of Fire continued as the sun rose on the 20th Second Moon of Salamander. Vargus won the murderthon and Feng emerged victorious from the festival's closing event – gnome jousting. Jonathan awarded the final prizes to the victors and thanked everyone for participating in the festival.

29th – 31st Third Moon of Salamander, 1000 AoM

(Lost and Found: August 28th – 31st, 2008)



disturbing calm had settled over Abaton since the Festival of Fire. Neither Zaka or Sabrae had launched any new offensives against the fledgling nation. Even the growing threat of the shen seemed to have receded. As the sun began to set on the 29th Third Moon of Salamander, Captain Chance the Red received a message from Bandit King Lex IV. The coyote-kin quickly gathered the townsfolk of Shadefall and informed them that Lex required their aid in stealing a gem from the Old Town district of Port Ollana. A short time later, the townsfolk of Shadefall boarded Chance's brigantine, the Sea Dog. Chance's cousin, Acting-Captain Otis Ravenwood, welcomed the townsfolk of Shadefall aboard and allowed Sinclair the Townkiller to serve the Sea Dog as an honorary crew member. Minutes later, the lines were cast off and the small vessel began to navigate the waterways between Shadefall and the Bastian Sea.

Unbeknownst to the townsfolk of Shadefall, Sir Rosena Gilded-Leaf made a journey in secret to the Sabraen frontier. He met with a Sabraen patrol under cover of night and handed over several letters addressed to his brother – Elessar Gilded-Bane. He also received orders to begin setting in motion a new plot to kill Lord Jonathan Huntly, Guardian of Abaton, and destroy the Abaton Dragon Nexus.

The Sea Dog reached the Bastion Sea and began to follow the coast northwest towards Port Ollana. While Chance was below decks explaining some of the obstacles that lay ahead for the townsfolk, a band of rival pirates attacked the small ship. Listening to the ill advise of the townsfolk on deck, Otis ordered his twin brother, First Mate Milo Ravenwood, to ram one of the enemy vessels. Moments later, A furious Chance stormed from below and took command of the damaged brigantine. While the townsfolk of Shadefall fought off the remaining pirates, the crew of the Sea Dog made repairs to plug leaks and reinforce the damaged hull. During the chaos of the fighting, both enemy vessels caught fire and began to sink. As the pirates abandoned ship, Chance sent Vargus the Forsworn and Sinclair to raid the closer vessel for any remaining supplies. Once they returned from their mission, the Sea Dog resumed its course towards Port Ollana.

Prior to entering the sheltered harbor of Port Ollana, the Sea Dog encountered a merchant vessel flying the flag of Ceylunus. The animal folk merchants brought their ship alongside the Sea Dog and came aboard to conduct trade with the townsfolk of Shadefall. Chance and his half brother, Morgan Barlow – Bowsman of the Sea Dog, kept watch while the two vessels drifted together in the night. After the animal folk vessel departed, Chance and his crew began navigating the narrow approach to Port Ollana's harbor. Without warning, a kraken's tentacles erupted from the water around the Sea Dog. While the brigantine's crew fought to keep the vessel from capsizing, the townsfolk of Shadefall battled the kraken. The creature was seriously wounded in the fight and submerged. Hoping to slay the beast, Vargus dove overboard and was pulled down into the depths.

Upon arriving in Port Ollana, the harbor master refused to allow the Sea Dog to dock. Otis argued with the human for several minutes. However, when the harbor master

caught sight of Chance, he immediately apologized to the “Dread Pirate of Daggerfall” and began securing the Sea Dog’s lines. The townsfolk disembarked and made their way through the streets of the pirate haven to the Shady Imp Tavern. The townsfolk relaxed for the night and enjoyed the comforts and entertainment of the small tavern.

