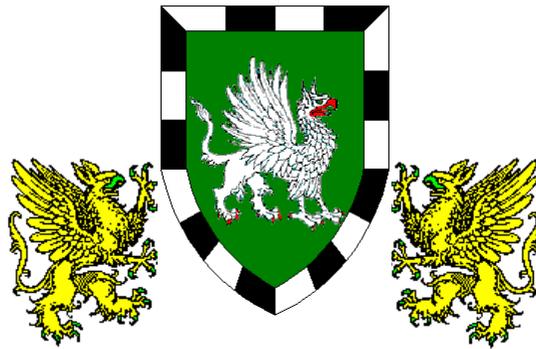


The Chronicles of Abaton

by Banjo Summerset



Volume III

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

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

24th - 26th Second Moon of Sylph, 1 AoF (Winter Thaw: April 24th – 26th, 2009)



The deep snows of winter began to recede in the early weeks of the Second Moon of Sylph. The war between Zaka and Sabrae continued to smolder as both sides bolstered their forces. In the meantime, Abaton faced additional threats from roaming bandits and marauders. The continued absence of the local dragon nexus weighed upon the people of the fledgling kingdom. In the early weeks of the Second Moon of Sylph, Captain Chance the Red made arrangements for Lady Wench Star to travel to Trayvan with forged lineage papers that claimed her as a member of Clan Longstryder. The bunny-fae began her formal education at the Avery Tower of Learning as a member of the Noesis Caste.

Early on the 24th Second Moon of Sylph, Syril returned to Shadefall. The former human had escaped from the nephilim after being used for one of their horrific experiments. Fused with the qi of a ghost, he was now a spirited like Corporal Raven Lonewolfe of Lord Huntly's Blackscales. A band of black mud ogres suddenly arrived in town a short time later and demanded tribute from all who were present. Hoping to avoid a violent confrontation with the ogres, the townsfolk paid and were scarred with the tribe's mark. Knowing that the brigands would likely return, Raven planned to avoid paying more tribute by keeping his scars fresh. Later in the afternoon, Eloquent Crane arrived at The Fur and Fang Grille to speak with Chance. He announced his intention of making the coyote-kin the new guild master of the Shadefall Merchant's Guild. After a brief lesson in business and economics, Chance humbly accepted the offer.

Several hours after sunset, the townsfolk learned of a ritualist who had gathered a small band of followers in the Abaton countryside. The townsfolk found the group of ritualists chanting inside a nearby barn. Feng Darktree, Private Serenity, a recent recruit of the Vannerhost Legion, and Raven tried to bargain with the lead ritualist and avoid a fight with the gathered cult members. Knowing that the phoenix within him would revive him after his death, Raven offered himself to the ritualist as a sacrifice. Feng and Serenity then sacrificed their own lives to reclaim Raven's body. A ritual backlash suddenly ripped through the barn and killed everyone else that was present. The phoenix within Raven revived the former dwarf and he was able to gather the possessions of his fallen companions. He also found a ritual scroll that could be used to create a Dragon Line. Upon returning to The Fur and Fang Grille, Serenity uttered a string of curses against Dysis and the spirits of Cambridge Forest.

The townsfolk were surprised later that night when a sick horse wandered into Shadefall. Using his knowledge of medicine and speaking to the animal in Scent, Chance tried to determine what was wrong with the horse. A dire tick suddenly erupted from within the horse and attacked Syril. The former human was paralyzed by the creature and it crawled inside of him. Hoping to find a way to save Syril, the townsfolk brought him to Glacien's Tower. After killing the former human, Glacien was able to capture the dire tick for future study. Whisperfeather XXXXVIII then revived Syril with a lesser life spell.

Near midnight, Maxy Flaminghair was kidnapped by the mysterious being known as Elden StarShard. After interrogating the hobb to learn what he could about Queen Lorac's scepter, Elden killed Maxy and waited for his qi to dissipate. Maxy revived at the Cambridge Dragon Nexus and made his way back to Shadefall. Upon arriving at The Fur and Fang Grille, the hobb was approached by a servant of Galmad the Sinister who possessed the magical item that contained the souls of Maxy's family. Despite the risk, he gambled his own soul in a dice game and managed to win the item. Having failed in his mission, the lesser demon quickly left Shadefall. Chance closed down The Fur and Fang Grille a short time later and extinguished the lantern lights.

On the morning of the 25th Second Moon of Sylph, Lady Ninja Takahika Li Yamazaka came to town and revealed the letters that her Dusk Keepers had found within Sir Rosena Gilded-Leaf's quarters at Huntly Manor. The letters revealed that the knight had plotted against Lord Jonathan Huntly, Guardian of Abaton, and betrayed the fledgling nation. Before leaving Shadefall, the fox-fae took an opportunity to instruct the townsfolk in the use of more effective combat tactics. Their skills were put to the test when a band of marauders attempted to raid the town. Though the attackers were driven away, Takahika was not impressed by what she witnessed.

A short time later, the ranger known as Lonehawk arrived in Shadefall to speak with Tiberius Gemstar. He bestowed the title of ranger upon the dwarf and charged him with the task of protecting the surrounding countryside of Abaton from evil and corruption. Lonehawk then departed into the forest. Meanwhile, the dhampir, William Vannerhost, came to town and spoke with Chance at The Fur and Fang Grille. The dhampir revealed that he was a member of the Collective, a mercenary band that had been hired by Jonathan in the year 999 AoW to fight back the demons that had been released from a series of portals in Abaton. He also revealed to Chance that the mercenaries had started to recover from their heavy losses and were still under the employment of Jonathan. Though the coyote-kin kept his dealings with William private, Serenity overheard that the stranger was a dhampir.

