

# AEGIS OF EMPIRES



# PLAYERS GUIDE

BY GREG A. VAUGHAN



**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE

**PATHFINDER**  
COMPATIBLE



PLAYERS GUIDE

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**Aegis of Empires Player's Guide © 2019,**  
Legendary Games; Author Greg A. Vaughan.  
ISBN: 9781694215123  
First printing October 2019.  
Printed in USA.



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## WELCOME TO THE *AEGIS OF EMPIRES* ADVENTURE PATH

Welcome to the Lost Lands, the campaign setting of the adventures and books by Frog God Games and Necromancer Games before it! "But this is Legendary Games?" you say. Yes, yes it is, but as the principal developer of the Lost Lands setting — having the privilege and pleasure of combing through every single product, word-by-word, from those two companies' considerable catalog of books to determine how it all fit together into a coherent whole — I had the opportunity to continue my work with the setting. By mutual agreement upon the end of my tenure with Frog God Games in 2018, I was able to provide them with the bible of Lost Lands material I had been collating since 2010 and was graciously allowed to retain the rights to continue to make my own contributions to the setting I had poured so much into in Lost Lands-compatible products. I also purchased the rights to the *Aegis of Empires Adventure Path* that had already been in the works for some time (though under the name Ashes of Empires at that time, and changed due to similarities in titles from other companies that were being released in a similar timeframe), so I could continue the development I had already started on it and nurture it through to the end. That Legendary Games was willing to adopt such a project, was icing on the cake and what has allowed me to put this product into your hands.

## SPECIAL ELECTRONIC FEATURES

We've hyperlinked this product internally from the Table of Contents and externally with links to the official [Pathfinder Reference Document](#) as well as [d20PFSRD](#). If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

## ABOUT LEGENDARY GAMES

Legendary Games is an all-star team of authors and designers, founded by Clark Peterson of Necromancer Games, Inc. Legendary Games uses a cooperative, team-based approach to bring you, the Paizo fan, the best expansion material for your game. We are gamers and storytellers 1st, and we believe that passion shows in our products. So check us out, and Make Your Game Legendary!

Visit us on [Facebook](#), follow us on [Twitter](#), and check out our website at [www.makeyourgamelegendary.com](http://www.makeyourgamelegendary.com).

# WHAT YOU WILL FIND INSIDE THE AEGIS OF EMPIRES PLAYER'S GUIDE

In cooperation with Frog God Games, *The Aegis of Empires Player's Guide* provides system neutral details on background, geography, environs, and the peoples to be found in the regions of the Lost Lands covered in the *Aegis of Empires Adventure Path*. This includes regional maps of the Kingdoms of Foere, the Grand Duchy of Reme, and the Kingdom of the Vast, connecting the lands of Akados from the Crescent Sea in the west, where the City-Stage of Castorhage (aka The Blight) broods on its island shore, to the March of Mountains in the east, where the Borderland Provinces touch on the central realms of Foere, to the Wizard's Wall and beyond in the north. These realms form the crux of the Lost Lands, and this player's guide allows you to see them in a player-friendly format at a level of detail in which they've never before been explored. And all of it is extensively cited to the Frog God Games and Necromancer Games products from which the original materials are drawn, so die-hard Lost Lands fans can delve into the sources to see for themselves how it all fits together.

Also included in the player's guide is an expansive history of the nations (also with extensive citations) to easily see how these realms fit into the overall story of the Lost Lands as has been revealed in nearly two decades of Lost Lands books from Frog God Games and Necromancer Games.

In addition, a comprehensive list of the common deities of the Lost Lands is included along with complete breakdowns of the ancient Hyperborean and modern Foerdewaith pantheons. Unlike the rest of the book's system neutral format, the entries for these deities provides the necessary game mechanics for 5th Edition as well as for the Pathfinder Roleplaying Game (in both 1st and 2nd Edition formats).