A large band of shen attacked Port Ollana on the morning of the 30th Third Moon of Salamander. The townsfolk of Shadefall found themselves caught up in the attack and helped fight off the invading creatures. In the wake of the shen’s retreat, rats began to swarm out of the city’s sewers. Maxy Flaminghair, Sinclair, and the fae known as Serenity were all infected with Pthisis-B. Though the disease prevented them from being able to heal from their injuries, they were able to buy the cure off of a local merchant and quickly recovered.

A group of white goblin orphans wandered into the Shady Imp and offered their healing skills in exchange for silver and food. Serenity learned that one of the goblins, Lip, was only two and a half years in age. Not realizing that he was a fully grown adult by goblin standards, Serenity decided to adopt him as her son.

Later that afternoon, Lex entered the Shady Imp and explained to the townsfolk of Shadefall why he had summoned them to Port Ollana. The Bandit King gave Chance the gate key to the Old Town district and wished the townsfolk good fortune. The coyote-kin then led his companions to the Old Town gates and spoke the name “Kulshedra” to activate the key. The narrow street forked into two alleys beyond the large gates, but both paths were blocked by massive spider webs. Guided by the light from Chance’s lantern, the townsfolk carefully picked their way through the webs and split into two groups. Feng Darktree caught his foot on the last web several times while crossing to the alley on the right side of the street. Spiders rained down from above, but were quickly defeated by the other townsfolk scattered along the street and alleys. After Tiberius Gemstar successfully passed through the webs and joined the larger group of townsfolk on the right side of the street, Chance followed Syril and Maxy down the alley to the left.

The two groups of townsfolk stepped through magical portals and were transported to different parts of Old Town. The group that had crossed to the right side of the street found themselves in one of the mausoleums of the Old Town Graveyard. The room’s only exit required two gems to activate a portal. The townsfolk began digging up the graves to find the gems and discovered that a group of mummies resided beneath the soil. After destroying the undead creatures and locating the two gems, the townsfolk activated the portal and stepped through the glowing doorway. They found themselves in a large room of glittering treasure. The townsfolk quickly discovered that moving the treasures activated traps set throughout the room. They again worked together to solve the puzzle and opened the exit portal. Sinclair suggested that they take the remaining treasure and run for the portal. The plan to grab all of the treasures at once resulted in several townsfolk being engulfed in fire. Private Shigero Vann Silverpaw of the Vannerhost Legion and Serenity were both crushed under a falling ceiling trap. The townsfolk managed to return the treasures to their proper places and use magic to heal their fallen

companions. They then stepped through the exit portal and left the glittering treasures and deadly traps behind.

Meanwhile, the three townsfolk who had stepped through the portal on the left side of the web-covered street had been transported to a large building. They found themselves standing on a small ledge before a large pit. Other small ledges surrounded the deep pit. Each ledge contained a portal of a different color. However, the colors continuously changed. Working together, the three townsfolk managed to solve the puzzle and activate an exit portal. They were then transported into a large library. In the center sat a cloaked figure – a revenant. As the townsfolk examined the room and the rune puzzles laid out on tables, the undead creature recognized Chance. The revenant offered a helpful hint towards solving the library puzzle and proudly showed them a magical gem. When Syril respectfully asked for the gem, the revenant gladly handed it over, telling the townsfolk that its magic would only function within the Old Town. Thanks to the revenant, Syril and his companions quickly solved the library puzzle. Before stepping through the portal, Chance thanked the undead creature for his aid, calling him “old friend.”

The two groups of townsfolk were reunited within a large chamber that housed two puzzles. However, the two groups were separated by a magical barrier. Syril and his companions studied the rune floor before them while the other townsfolk began working on their puzzle of colored tiles. After realizing that the color tiles lit up when touched, the fae known as Pan suggested that all of the tiles should be activated. His suggestion was disregarded as the townsfolk continued trying to solve the puzzle. In the meantime, Maxy was able to decipher the runes on the floor. After learning that the entire Dark-Common alphabet was amongst the runes, Chance reasoned that Kulshedra’s name would unlock the exit portal. However, the coyote-kin did not know how to spell her name. While he, Maxy, and Syril struggled to find the correct spelling, the other townsfolk completed their puzzle by activating all of the tiles. Pan declared proudly that he had been right. The correct spelling for Kulshedra’s name was finally determined and Maxy leaped from one rune tile to the next. With the portal activated, the townsfolk stepped through together and were transported to another large building within the Old Town district.