The townsfolk later rallied to investigate a cave where Rosena was rumored to have been hiding during the winter months. Though they fought their way through a large number of nephilim experiments, the townsfolk found no sign of the traitorous knight. They returned to Shadefall and found Whisperfeather waiting for them at The Fur and Fang Grille. The mystical owl explained that she wanted the townsfolk to find a large timber mouse, a savory treat that she had not tasted in years. Serenity protested the request with screams of hysteria, claiming that she had once fought a timber mouse and had been fortunate to survive. The other townsfolk decided to ignore the sol-nyx elf and agreed to find what Whisperfeather wanted. After completing the task, the townsfolk were rewarded with a scroll that would help them restore the dragon nexus of Abaton.

While Chance served dinner that evening, Eloquent Crane returned to Shadefall to check on his newest merchant guild chapter. Tiberius met with the purple goblin in the hope of removing the Sabraen bounty that had been placed upon his life. Crane revealed that the

dwarf needed only to relocate back to Sabrae in order to prove that he was not part of the Abaton rebellion. After careful consideration, Tiberius decided to decline Crane's offer. Considering the matter over, the goblin departed Shadefall and returned to Koblin.

After dinner that night, the goat-kin animal folk known as Balthazar revealed that there was a man named Lars in Umbramoore who might be able to help the townsfolk restore the Abaton Dragon Nexus. When the townsfolk of Shadefall arrived, they found the merchant under attack by ogres. Lars revealed that a Sabraen carriage was traveling through the area with tribute for the king. The townsfolk decided to raid the carriage and stole a pair of diamonds from the Sabraen coffers. Raven also took several items from the cardinal's secret snack chamber. The townsfolk returned to Shadefall and were greeted at The Fur and Fang Grille by Tamari Pinkwing. The fae revealed that she was not only Serenity's mother, but was also once known as Tamari Darktree. Serenity and Feng were both shocked to discover that they shared the same mother.

Having assembled everything needed to restore the Abaton Dragon Nexus, the townsfolk of Shadefall descended into the wraith city to perform the necessary rituals. While Warlord Gregory Wilam VonDe'Blouden III of the Southern Waste worked to restore the dragon nexus with Sir Kaydren Silverpaw, High Mage of the Southern Waste, the other townsfolk fought back the wraiths. Once the rituals were successfully completed, Gregory and the other townsfolk retreated from the wraith city. Syril however, dropped one of his daggers and it was left behind.

In the early hours of the 26th Second Moon of Sylph, Takahika sent her Dusk Keeper Gemini to infiltrate a Sabraen camp where Rosena was rumored to have been sighted. Accompanied by Maxy, the Dusk Keeper was met on the shores of Lake Dagon by Muliphein. After paddling Gemini and Maxy across the lake, Muliphein took cover with his boat to await the return of his two companions. Maxy was able to sap the only guard on duty while Gemini phased into one of the tents. They recovered Rosena's final letter to Elessar and returned to Muliphein. The three companions returned to Abaton and Muliphein carefully covered their tracks back to Shadefall. After reporting their findings to Takahika, Gemini was promoted to the rank of Binary and Muliphein officially became a Star within the Dusk Keepers.

Hours before dawn, Galmad the Sinister arrived at The Fur and Fang Grille and tried to make a deal with Maxy. Their conversation was interrupted when the angel known as Captain Feather gated into the tavern. Maxy refused to make an agreement with either of the two beings and they both gated away.

As the sun rose on the 26th Second Moon of Sylph, Lord Nickolaus Vannerhost arrived in Shadefall with his retinue. Warning the townsfolk of approaching undead, the vampire hunter assembled his legion and fought off the creatures. After the battle, Serenity met with Nickolaus inside the tavern and informed him of Dysis. She also reported the existence of William. Unbeknownst to her, the dhampir was actually the vampire hunter's son and a member of the Collective, a band of mercenaries under Jonathan's employment. Nickolaus and his retinue departed Shadefall a short time later.

Dysis later came to town with several of his minions and a cake for all who would swear fealty to him. The arch-vampire refused to accept fealty from Serenity and bid all of his loyal subjects to join him outside of the tavern. Dysis invoked the magic of the tavern and thorn-covered rose vines entwined over all of the building's doors. Chance overheard the arch-vampire's cryptic words and realized that the tavern had been built from trees that came from Cambridge Forest. While the coyote-kin cut the cake and served it to Dysis' loyal subjects, Serenity was attacked and killed by the arch-vampire's minions. After his will had been carried out, Dysis dismissed the vines and took his leave.

Chance was still cleaning the tavern floor when a group of grey goblins arrived in town from Glacien's tower. They explained to the coyote-kin and his patrons that they had all requested the day off from work to be safe from Glacien's annual disaster. Once again, the ritualist tried to substitute mephit eyelashes for mephit talons. After the resulting explosion, living spells began to sweep across the Abaton countryside. The goblins said farewell and departed towards Glacien's Tower to begin cleaning and rebuilding. While dealing with the aftermath of the living spells, Kaydren Silverpaw came down with a case of head pigeons. He decided to take the pigeon as his animal companion and named it Bird. However, the name was quickly changed when Jonathon called it Pigeon.

22nd – 25th Third Moon of Sylph, 1 AoF **(Rebirth of the Staff: May 22nd – 25th, 2009)**



Servants of Queen Lorac continued their search for the queen's stolen scepter. Zakan and Sabraen troops were too busy fending off the roving bands of undead soldiers to launch any new offensives. Though the Abaton Dragon Nexus had been restored, the fledgling kingdom was also faced with the threats of Queen Lorac's army.

On the 22nd Third Moon of Sylph, the black eye bandits came to Shadefall and kidnapped Private Serenity Pinkwing of the Vannerhost Legion. When Syril and Kryos refused to pay the demanded ransom, the bandits killed the sol-nyx elf, cut off her ears, and revived her with a life spell. The bandits stole Serenity's swords and sold them to Captain Chance the Red. He later loaned the weapons back to the elf at market value while she worked to pay off her debt to him. While serving drinks a short time later, the coyote-kin was greeted by the mysterious hobb known as Raz. The hobb revealed that he was a member of the Collective and was searching for his companion William Vannerhost. Chance revealed that William's name had been given to a local vampire hunter. Raz paid the coyote-kin for his information, asking only that Chance keep their business a private matter. The hobb finished his drink and took his leave.