*The Aegis of Empires Player's Guide* is the perfect accessory for GMs and players alike for the *Aegis of Empires Adventure Path* or to just launch a campaign in the newly revealed Kingdoms of Foere. Don't miss out on this treasure trove of Lost Lands lore.

Legendary Games was founded on the principle of delivering first-class product for your Pathfinder Roleplaying Game experience, brought to you by the very authors who design and contribute to the adventures, hardbacks, and campaign supplements you are already using. The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!



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The following superscript notations are used to denote references to official Pathfinder Roleplaying Game rulebooks and other content:

<sup>ACG</sup> = Pathfinder Roleplaying Game Advanced Class Guide

<sup>APG</sup> = Pathfinder Roleplaying Game Advanced Player's Guide

<sup>OA</sup> = Pathfinder Roleplaying Game Occult Adventures

<sup>PU</sup> = Pathfinder Roleplaying Game Pathfinder Unchained

<sup>UC</sup> = Pathfinder Roleplaying Game Ultimate Combat

<sup>UM</sup> = Pathfinder Roleplaying Game Ultimate Magic

<sup>UW</sup> = Pathfinder Roleplaying Game Ultimate Wilderness

<sup>PA</sup> = Pathfinder Roleplaying Game Planar Adventures

# THE WORLD OF THE LOST LANDS

The world of the Lost Lands is a vast planet most commonly called Lloegyr in the current age, though it was not always known as that. I think probably one of the best explanations for it was a blurb I had written years earlier and finally published in the foreword of the first official Lost Lands book, **LL1: Stoneheart Valley**. I've included it again here for the perusal of those who may be new to this world. For all you Frog God Games fans out there, it ought to bring out a touch of the nostalgia.

*"There have been many names for our world: Kala, Eorthe, Midgard, Erce the Mother. The Khemitians call it Geb; the ancient Hyperboreans—who were giants among men, conquerors and builders—called it Boros after their homeland under the Pole Star. The Daanites, the last remnant of that ancient and noble race by their own reckoning, call it Lloegyr, which in their tongue means the Lost Lands and, I suppose, in a way that's really what it is...lands that once felt the tread of civilization's true grandeur and now exist as but a shadow of that former glory. But for most it has no real name at all; it is just the earth we live on, and toil upon, and call home, and to whose embrace we one day return.*

*These Lost Lands exist on three known continental landmasses, with two great oceans beyond which none have ever explored and one lesser ocean between. The Tempest Meridians, a line of storms and rough seas where navigational techniques fail and ships founder that exists in each direction across the seas from the known continents, bar safe passage and hold their secrets close. He that braves the oceans Úthaf or Oceanus to successfully chart the Tartaren Passage to that green sea of darkness beyond will surely know much renown and be remembered in history as the greatest of explorers.*

*The center of modern civilization as we know it resides on the largest continent, Akados, seat of the former Borean Monarchy of the Foerdewaith (now our fractured Kingdoms of Foere) and long-lost home of the ancient Hyperborean Empire, that glorious bastion of civilization that was and is no more. To the north lies the frozen polar continent of Boros from which the Hyperboreans first descended to bring their learning to the world and where, perhaps, they returned when their time of ascendancy ended. To the east, across the Gulf of Huun, lies the second-largest continent, Libynos, where the Triple Kingdom of Khemit, the Ammuyad Caliphate, and the city-states of the Crusader Coast hold sway, though the dark interior of endless jungle and svelte knows many other cultures barely glimpsed in the west.*

*The blessed light of Rana, the Sun, holds court in the firmament during the hours of the day, rising in the east and setting in the west, and the night sky of Lloegyr serves as the*