The townsfolk found themselves standing before five large doors with a massive switch puzzle. They worked together to solve the puzzle and open each door. Monsters charged forth from behind the doors, but the townsfolk were able to defeat each creature and gather the treasures that were hidden within each room. They turned the switches to the correct position that opened the door to the final treasure chamber. Within the final chamber, many of the townsfolk began to suffer from hallucinations and paranoia. Unbeknownst to them, these effects were being caused by having come in contact with the spider webs near the entrance to Old Town. They quickly grabbed what they thought was the correct gem and hurried to the exit portal. Suffering from paranoid delusions, Pan attacked Shigero and left him behind to die. In the confusion, two gems were removed from the final chamber.

The townsfolk returned to the Shady Imp and found Lex waiting for them. He ignored the gem that Syril presented and instead took the one that Sinclair was holding. After

examining the gem closely, Lex announced that the gem had been replaced by a fake. Fortunately, he recognized a glyph left within the gem and knew where the real one could be found. The Bandit King provided the townsfolk of Shadefall with the information that they would need and then joined them for an evening of cards and dice at the Shady Imp. Not knowing what else to do with the gem that he had recovered, Syril gave it to Chance.

As morning dawned on the 31st Third Moon of Salamander, the townsfolk of Shadefall departed Port Ollana towards the fortress of the Bandit Sisters Bri and Laurel. While making their way from the coast into the upper forestland of Atliatius, the townsfolk were attacked by a giant rock worm. The creature lashed out blindly with its tentacles, searching for the prey that had disturbed its lair. The townsfolk were able to pick their way around the dangerous creature and avoid a deadly fight. Moments later, they came upon the dwelling of the wolf-kin known as Rebel Longstryder. Overjoyed to see the townsfolk, Rebel leaped into the arms of Vargus and hugged the renegade fae. Claiming that he had more than enough food to share, Rebel brought the weary townsfolk to his small cabin and served them dinner.

However, the wolf-kin was desperately afraid of being left alone in the Atliatius wilderness. To keep the townsfolk from leaving him behind, Rebel mixed sleep dust into the food that he served to them and then hid all of their weapons. When the townsfolk of Shadefall awoke, they angrily demanded that Rebel return their stolen equipment. Tiberius went so far as to threaten burning Rebel's paw on his own woodstove. The lonesome wolf-kin burst into tears and explained why he had poisoned the townsfolk's food and stolen their weapons. Minutes later, the stolen items were recovered from a nearby grove of trees. Maxy knocked Rebel unconscious with the pommel of his weapon. However, the townsfolk then began to argue about what they should do and the wolf-kin slowly awoke. When they learned that he knew a shortcut to Bri and Laurel's fortress, the townsfolk agreed to let Rebel join them. Taking up his fire poker and a pillow case stuffed with baked goods, the wolf-kin happily led them into the night.

The townsfolk had little trouble breaking into the fortress of Laurel and Bri. After defeating the guards and stealing the gem, the townsfolk of Shadefall looted everything that they could carry.. They then returned triumphantly to Port Ollana. After three years of being lost and alone in the wilderness of Atliatius, Rebel was finally reunited with his nephew - Chance. Lex arrived a short time later and examined the gem. Once again, the Bandit King announced to the townsfolk of Shadefall that the gem was a fake. Lex deciphered a secret message that had been hidden within the gem by his mother - Kulshedra. Lex and his twin brother, Rigs, then descended into the cellar of the Shady Imp to a secret chamber where the real gem had been hidden away. Rigs emerged from the cellar declaring that he was the true Bandit King. Lex grudgingly conceded that his brother was correct. Lex handed over the title of Bandit King and the city of Port Ollana, but insisted on keeping the gem. Rigs agreed to his brother's terms and handed over the gem. As his first official act, the new Bandit King declared that Port Ollana would now be known from that day forward as Port Ollana formally known as Port Ollana.