A short time later, the townsfolk of Shadefall departed with Glacien to locate and access the Quick Tunnels. Fighting their way past bugs and the other dangers that plagued the tunnels, they managed to breach the central chamber. Glacien remained behind to unlock

the secrets of the Quick Tunnels while the townsfolk returned to Shadefall. They arrived at The Fur and Fang Grille to find a fae and his ogre companions enjoying Chance's hospitality. A fight broke out and the strangers were killed in the resulting melee.

Sir Kaydren Silverpaw, High Mage of the Southern Waste and newly named commander of the Dawn Sentinels, visited town that night with Lady Ninja Takahika Li Yamazaka. They ordered the townsfolk to seal the tomb of Sir Azural. With the dwarven mummy still missing, undead had been wandering from within the unguarded tomb. The townsfolk used a radiance elemental core and successfully close the tomb in Golden Ridge Cemetery. Returning to Shadefall, the townsfolk were attacked by the qi eater. A fierce battle raged throughout the town before the creature was finally driven away.

After closing down The Fur and Fang Grille for the night, Chance paid a visit to Takahika's burrow on the edge of Shadefall and found his cousin in the midst of a meeting with Syril. The fox-fae revealed to the former human that he would have to travel into the Ether in order to save the Alabaster Kingdom. Having only minor knowledge of the planes, Chance suggested that Syril attempt to contact Professor McFluffy-Tail.

Kaydren and Takahika returned to Shadefall on the morning of the 23rd Third Moon of Sylph. The two nobles revealed that they had discovered the last known location of Sir Rosena Gilded-Leaf. The townsfolk followed the map that had been deciphered from the knight's final letter and came to a Sabraen camp. They located the remains of Rosena's body and a magical dagger spirit-linked itself to Syril. The former human took the dead knight's hat and brought it back to The Fur and Fang Grille. Chance gladly purchased Rosena's hat and hung it on the tavern wall as a war trophy for all to see.

A grey goblin messenger from Glacien arrived in Shadefall that afternoon and explained that the ritualist needed help gathering several components. The townsfolk began searching the Abaton countryside for a branch of drachenolz wood, the skull of a wind spirit, the spine of a fallen angel, and the hearts of both a quicksilver ooze and a quickgold ooze. Later that afternoon, the Elemental Islands appeared in the skies of Avus for the first time. The townsfolk returned to The Fur and Fang Grille with the ooze hearts and the branch of drachenolz wood. Chance was not pleased when Refractions of Dawn, the sapphire gemling member of the Collective, decided to hide the components above the tavern rafters. As the townsfolk departed to continue their search, an emissary from the Council of Flame arrived in Shadefall and delivered a message for Raven and the phoenix that resided within him.

That evening, Private Shigero Vann Silverpaw of the Vannerhost Legion, now a luxean elf, returned to Shadefall while Chance was serving dinner. He explained that he had spent the entire winter in Aziria's realm and had been transformed. Belles of the Star emerged from within the elf as Norna of the rat, another demigoddess of Aziria, gated into The Fur and Fang Grille. The two demigoddesses classed in a brief duel before both gating out of the tavern. Glacien later arrived in town and informed the townsfolk that his goblins had constructed an airship that could transport them to the Elemental Island of

Air in order to retrieve a wind spirit's skull. Reluctantly, the townsfolk agreed to use the poorly designed aircraft. With Serenity at the helm, the airship crashed in the swamp near Lake Dagon. Syril clambered from the wreckage to hear the sounds of frogs croaking at him. When the former human croaked in response, the frogs called back to him.

Hours after midnight, the townsfolk returned to The Fur and Fang Grille with the last of Glacien's desired components. Fate arrived in the tavern and began to read fortunes to the townsfolk still relaxing at the tavern. Fate's cards advised Serenity to stop and think more often before sacrificing herself for the good of Shadefall. For Balthazar, the cards spoke of a long and hard won battle that would eventually lead him to his lost love. Curious to learn why he had not heard any news from his cousin in Ceylunus, Chance asked Fate to read his fortune. The coyote-kin learned that wheels of fortune were in motion and that a change was upon the horizon. Fearing that something had happened to his kinsmen, Chance closed down the tavern early and retired to the tavern's cellar to write a letter to his family in Daggerfall.

While Chance was cleaning away breakfast on the morning of the 24th Third Moon of Sylph, a pair of ogres with toxin spirit servants attacked Shadefall. While the coyote-kin hid in the tavern's cellar, the townsfolk fought a hard battle against the ogres. Barricaded within The Fur and Fang Grille, the ogres held their ground. Kryos suddenly stormed through one of the tavern's side doors and made short work of the enemy. Serenity decided to eat the remains of both toxin spirits and became infected with a rare disease.

Later that afternoon, Glacien came to town and collected the components that the townsfolk had gathered for him. On his way out of The Fur and Fang Grille, he muttered something about building Queen Lorac's new scepter. Chance and Serenity both overheard what the ritualist had said. The sol-nyx elf hurried to Huntly Manor to inform Jonathan of what she and the coyote-kin had learned. While Serenity was gone, a group of frogs hopped through Shadefall. Though they were attacked by many of the townsfolk, Chance managed to speak with one of the frogs in the Scent language and discovered that they had come to deliver a message to Syril. The coyote-kin convinced the other townsfolk to halt their attack and translated the frog's message for Syril.

An archeologist and his assistants came to Shadefall in the hours before dusk to ask for aid in their expedition. They led the townsfolk to an excavated tunnel where a riddle was carved upon a sealed door. Serenity discovered the answer to the cryptic words and the townsfolk were able to open the door. A creature resembling an owlbear emerged from within the sealed crypt and thanked the townsfolk for their aid. It disappeared into the night before anyone could do anything to stop it.