*abode for the moons Narrah, the Pale Sister, and smaller Sybil, the Dark Sister, as they weave their intertwining course sunwise through the darkness. A multitude of stars add their jeweled illumination to the Sisters, the brightest of which is Oliarus, the winking Pole Star that hovers above the northern homeland of the Hyperboreans, ever awaiting their return. Other stars of note that travel across the night sky are Mulvais the Red Star, Cyril the Blue Chariot, and Xharos the Black Star, though the astrologers of ancient Hyperborea tell us that these are actually planets like our own world, spinning in emptiness thousands of leagues away, as preposterous as that may sound. Their ancient scrolls also hint that there may be other worlds unseen even farther away. Better to leave such fancies to god-touched fools and the mad.*

*Time in these Lost Lands is guided by the dance of our moon Sisters as they transit the Thirteen Houses of the Zodiac. Each year is comprised of thirteen moons, each of which consists of four weeks, composed of seven days, for a total of 364 days a year. The hours of the day number 24 after the blessed Tesseract. The*

seasons rely upon the dance of these moons to guide them in at the proper hour and recede in the presence of the new season as it arrives. All beings on Lloegyr revere the twin Sisters in some form or fashion as the key to life upon the earth..."

— from *Illuminatus Geographica* by Master Scrivener Drembrar of Bard's Gate<sup>LL1</sup>

Obviously some small changes were made to that initial world statement as details were hammered out and new concepts added, but by and large it has held up pretty well. So far the Lost Lands have been examined in dribs and drabs in the form of adventure modules taking place in small localized areas. With the LL series of books Frog God Games began to detail larger swathes of the world including great sections of the continent of Akados' eastern seaboard, specifically the Gulf of Akados Region and the Sinnar Coast Region with the releases of **LL3: Sword of Air** as well as **LL4: Cults of the Sundered Kingdoms** and **LL5: Borderland Provinces**, respectively. **LL1: Stoneheart Valley** and **LL8: Bard's Gate** gave us newly enhanced looks at the area between those two regions centered around Bard's Gate and its environs. **LL2: The Lost City of Barakus** revisited the city-state of Endhome and its surrounds, while **LL6: The Northlands Saga Complete** and **LL7: The Blight: Richard Pett's Crooked City** took excursions to the Northlands and to the west coast of Akados.

All along these books danced around and made mention of the central Kingdoms of Foere, the fulcrum of the great empires of old and the continent of Akados entire, but they never did more than touch on them. While the forthcoming **World of the Lost Lands** campaign setting by Frog God Games will finally give a gazetteer-style look at those lands central to the geography and story of the Lost Lands, the **Aegis of Empires Adventure Path** gives a deeper dive and the opportunity for your player characters to put boots on the ground as they explore and make their fortunes in these long-awaited lands.

<sup>LL1</sup> See page 4 of **LL1: Stoneheart Valley** by Frog God Games

## THE KINGDOMS OF FOERE

It must be noted that there is a difference between the *Kingdom* of Foere and the *Kingdoms* of Foere. The Kingdom of Foere is the most central of the nation-states that occupy the continent of Akados and is the heart of what was once both the empire of the Foerdewaith and, in fact, the Hyperborean Empire for much of its history (before its

eventual move to the eastern continent of Libynos and its eventual decline and death). While the vast empire of the Foerdewaith has collapsed upon itself in recent centuries and fragmented into dozens of independent nations, the Kingdom of Foere remains a powerful nation, centered around the Star Sea, and it retains the Court of Courghais for the Crown of the Overking of the Foerdewaith.

The Kingdoms of Foere, on the other hand, represent the extant remnant of the former Foerdewaith empire. It is those vassal states and palatine provinces that still owe allegiance and fealty to the Crown at Courghais. Many of these nations were described in **LL5: Borderland Provinces**, but others include the Duchy of Ysser, the County of Coutaine, the County of Roy, the County of E'stil<sup>QoD4:CB</sup>, the County of Barresque<sup>QoD4:CB</sup>, the Barony of Baldemar<sup>SNS2</sup>, the Duchy of Saxe, the Duchy of Mains, the Palatine-Duchy of Listonshire<sup>K3</sup>, the Barony of Baile, the Principality of Olduvar, and innumerable smaller baronies, protectorates, and cathedral cities.