Later that night, Chance watched Lex reward the townsfolk of Shadefall for their services. However, the coyote-kin and his crew received no payment or compensation for bringing the townsfolk to Port Ollana and aiding in the Bandit King's quest. Rather than confronting Lex on his breach of contract, Chance decided to give the former Bandit King time to correct his neglectful mistake. Without warning, Rinkoo gated into the Shady Imp and demanded the townsfolk's attention. She informed them that the portal key that had been given to her was a fake that had been created by Dykair. As a result, Dath'Cha had been turned to stone and Dykair was now absorbing more of the demigod's power with each passing day.

The following morning marked the 1st First Moon of Gnome. The townsfolk returned to the Sea Dog and the crew cast off the lines. After clearing the safety of the harbor, Chance realized that something was wrong. A sea serpent had risen beneath the small brigantine and was now carrying the vessel upon its back. At Chance's order, the townsfolk attacked the creature and forced it to dive back into the depths. The Sea Dog continued sailing towards Abaton with a strong wind at its back. The airship of Warlord Gregory Wilam VonDe'Blouden III of the Southern Waste, The Swan, suddenly came into view. The gnome crew lowered a ladder down to the Sea Dog, explaining that the shen had taken over Shadefall. As the townsfolk climbed aboard the airship, Chance requested that they see to the safety of his sister, Lady Wench Star, and Bones.

The townsfolk quickly reclaimed Shadefall from the shen invaders. However, Star and Bones had been carried away by the creatures. Corporal Raven Lonewolfe of Lord Huntly's Blackscapes was able to track the shen back to their lair in the Abaton countryside. The townsfolk found the captive bunny-fae and former skeleton both encased within cocoons of shen slime. During the rescue, Vargus engulfed a shen and it took control of him. He turned on the other townsfolk and began attacking them wildly. In the end, the townsfolk managed to rescue Star and Bones, but they were forced to leave Vargus behind. Upon returning to Shadefall, the townsfolk were thanked by a grateful Chance. The coyote-kin offered a round of free drinks for the safe return of his sister and their spirited friend. Later that afternoon, Rebel said good-bye to his nephew and the other townsfolk of Shadefall. He then boarded the Sea Dog and the vessel cast off its lines, once more under the acting command of Otis as it sailed away.

26th – 28th First Moon of Gnome, 1000 AoM (Fae Day: September 26th – 28th, 2008)



Bandit King Rigs continued to make changes in Port Ollana formerly known as Port Ollana. Rumor slowly spread to Abaton that Kulshedra had abandoned her children and returned to the sea from which she came. According to the rumors, the ancient sea hag's link to the city had been broken when Lex and Rigs removed the gem from beneath the Shady Imp Tavern. As a result, Kulshedra's power faded from the Old Town district of the harbor and Rigs began converting it into the city's Pickle Factory district. In the

meantime, Abaton's borders remained quiet. Neither Zaka nor Sabrae seemed able to spare the troops from their own war campaigns to launch new offenses against Abaton. However, the fledgling nation had its own problems with the continued threat of the shen.

On the 26th First Moon of Gnome, Vargus the Forsworn wandered back into Shadefall. The missing fae was welcomed back to town by his fellow townsfolk. A short time later, a shen covered in ectoplasm attacked the town. The townsfolk broke the creature's link to Dykair and then defeated it. After returning to The Fur and Fang Grille, the townsfolk heard a whispering wind blow through the town. The gentle breeze announced the start of Fae Day and explained the rules.