During dinner that night, Jonathan and his retinue came to The Fur and Fang Grille to discuss plans for stealing the scepter from Queen Lorac's envoy. With their plans laid, the Guardian of Abaton returned to the manor with Kaydren and Takahika. A short time later, Puck came to Shadefall and claimed the townsfolk as his team for a game of fae chess against the Dark Jester Viola. During the game, Kryos and a fire mage both

impressed the fae with their skills. In the end, Puck declared himself the winner and brought an end to the game.

Returning to The Fur and Fang Grille, Syril prepared to travel into the Ether while the other townsfolk laid final preparations for stopping Queen Lorac. Kryos agreed to accompany the former human on his quest and they stepped outside the tavern to activate an artifact that would gate them through the planes. However, the two companions were standing too close to the building and the other townsfolk were pulled through the gate as well. After completing Syril's quest to save the Alabaster Kingdom, the townsfolk returned to Avus and regrouped with the Collective and the other forces summoned by Jonathan. They successfully waylaid Queen Lorac's envoy and Ty the Blessed was able to steal the new scepter. He gated himself and the townsfolk back to Shadefall. Handing the scepter over to Jonathan, Ty departed by gating away.

Serenity was promoted to the rank of sergeant within the Dawn Sentinels for her role in intercepting Lorac's envoy. However, when it was discovered that she took part in an assault against a merchant later that night, Kaydren summoned Daisuke and Elwin of the Collective to aid in apprehending her. In the end, Serenity was arrested and fined. In addition, the sol-nyx elf was demoted back to the rank of private. Back at The Fur and Fang Grille, Serenity was greeted by her adopted son, Lip, and learned that he was now happily married with children of his own.

On the morning of the 25th Third Moon of Sylph, ectoplasmic creatures attacked Shadefall. Serenity was cocooned within the ectoplasm and came under the influence of Dykair. She was eventually freed from the slime and rejoined the other townsfolk in their fight against Dykair's minions. With the creatures finally destroyed, the townsfolk of Shadefall returned to The Fur and Fang Grille to celebrate their latest victory over several pints of Chance's finest ale.

26th – 28th First Moon of Salamander, 1 AoF **(Demons Inside: June 26th – 28th, 2009)**



Rumors spread across Abaton claimed that Queen Lorac had attempted to create a new Scepter of Domination. A note written in Ignan upon the message wall at The Fur and Fang Grille confirmed the rumors and explained how the people of Shadefall had intercepted the queen's envoy. Star Muliphein of the Dusk Keepers brought the note to Lady Ninja Takahika Li Yamazaka and revealed that Syril had been the one who posted the message.

On the 26th First Moon of Salamander, Eloquent Crane arrived in Shadefall to speak with Captain Chance the Red. The coyote-kin proudly produced a pouch containing one hundred pieces of gold and explained that he wished to purchase the tavern. While Crane tested each piece of gold, he explained that Chance was one of his most trusted associates

and revealed his plans for retirement. After confirming that all of the gold was genuine, the purple goblin returned to Koblin. A short time later, one of Crane's messengers arrived in Shadefall and handed the tavern's deed over to Chance. He was now the official owner of The Fur and Fang Grille.

As the last rays of sunlight set that evening, Elden StarShard brought Lip to Shadefall where the white goblin revealed to his mother, Private Serenity Pinkwing of the Vannerhost Legion, that he was now a vampire. Lip also revealed to the sol-nyx elf that he had killed his wife and children. Elden and the young vampire then left town and vanished into the night. It was clear that Lip and his family had suffered as punishment for Serenity's involvement in the theft of Queen Lorac's new scepter.

Later that night, Sir Kaydren Silverpaw, High Mage of the Southern Waste, and Takahika came to Shadefall and gave the stolen scepter to the townsfolk. The two Abaton nobles explained that the three demons once contained within the scepter had to be captured in order to prevent Queen Lorac from creating another scepter. Refractions of Dawn, Daisuke, and Elwin of the Collective set off towards Glacien's Tower to speak with Whisperfeather XXXXVIII. The three mercenaries paid the mystical owl's fee and she agreed to locate the scattered demons with her scrying abilities. They left Whisperfeather to her work and returned to Shadefall.

The Owl made contact with the townsfolk several hours later and revealed that the demon Id could be found in Golden Ridge Cemetery. After a brief confrontation, the people of Shadefall forced the demon's essence into the scepter. They returned to town and waited for Whisperfeather to divine the location of the remaining two demons.

As Chance cleared away breakfast on the 27th First Moon of Salamander, Refractions of Dawn and Elwin received word about where the second demon, Ego, could be found. The townsfolk departed Shadefall to confront the demon. They found Ego being escorted towards Morterra by the servants of Queen Lorac. After a short battle against the undead, the townsfolk of Shadefall convinced Ego to join Id within the scepter by giving him a deck of cards and a cribbage board. The townsfolk also gave Ego extra cards to replace the ones that Id would inevitably steal.

Returning to Shadefall, the townsfolk found themselves under attack from the shen. Having no silver weapons, the people of Shadefall were unable to defeat their enemies. While the other townsfolk scattered into the woods, Syril and Serenity retreated to Huntly Manor and purchased a pair of silver weapons. They hurried back to town and rejoined the battle. The shen were then quickly defeated and driven away.

A family of dwarven nobles from Tyrinthor arrived in Shadefall while Chance was serving dinner. They met at The Fur and Fang Grille with Lord Jonathan Huntly, Guardian of Abaton, and explained why they had come to the fledgling nation. The dwarves hoped to strengthen the ties between Abaton and Tyrinthor with the marriage of Jonathan and their daughter. Hoping to make the deal more appealing, the dwarven nobleman also offered his wife. Claiming that he was already betrothed, Jonathan

promoted Corporal Raven Lonewolfe of Lord Huntly's Blackscapes to the rank of General and offered the former dwarf in his stead. Satisfied with the arrangement, the dwarven nobles took their leave and departed to the south towards Tyrinthor.