Later that night, Dysis entered The Fur and Fang Grille to speak with his Duke of Biscuits – Warlord Gregory Wilam VonDe'Blouden III of the Southern Waste. Feng Darktree and Vargus joined the two at their table while Captain Chance the Red provided them with drinks. Dysis explained that he would be willing to remove the gnome's spirit linked chair, but only in exchange for an alicorn. Vargus and Feng both agreed to aid the Duke of Biscuits on his quest. While they continued to speak with Dysis, Kathleen Vannerhost crept into the tavern, keeping a wary distance from Dysis. The vampire woman quietly approached Captain Rupert Cooper and Private Shigero Vann Silverpaw of the Vannerhost Legion as well as recent recruit Private Dominic. Hoping to acquire new sacrifices, Kathleen invited the three soldiers of her husband's legion to join her coven for their midnight gathering at Stonehenge. They claimed that they would meet her at Stonehenge and the vampire woman slipped silently out the door. After she departed, the three soldiers returned to their cups. A short time later, Dysis finished his business with the Duke of Biscuits and departed into the night.

The townsfolk were still gathered at The Fur and Fang Grille when two fae named Yaffle and Fribbit entered Shadefall. The two terrified fae handed over a box that contained a scepter, claiming that they had accomplished the greatest prank ever. However, something had gone terribly wrong. Rid of the box, the two fae fled from Shadefall as quickly as they could. The townsfolk opened the box and found within it a scepter wrapped in cloth. When the scepter was unwrapped, a beam of bright light shot into the sky. The townsfolk quickly covered the scepter, but the light had already been seen by the servants of Queen Lorac.

Seeing the beacon of light, the queen's army marched on Shadefall. The townsfolk fought off Lorac's minions as they retreated into the forest. While taking shelter in the forest, the townsfolk came upon a fae glen where a baby dragon covered in ectoplasm was guarding a planar key. After destroying the key, the dragon turned on the townsfolk and attacked. Working together, the townsfolk were able to defeat the dragon and recover the remains of the shattered key.

The townsfolk continued to hide from the undead army of Queen Lorac while making their way through the Abaton countryside. They found themselves at Glacien's Tower and took shelter with the ritualist and his owl – Whisperfeather XXXXVIII. Glacien revealed to the townsfolk that they had been given the Scepter of Domination, the ancient

artifact that gave Queen Lorac her power during the War of Crystal Tears. After listening to Glacien explain the history and properties of the scepter, the townsfolk cautiously returned to Shadefall. They discovered that Queen Lorac's army had moved on for the night to continue their search in the surrounding countryside.

On the morning of the 27th First Moon of Gnome, Professor McFluffy-Tail and Sir Kaydren Silverpaw, High Mage of the Southern Waste, entered The Fur and Fang Grille together. The professor explained that she had found a way to fix what was wrong with Kaydren. Chance nervously asked Professor McFluffy-Tail to explain what she meant by "fix." Shadefall was suddenly attacked by a wave of Queen Lorac's soldiers. While the townsfolk fought off Lorac's undead minions, Professor McFluffy-Tail took shelter behind the bar with Chance and taught him a lesson in the nature of the planes. The townsfolk defeated Lorac's soldiers, but were then attacked by Sabraen forces. After defeating the Sabraens, the townsfolk began their search for the items that Professor McFluffy-Tail needed to cure Kaydren's lycanthropy.

The townsfolk made their way to an abandoned mine north of Darkwood Apple Grove. Deep in the dark mine, they fought a creature made of metallic ooze. After defeating the creature, the townsfolk were able to harvest quicksilver from its body. They then made their way to Stonehenge to gather wolf's bane and belladonna from the old dark druid camp. Though they only needed a single sprig of each, the townsfolk decided to harvest extra. The plants suddenly came to life as the spirits of the dark druids and attacked the townsfolk. At first, the townsfolk fought back, but then realized what they had done. They returned most of what they had taken and fled the camp.

The last item required to cure Kaydren was fur from the werewolf that bit him. Fortunately, Professor McFluffy-Tail knew where the creature lived. The townsfolk found the small cabin and attacked the hermit living within. He transformed into his werewolf form and fought back. After the werewolf was defeated, Serenity blood drained the creature. The townsfolk returned to Shadefall with everything that the professor required for curing Kaydren. Upon returning to Shadefall, the townsfolk gave everything that they had gathered to Professor McFluffy-Tail. The town was suddenly attacked by Queen Lorac's army. While the townsfolk fought off the undead soldiers, the professor created the cure and injected it into Kaydren. He convulsed on the floor of the tavern for several minutes in a violent seizure and then rose to his feet. The battle grew more intense as Kaydren joined the fighting, but the townsfolk emerged victorious once more over the Queen's minions.

While Chance was serving dinner to the townsfolk, Acting-Captain Otis Ravenwood of the Sea Dog and Lady Ninja Takahika Li Yamazaka entered The Fur and Fang Grille with a large cake to celebrate the coyote-kin's 13th birthday. A moment later, two canine animal folk children bounded into the tavern and pounced upon their uncle. While his relatives sang the traditional Ceylunus birthday song, Takahika began to cut the cake and serve it to the gathered townsfolk. Not wanting to invoke the anger of the Dusk Keeper's commander, Vargus refrained from engulfing the two animal folk children. Shortly after

Chance's relatives left the tavern, Professor McFluffy-Tail returned to Shadefall with a scroll and a planar key.

The professor gave her scroll and planar key to the townsfolk, explaining that they needed to travel the planes and recover a similar key from five of the elemental planes. The townsfolk could then use her scroll and the six combined keys to enter the Planar Tower where Dath'Cha was frozen in stone. According to Professor McFluffy-Tail, the Star Paths would remain tangled until Dath'Cha was restored. The townsfolk would need to repair the key that had been shattered in the fae glen by dipping it into the Time Stream of the Planar Tower. When the key was repaired, it could be used to restore Dath'Cha. Professor McFluffy-Tail wished the townsfolk good luck on their quest. The townsfolk then activated the planar key and were transported away from Avus.

During their planar journey, the townsfolk accidentally left one of the elemental planes without recovering the appropriate planar key. Vargus then used the keys erroneously and the townsfolk were gated to the realm of Myrraxion. Hoping to gain the god's favor, Vargus pledged his service to the golden dragon. Scales of bright gold formed upon the fae's shoulder as he and the other townsfolk continued upon their planar journey. Retracing their steps through the cosmos, the people of Shadefall managed to return for the key that they had forgotten. Linking the six planar keys together, they were transported to the Planar Tower to the tower's lowest level.

After fighting off the time kraken, the townsfolk dipped the shattered key fragments into the Time Stream. A moment later, the fragments fused together and the key was repaired. The people of Shadefall found their way to Dath'Cha's chamber where the demigod was frozen in stone. After being touched by the true key, the Keeper of the Gates returned to his normal form. He informed the townsfolk that Dykair's link to him could only be broken by tricking Dykair into destroying the key. However, his power had grown too great for him to be defeated within the nightmare realm. Giving the key to the people of Shadefall, Dath'Cha told them that Dykair would come for it in the morning. He assured them that he would come to aid them in their fight against Dykair.

The townsfolk of Shadefall all touched one of Emily Fatespiner's threads and were transported back to Avus. Unbeknownst to the other townsfolk, Vargus later took the Scepter of Domination to Cambridge and presented it to Dysis. The arch-vampire seemed unimpressed as he unwrapped the scepter. Seeing the renegade fae's disappointment, Dysis decided to make Vargus his new Duke of Biscuits, having already appointed Warlord Gregory Wilam VonDe'Blouden III of the Southern Waste as his Prince of Muffins. The arch-vampire then ordered one of his minions to mount the artifact on the weather vane atop his castle's roof. A bright column of light that could be seen for miles shot into the sky and remained over Dysis' castle.

While wandering through the Abaton countryside in the late hours after midnight, Shigero became caught in a magical storm and Belles of the Star was separated from him. Heavy rain and lightning poured down from the gloomy storm clouds as he searched for the lost demigoddess. Making his way into Darkwood Apple Grove, Shigero finally

found Belles shivering in the hollow of a tree. The frightened Azir leaped upon the fae and happily returned to warmth and safety of her blessed host.