William Vannerhost of the Collective arrived at the tavern a short time after dinner with his mother, the vampire Kathleen Vannerhost. After introducing her to his companions, the dhampir and his mother departed back into the night. The townsfolk remained at The Fur and Fang Grille and continued to wait for Whisperfeather to locate the remaining demon. A fae known as Loki suddenly arrived at the tavern with magical effects for sale. In exchange for silver, he used his wild magic to bestow unpredictable results. Refractions of Dawn was tricked into giving his name to Loki and believed for the rest of the night that his own name was actually Loki. Realizing the prank that had been played, Chance paid the fae to play a prank on Serenity.

In the hours before midnight, the third demon, Super Ego, came to town and demanded that the townsfolk hand over the scepter. He claimed that only he could keep the artifact safe from Queen Lorac and her army. The demon had nearly convinced the townsfolk to help him, when the servants of Queen Lorac attacked him. In the end, Super Ego was defeated and his essence was added to the scepter. With all three demons within it, the artifact began to brightly glow. Knowing that the army of Queen Lorac would stop at nothing to get the scepter, Refractions of Dawn used the Quick Tunnels to transport himself miles away. The gemling continued to navigate the Quick Tunnels until Dath'Cha intervened with a planar jump spell.

In the meantime, the demigoddess of chocolate, Nestle, came to Shadefall in search of new worshippers. She bestowed her blessings and gifts upon the patrons of The Fur and Fang Grille before finally taking her leave. The tavern was visited in the early hours of the 28th First Moon of Salamander by Sir Alexander Nebula and his companion Romeo. The celestial rat tried to acquire a fresh story from each person within the tavern. Strago claimed that he had no stories to offer. Despite Chance's attempts at creating a story for the human, Sir Alexander claimed that he would send a story to Strago.

As the sun rose, Dath'Cha and Refractions of Dawn gated into the tavern with scepter. Moments later, Master Thief gated into the building as well. After accepting the newly created Scepter of Domination, the god realized that several items had been left unattended within the tavern. The two deities convinced everyone to step outside for a moment. While Master Thief took Strago's sword from where it had been laid, Dath'Cha helped himself to several other items upon a nearby table. An instant later, they both gated out of the tavern and departed to another plane of existence.

A short time later, a terrifying shadow creature appeared in town. Tied around the creature's neck was a bright bow with Strago's name written clearly. The creature, a gift from Alexander, attacked Strago and could not be hurt by anyone other than him. He eventually defeated the creature and gave its colorful bow to Chance. The coyote-kin hung the war trophy on the tavern wall near Sir Rosena Gilded-Leaf's hat. Strago now had a story to tell Alexander when he next returned to Shadefall.

That afternoon, Dysis and several of his undead minions came to town. The arch-vampire gave an ornate goblet to Serenity and ordered her to bring him fresh blood from the Glass Sea. Realizing that the goblet had an open bottom, the sol-nyx elf was unsure how she would complete the task. Instead of arguing, Serenity bowed respectfully and hurried out of the tavern. Refractions of Dawn came to Dysis' attention and accidentally aroused the arch-vampire's anger. Dysis invited Chance to join him for a walk and stepped outside. Once the coyote-kin was also outside, he again invoked the power of the tavern. Rose vines covered in thorns entwined over all of the building's doors as Dysis' minions moved to attack Refractions of Dawn. The gemling recalled death upon the floor while Dysis and Chance went for a stroll in the forest. During their walk, Chance accidentally gave the arch-vampire an idea of how to create flying zombies that could swarm and dispatch the unicorns that kept goring his minions. Upon returning to the tavern, Dysis discovered that Refractions of Dawn was still alive. He found the gemling's abilities amusing and decided to call off his undead minions. After dismissing the vines surrounding the tavern's doors, Dysis named Refractions of Dawn his personal jester. The arch-vampire and his minions left Shadefall a short time later.

17th – 19th Second Moon of Salamander, 1 AoF (Gregory's Favor: July 17th – 19th, 2009)



An unsettling calm had fallen over Abaton. Neither Zaka nor Sabrae seemed to have the strength to continue their war. Rumors of a dawning peace began to quietly spread through the land. Even the threat of the shen seemed to have waned. Unknowns to the people of Abaton, Warlord Gregory Wilam VonDe'Blouden III of the Southern Waste had been promoted to Dysis' Prince of Muffins and Vargus the Forsworn had succeeded him as the Duke of Biscuits.

Hours after sunset on the 17th Second Moon of Salamander, minions of the Overlord swarmed into Shadefall with stolen bomb beetle eggs. The grubby creatures were pursued by several adult bomb beetles. The territorial and aggressive insects lashed out at the townsfolk and anything else that came near them or their eggs. After dispatching the bomb beetles and chasing the Overlord's minions out of town, the townsfolk returned to The Fur and Fang Grille where they were met by Gregory. The gnome explained that he needed help in collecting components for a ritual that would help free him from Dysis. Captain Chance the Red listened intently as the townsfolk gathered around a table in the tavern to discuss the instructions that Gregory had left in their hands.

The townsfolk's plans were suddenly interrupted when a qi eater attacked Shadefall. Thinking quickly, Refractions of Dawn purchased a life dust from Chance and gave himself willingly to the creature. Satisfied by the gemling's willing sacrifice, the qi eater departed into the night. The townsfolk returned to studying what they would need to find for Gregory, but were again interrupted when Loki entered the tavern. The fae again traded

his wild magic effects for silver and spoke at length with Chance. Loki revealed that he had successfully played a prank on Private Serenity Pinkwing of the Vannerhost Legion. Thanks to him, the sol-nyx elf was now lost in the Glass Sea and wandering in circles.

On the morning of the 18th Second Moon of Salamander, a dwarven messenger from Tyrinthor arrived at the tavern. Approaching Chance, the dwarf began to ask about the dwarven nobles that had visited Abaton nearly a month ago. At first, the coyote-kin gave only guarded responses. However, it quickly became apparent that the nobles had never returned to Tyrinthor. Gregory, who had been finishing his breakfast at a nearby table, offered to escort the messenger to Huntly Manor so that he could speak with Lord Jonathan Huntly, Guardian of Abaton.