On the morning of the 28th First Moon of Gnome, Dath'Cha gated into The Fur and Fang Grille. Claiming that Dykair's power was weakest in the sun, the Keeper of the Gates led the townsfolk to an open field outside of town. While the townsfolk pretended to protect the key, Dath'Cha fired countless waves of crossbow bolts from his ancient weapon – Dark Heart. In the end, Dykair stole the key and destroyed it. Dath'Cha was overwhelmed with pain when the key was destroyed, but his full powers quickly returned. As a demonstration of his gratitude, Dath'Cha told Vargus and Gregory that he could arrange for them to meet with Master Thief and help rid them of Queen Lorac's scepter. However, they both claimed not to know what the demigod was talking about. Having nothing more to say or offer, Dath'Cha gated back to the Planar Tower. With Dykair defeated, the planes restored to normal and the townsfolk returned to Shadefall to celebrate their victory at The Fur and Fang Grille.

24th – 26th Second Moon of Gnome, 1000 AoM **(Guys and Dolls: October 24th – 26th, 2008)**



As autumn marched towards winter, little changed between the warring kingdoms of Zaka and Sabrae. Bitter skirmishes often spilled across the borders into Abaton. However, the fledgling kingdom had problems of its own. Though Dykair and his minions had apparently been defeated, soldiers from Queen Lorac's army continued to search the Abaton countryside for the lost scepter. It would only be a matter of time before the artifact was found. Unbeknownst to the townsfolk of Shadefall, Sir Rosena Gilded-Leaf had sent more information to the Sabraen army and was part of a plot to destroy the Abaton Dragon Nexus.

On the 24th Second Moon of Gnome, Captain Chance the Red departed Shadefall to meet a merchant caravan north of town. That evening Kimtor entered The Fur and Fang Grille claiming that he had seen Chance carried off into the forest. Hoping to rescue the abducted bartender, Serenity led Kimtor and the other townsfolk into the forest. In truth, Chance had been delayed by a faulty wagon wheel that demanded constant attention.

Within the depths of Cambridge Forest, the townsfolk and Kimtor were attacked by undead. They managed to fight their way past the vile creatures and retrieve the scepter from Dysis' castle. While Kimtor took the artifact, the townsfolk retraced their steps back to town and found Chance restocking The Fur and Fang Grille's bar. Unbeknownst to the people of Shadefall, Kimtor was under orders from General Valian Vannerhost to bring the scepter to Devin.

Later that night, a strange doll wandered into town pursued by a qi eater. The doll fell dormant while the creature rampaged through town. The townsfolk later learned that the

qi eater was feeding off of the doll's creator and agreed to help. Traveling to the realm of Aziria, Private Shigero Vann Silverpaw of the Vannerhost Legion learned that the qi eater could only be killed after its phylactery was destroyed. The fae returned to Shadefall later that night and told the other townsfolk what he had discovered.

During the early hours of the 25th Second Moon of Gnome, Devin performed a ritual in Golden Ridge Cemetery. Breaching the scepter, Devin released the ancient demons that had been trapped within the artifact for untold centuries. The three demons scattered and escaped into the darkness of early morning.

As the sun began to rise over Shadefall, a large group of shen attacked the town. Driving the creatures back into the Abaton countryside, the townsfolk discovered that a merchant caravan has been attacked. Amongst the broken remains of a wagon, they found the body of a doll maker and a strange scrap of fabric. Believing that bandits were to blame, the townsfolk made their way into the forest to find the bandit camp. However, the bandits had already come under attack when the townsfolk arrived and everyone was dead. Searching the camp, the townsfolk discovered a strange item that they brought back to Shadefall. Unbeknownst to them, it was the qi eater's phylactery.