Later that morning, a large number of rats flocked to Shadefall and tried to take shelter within the tavern. Speaking in Scent, Chance was able to learn that the local werewolf population had swelled out of balance and they were killing everything along the river. Gizmo, the Collective's irkwa alchemist and ritualist, asked Chance to help convince one of the rats to become her pet. Thanks to the coyote-kin, she successfully earned the small animal's trust. William Vannerhost suddenly caught sight of Dysis approaching The Fur and Fang Grille with one of his zombie servants and fled towards Golden Ridge Cemetery. The arch-vampire greeted the townsfolk still within the tavern, claiming that he wanted his jester to tell his minion a funny joke. However, Refractions of Dawn was still within his tent at the Collective's encampment. Turning to Gizmo, Dysis demanded a joke. The irkwa insisted that Refractions of Dawn had her joke book and fled from the tavern, claiming that she would find the gemling. Dysis departed Shadefall a short time later, saying that Refractions of Dawn owed him a joke.

That evening, Jonathan and his retinue joined the townsfolk for dinner at The Fur and Fang Grille. Knowing that Sir Kaydren Silverpaw, High Mage of the Southern Waste, would want to purchase a second meal for himself, Chance produced a large bowl that bore the Dawn Sentinel commander's name. The fae happily paid for both of his meals and joined the other nobles at the table. During dinner, Jonathan informed everyone present of the news that he had heard from the Sabraen frontier. The king of Sabrae had been assassinated along with all known heirs to the throne. It seemed that a civil war within the elf-dominated kingdom would be inevitable, an opportunity that Zaka would likely exploit. Jonathan took his leave after dinner, asking Chance to inform his regular patrons of the grim news.

Later that night, the townsfolk learned that a bullywog community was being attacked by the werewolf. Refractions of Dawn, Gizmo, Maxy Flaminghair, and Tiberius Gemstar departed Shadefall to seek the guidance of a local shaman. After acquiring the recipe for a weapon known as the Bane of Werewolf, the townsfolk returned to Shadefall to perform the ritual that would create the weapon. A lone ogre from the black mud clan came to town while Gizmo was performing the ritual and began to demand tribute. Hoping to prevent a ritual backlash, the townsfolk handed over the demanded pay. However, Refractions of Dawn argued that he had paid his tribute for the entire year. The ogre suddenly caught sight of Gizmo's candles and became agitated with fear and anger.

Refractions of Dawn tried to escort him from the tavern while his fellow mercenary completed her ritual. In the hopes of proving that the candles were nothing to fear, Tiberius violated Gizmo's ritual space and stuck his hand into the flames. The ogre let out a howl of panic and ran from the building. Knowing that no further damage could be done, Chance yelled for everyone to get out of the tavern and took cover behind the bar. Luck alone saved the townsfolk from a ritual backlash. The Bane of Werewolf was successfully created and was now ready to be used.

Before the townsfolk could set off towards the werewolf spawning ground, an orc and an ogre arrived in town. They claimed that they had been hired by the church of Myrraxion and were searching for dead bodies. Misunderstanding a large word used by Refractions of Dawn, the ogre claimed that he was an exceptional hobb punter. He gestured towards Maxy and told Chance that he'd be happy to demonstrate his skills. However, the ogre remembered that the priests of Myrraxion had yelled at him for doing that in the past. The body collectors returned to their work while the townsfolk made final preparations for their journey to the werewolf spawning ground.

The people of Shadefall managed to slay several adult werewolf and also destroyed entire nests of eggs. With their work completed, Refractions of Dawn took the Bane of Werewolf and returned to the Collective's encampment. Unbeknownst to the other townsfolk, Gizmo had smuggled away several werewolf eggs. In the meantime, Balthazar had been relaxing at The Fur and Fang Grille with Chance. The goat-kin revealed the truth of his past, confirming the coyote-kin's suspicions that Balthazar did not hail from Ceylunus. Chance explained that he could investigate the possibility of providing the goat-kin with forged lineage papers to help strengthen his false identity, an offer that intrigued Balthazar. Their conversation was suddenly interrupted when a werewolf stormed into the tavern. Both animal folk took cover in the cellar and waited for the creature to depart. They were still hiding behind the safety of the trap door when the other townsfolk returned to Shadefall. Without the Bane of Werewolf in their possession, they are forced to retreat into the forest and wait for the creature to wander away.

In the hours after midnight, the people of Shadefall fought off a raid from the minions of the Overlord. In the wake of their attack, the Great and Powerful Necromancer Steve arrived in town. Lashing out with shadow magic, Steve killed Tiberius before stealing the dwarf's shield and chasing Maxy into the forest. Before the necromancer could steal any more of Tiberius' possessions, Chance darted out from the tavern's cellar and gathered the remaining weapons and equipment scattered upon the floor. After reviving at the Abaton Dragon Nexus, Tiberius returned to help Maxy, but found all of his equipment missing. He was again cut down by Steve's magic. While the necromancer continued his search for Maxy, Chance and Balthazar remained hidden within the cellar. Steve finally found the hobb and made short work of him. Returning to The Fur and Fang Grille, the necromancer raised a toast to his own glory and then departed into the night. Emerging from the tavern's cellar, Balthazar took his leave while Chance extinguished the lanterns. The coyote-kin then retreated into the cellar and stowed Tiberius' weapons away in a corner for safe storage. An unsettling hush fell over Shadefall.

28th – 30th Third Moon of Salamander, 1 AoF (The Guilds of Abaton: August 28th – 30th, 2009)

n anticipation of the coming civil war, many Sabraens left their homeland to take refuge in more secure lands. Lord Jonathan Huntly, Guardian of Abaton, granted asylum to a large number of refugees and provided them with a new home on the outskirts of Shadefall. Rumors about the Sabraen king's murder continued to spread. Many suspected that Zakan assassins were to blame.

On the 28th Third Moon of Salamander, a fresh group of Sabraen refugees arrived in town. The people of Shadefall helped the new arrivals pitch their tents with the other refugees and then returned to The Fur and Fang Grille for dinner. The late summer calm of the evening was suddenly broken by cries for help. Ectoplasmic creatures were attacking the newly built refugee camp. Before the townsfolk could come to the rescue, most of the refugees had already been carried away into the night. A lone Sabraen who escaped the attack led Refractions of Dawn, Odra, and Grimjaw of the Collective, as well as Maxy Flaminghair and Syril into the Abaton countryside to track the kidnapped refugees. They eventually arrived at a large cavern and faced an abomination known as the ectoplasmic horror. After slaying the creature, the townsfolk found the bodies of the kidnapped refugees and returned to Shadefall. Unbeknownst to them, the death of Dykair's newest creation awakened a gem-studded dragonite golem. Infused with the stolen qi energy of the dead refugees, the golem strode away into the foggy night.

Several hours after midnight, Sir Alexander Nebula and his companion Romeo gated into the tavern. The white-furred celestial rat spoke at length with Strago about his "gift." While they were speaking, another patron casually flicked Romeo aside. Enraged, the diminutive gremlin accepted the aid of Daisuke in learning the arts of unarmed combat. As Captain Chance the Red served the last round of the night, Alexander and Romeo took their leave. With the lights of The Fur and Fang Grille extinguished, a calm hush fell over the small town.

As morning dawned on the 29th Third Moon of Salamander, Sir Kaydren Silverpaw, High Mage of the Southern Waste, arrived in town to post several job announcements for the newly reformed Abaton Fighter's Guild and Abaton Mage's Guild. Having been named guild master of the mage's guild, Kaydren stopped to conduct some business with Chance and acquire a large number of spell scrolls from the merchant's guild.

The townsfolk of Shadefall spent most of their time that day performing the various jobs posted for the two new guilds of Abaton. While Chance was in the tavern's cellar cooking dinner that evening, a small group of Shen wandered into town. With no one present to stop them, the creatures easily laid a trail of their natural slime through Shadefall and affixed the goo near the tavern's front door.

As darkness settled over the land that night, Lady Ninja Takahika Li Yamazaka arrived in Shadefall. The fox-fae informed the townsfolk that a single surviving heir to the Sabraen throne had been discovered. Knowing that the simple farmer named Marcus would quickly be eliminated by assassins, Jonathan had ordered a timely rescue to be arranged. Maxy, Syril, and Strago departed immediately towards the Sabraen frontier along with several members of the Collective. Unbeknownst to them, the servants of General Valian Vannerhost were already closing in upon Marcus' home. When the people of Shadefall arrived, the simple farmer cautiously allowed them into his home and listened to their story. He eventually agreed to accompany them back to Abaton. Valian's assassins suddenly charged out of the night. The mercenaries of the Collective fought off the attackers, ordering the other townsfolk to continue towards Shadefall. However, Marcus was dragged back into danger when his escort decided to join the fight. Despite being wounded, the simple farmer escaped with the people of Abaton and was safely brought to Huntly Manor. Jonathan later explained to Marcus that he was the illegitimate son of the Sabraen king and the only remaining heir to the throne.

A short time after midnight, Shadefall was attacked by wraiths. One of the creatures phased into the tavern's cellar, forcing Chance to flee back into the building's main room. Taking on his elemental form, Daisuke was able to hurt the wraiths, but could not slay them. His companion Elwin suddenly arrived in town with a weapon that could vanquish the wraiths. With the battle won, the mercenaries of the Collective departed towards their camp while Chance served one final round of drinks.

On the morning of the 30th Third Moon of Salamander, a white goblin came to Shadefall looking to sell her meager wares. Syril glanced over the merchant's stock of trinkets and discovered that she had a magical jeweler's kit. The white goblin happily sold the item for a fraction of its value and departed into the early morning sunshine. Unbeknownst to Syril or the goblin merchant, the magical jeweler's kit had been stolen from House Giovanni, a powerful and ruthless crime family.

Chance was clearing away breakfast that morning when Dysis entered the tavern to introduce his newest creation to the coyote-kin – a flying zombie. The arch-vampire then declared that that he wanted Chance to be an honorary member of the Flying Zombie Legion and ordered him to begin working on his flying skills. Satisfied with Chance's answer that he would find a way to fly, the arch-vampire departed back towards his castle in Cambridge Forest.

25th - 27th First Moon of Gnome, 1 AoF (Raven's New Body: September 25th – 27th, 2009)



ensions had remained high between Zaka and Sabrae as the warmth of summer faded into the turning leaves of autumn. Rumors continued to claim that Zaka had been responsible for the death of the Sabraen king. The line of succession remained undecided

and fears of a coming civil war still loomed over the elven nation. The sole surviving heir to the throne remained safely hidden within the sanctuary of Huntly Manor. However, Abaton had problems of its own. The shen continued to make regular raids against the town of Shadefall and the surrounding countryside.

On the night of the 25th First Moon of Gnome, Glacien and Whisperfeather XXXXVIII arrived at The Fur and Fang Grille to perform a ritual for Corporal Raven Lonewolfe of Lord Huntly's Blackscales. The former dwarf had made it clear to the ritualist that he desired a new body and an escape from his spirited form. Captain Chance the Red listened from behind the tavern's bar while Glacien explained the potential risks of the ritual that he was about to perform. Raven claimed that he didn't care about the dangers and agreed to go through with the ritual. Chance and Whisperfeather briefly discussed the wisdom of the former dwarf's decision, but agreed that it was not their place to dissuade Raven. As Glacien began the ritual, a band of shen attacked Shadefall. Calindria, an exiled wolf-kin of Trayvan, rushed outside to hold the creatures off while the ritualist continued his work. In the end, Raven's qi was successfully transferred into the body of a golem. However, Glacien's ritual also had an unexpected side effect. Raven's former body arose from the tavern's floor and walked away into the night. When asked about this, Glacien concluded that the phoenix which had formerly been fused to Raven was now free, but still inhabiting the dwarf's former spirited body. The ritualist packed away his remaining materials and departed towards his tower with Whisperfeather. As they traveled through the night, the owl revealed all of the insulting things that Raven had said about Glacien over the past several months.