The townsfolk returned to Shadefall and were attacked by agents of Queen Lorac. More undead soldiers swarmed from the forest, but the townsfolk were able to stand their ground and fight off Lorac's forces. When night fell over the land, Shadefall was once again ravaged by the qi eater. Feng Darktree were both killed by the creature and the other townsfolk were forced to flee into the forest. Returning to The Fur and Fang Grille, they found Chance emerging from the cellar and learned that the qi eater had taken the strange item that had been recovered from the bandit camp. Meanwhile, unbeknownst to the townsfolk, Elessar Gilded-Bane discovered a wraith city in the caves beneath the Abaton Dragon Nexus. The Sabraen managed to destroy the dragon nexus and started the second phase of his plan to eliminate Lord Jonathan Huntly, Guardian of Abaton.

The destruction of the dragon nexus was discovered later that night when Feng revived in Cambridge Forest instead of Abaton. The arachean elf insulted Dysis while still within the borders of the magical forest. A nearby tree lashed out at Feng in punishment, causing a second outburst. As a result, the forest spirits dragged the elf to the arch-vampire's castle. In a fit of rage, Dysis tore Feng's arm apart with a fork and branded the words "Bad Biscuit" into his forehead. Returning to Shadefall, the arachean elf described what had happened to Serenity. The fae later fell victim to a band of wandering undead that night and revived within the borders of Cambridge Forest. She cursed Dysis for what he had done to Feng, and had her wings torn away by the forest spirits as punishment for her ill-chosen words.

Later that night, Cyril asked his companions to join him on an adventure into a local mine. However, an argument arose between him and Serenity when she learned that the nephilim were rumored to be lurking within the mine. Though Corporal Raven Lonewolfe of Lord Huntly's Blackscapes agreed to accompany his friend, he was little

help in protecting Syril from the dangers of the mine. Fortunate to escape with his life, Raven returned to Shadefall and reported that Syril had been taken by the nephilim.

As Chance cleared away breakfast on the morning of the 26th Second Moon of Gnome, a large band of shen attacked Shadefall. A fierce battle raged throughout the town, but the shen were driven off in the end. Returning to The Fur and Fang Grille, the townsfolk celebrated their victory. With the first snows beginning to fall in the mountain passes, many townsfolk departed for warmer lands before the caravan roads became impassable. Others remained in town to ply their trades and enjoy the relative quiet of the long winter.

The Winter of 1000 AoM to 1 AoF (The Winter of 2008 to 2009)



The winter months brought an unsteady peace to Abaton. Zakan and Sabraen troops returned to their camps, venturing out only on occasion for brief patrols of their respective borders. Even the minions of Queen Lorac seemed to be hampered and slowed by the frigid weather. However, the loss of Abaton's dragon nexus weighed heavily upon the fledgling kingdom. Many townsfolk said final good-byes to friends and loved ones as the long months of winter slowly marched towards spring.

Captain Chance the Red was rumored to have left Abaton for the winter to make a pilgrimage home to his family in Daggerfall. During the Second Moon of Undine, the Sea Dog was sighted at anchor near Port Ollana formerly known as Port Ollana. The vessel set sail abruptly in the wake of a fierce storm, leading to rumors that Chance may have had some involvement in the death of former Bandit King Lex IV. In the coyote-kin's absence, Rebel Longstryder journeyed to Shadefall to help Lady Wench Star and Bones manage The Fur and Fang Grille.

During the Third Moon of Undine, Serenity ventured out into a severe snow storm. A magical fog rolled over the fae while she was in the wilderness and she was transformed into a sol-nyx elf. She returned to Shadefall and slowly began to adjust to life as an elf. Corporal Raven Lonewolfe of Lord Huntly's Blackscapes also claimed to have been affected by a magical fog that granted him the ability to cast spells while stealing away much of his combat training. Other rumors and stories continued to circulate upon the winter winds. There had still been no sign of Private Shigero Vann Silverpaw of the Vannerhost Legion since he ventured into the night with Belles of the Star. Many feared that something had happened to the fae.