With the shen driven away, Calindria and the other townsfolk returned to The Fur and Fang Grille. The wolf-kin revealed the truth of her exile to Chance, explaining that she had been fixed for breaking the high laws of Ceylunus. Despite having committed similar crimes and escaped punishment, the coyote-kin chose not to share the truth of his own past. Loki suddenly entered the tavern and began to sell his wild magic to anyone who would pay his price. The fae was joined a short time later by Puck of the Seelie Court and Dark Jester Viola. Accompanying them was a peculiar fae spirit known as Mumbles. After announcing the start of Fae Day, Puck and Viola remained in Shadefall to observe the town's inhabitants. Grimjaw of the Collective became fascinated with the glittering symbol upon Loki's and was told that it was because the fae was special. Hoping to become special, the ogre followed Loki outside the tavern. Though the other members of the Collective tried to intervene, the fae trickster gated himself and Grimjaw away.

A cold morning greeted the people of Shadefall on the dawn of the 26th First Moon of Gnome. While Chance cooked breakfast at The Fur and Fang Grille, a courier departed Huntly Manor to bring a message from Lord Jonathan Huntly, Guardian of Abaton, to the encampment of the Collective. Without warning, a small band of barbarians stormed into town and issued a challenge of honorable combat to the gathered townsfolk. Calindria answered their challenge, but was defeated. A battle suddenly erupted in the heart of Shadefall and the barbarians were driven away. The dust had hardly settled from the short-lived skirmish when a fae carrot ran through Shadefall in a panic. The screaming vegetable was pursued by a giant rabbit. Calindria managed to save the carrot and planted

the odd creature amid a small grove of trees behind the tavern. As the townsfolk departed to perform a job for the fighter's guild in Koblin, Chance emerged from the tavern's cellar with a large pitcher. He watered the fae carrot, laid a blanket around it, and reinforced the meager fence that Calindria had built. After caring for the strange creature, Chance returned to cleaning the tavern.

The townsfolk spent the day performing jobs for the fighter's and mage's guilds. Returning to The Fur and Fang Grille near sunset, they were met by Oberon of the Seelie Court and his bunny-fae companion. After enjoying a few drinks, the fae king gated away. Chance later claimed that he had peed in Oberon's cup. However, the coyote-kin later admitted that he had merely mixed a few stronger spirits into the king's drink.

That night, several townsfolk fell victim to a swarm of dire ticks. Having heard that Glacien "cured" someone inhabited by a dire tick, Refractions of Dawn and Strago both departed towards the ritualist's tower. Raven accompanied the two townsfolk on their journey through the night. Upon arriving at Glacien's tower, Refractions of Dawn and Strago were both sealed in an isolated chamber. The ritualist then forced the dire ticks to emerge from within their hosts by killing both infected townsfolk. While Glacien dealt with the ticks, Whisperfeather revived Refractions of Dawn and Strago with her magic.

Another cold morning greeted the townsfolk as the sun rose on the 27th First Moon of Gnome. An exceptionally distressed squirrel scampered into the tavern and begged for help in the language of Scent. Translating for the townsfolk, Chance explained that a badger had moved into the squirrel's home. Refractions of Dawn refused to offer his aid without a written contract. Chance tried to explain the idea of a written agreement to the squirrel, but it resulted in the small creature relieving herself on the gemling's shield. The coyote-kin explained that Refractions of Dawn now had a contract, but the gemling still refused to help. In the end, Maxy Flaminghair and Syril agreed to aid the squirrel and departed into the forest. While they were gone, a black goblin servant of House Giovanni arrived at The Fur and Fang Grille. She revealed that she had been sent to recover stolen property for the powerful crime family. Intrigued, Refractions of Dawn agreed to offer his help for a price. She explained that a magical jeweler's kit had been stolen from House Giovanni and that they were willing to pay an exceptionally high fee for the item's safe return. Overhearing the conversation, Chance decided to renew his relations with the powerful crime family and spoke briefly with the goblin in private.

While cleaning the tavern that afternoon, Chance discovered a book of alchemy recipes that was written in Maxy's handwriting. Knowing that Syril currently possessed the magical jeweler's kit stolen from House Giovanni, the coyote-kin sold the recipe book to Refractions of Dawn. Chance then began to set in motion a plan that would enlist the aid of House Giovanni in a profitable and elaborate business venture.

The Winter of 1 AoF to 2 AoF (The winter of 2009 to 2010)



Early snow storms began to howl through the mountains of Avus. The scent of a harsh winter was already upon the wind. Even the brewing civil war within Sabrae seemed to be chilled by the wind's bitter cold. Many of Shadefall's townsfolk took their leave towards warmer lands. Fearing that the early winter might harm the fae carrot growing behind his tavern, Captain Chance the Red transplanted the strange creature to pot of soil within The Fur and Fang Grille.

During the final days of the Second Moon of Gnome, Cyril returned to Shadefall and spoke in private with Chance. The former human revealed that he had received the coyote-kin's message about impending danger. Explaining the truth of the magical jeweler's kit, Chance convinced Cyril to hand over the item and buy a new one through the merchant's guild. The coyote-kin went so far as to personally pay for a portion of the replacement's cost. After Cyril departed for the night, Chance made arrangements for the magical jeweler's kit to be smuggled safely to House Giovanni. A fierce snow storm suddenly settled over Shadefall and nearly buried the entire town. The townsfolk who had chosen to remain in Abaton for the winter began to dig their homes out from under the heavy snow, knowing that they were in for several long and cold months.