Of course, a single adventure path can't visit all of these places and do them justice, but *Aegis of Empires* does visit several. Additionally, it explores parts of long-known but seldom-detailed places like the independent Grand Duchy of Reme and its famous Duchy of the Waymarch, which have appeared in adventures from the very beginning of Necromancer Games, as well as its lesser-known Duchy of the Northmarches. It even makes an excursion out onto the barely mentioned realm known as the Haunted Steppe, beyond the infamous Wizard's Wall<sup>LL1</sup>. However, rather than reprint materials already produced by Frog God Games and available through their products, this Player's Guide will stick to new details about places that have yet to be explored in existing Frog God Games books (notwithstanding the soon-to-be-released **World of the Lost Lands** which should touch to some extent on all of these). So places like Yolbiac Vale will not get a repeat here, it's already amply described in **LL5: Borderland Provinces**, but all of the information about it needed to run the adventure **AoE3: When Comes the Moon** is provided in that adventure. Instead this Player's Guide will provide player-friendly information about other places like the city of Tourse in the Duchy of Ysser, the city of Eber in the Kingdom of the Vast (one of Foere's neighbors and former vassals), the cities of Panetoth in the Duchy of the Waymarch and Tanith in the Duchy of the Northmarches, and the Cathedral City of Nains in the heart of Foere.

<sup>K3</sup> See **K3: The Doom of Listonshire** by Necromancer Games

<sup>LL1</sup> See **LL1: Stoneheart Valley** by Frog God Games

<sup>QoD4:CB</sup> See **Quests of Doom 4: The Covered Bridge** by Frog God Games

<sup>SNS2</sup> See **SNS2: Castle Baldemar's Dungeon** by Frog God Games

## THE CATHEDRAL CITY OF NAINS

The capital of the County of E'stil is the centrally located Cathedral City of Nains. The heraldry of the County of E'stil is three pinecones on a field of green<sup>QoD4</sup>. Nains is a major city of the central Kingdoms of Foere. It is the Cathedral City of the Cathedral of Saint Angeline, the major center of the Church of Mitra in Foere, and serves as the capital of the County of E'stil, one of the Kingdom of Foere's major realms. Cathedral cities are designated centers of worship within the High Church of Foere, the official religion of the Foerdewaith that encompasses all of the good and neutral religions recognized within the kingdoms under a single quasi-political umbrella. The High Church has little impact over the official doctrine and worship of the deities that comprise its whole, but it does command a great deal of the money that comes to these different churches through the auspices of tithes. The High Church therefore holds a great deal of influence over their practices, at least within the borders of Foere, when it wishes to. The High Church of Foere is

overseen by the Archbishop of Cantelburgh who is appointed by the Overking of Foere, usually for life.

The cathedral cities are an example of this ecclesiastical control exercised by the Crown of Foere. The cathedral cities are independent of the territories in which they stand, answer only to the Archbishop, and are under the protection of the Overking. Individual cathedral cities are ruled ecclesiastically by an Archdeacon of the High Church who oversees the cathedral and local administration with Ecclesiastical Magnates under his supervision. These Ecclesiastical Magnates are typically lay local rulers with bands of men-at-arms, called retainers, who serve under the authority of the Archdeacon. Most cathedral cities have multiple ecclesiastical magnates.

Issues of royal interest in the cathedral cities such as taxation, defense, lay courts, etc. are under the purview of a Mayor of the Palace who oversees civil authority in the name of the Overking. In practicality, most Mayors of the Palace possess much less influence in the cathedral cities than the Archdeacons themselves and the Magnates combined, and the Magnates' retainers often far outnumber the royal soldiers stationed in the city.

Some cathedral cities, such as Nains, serve as the de facto capitals of various regions of Foere as the largest and wealthiest city in the area. But technically the capital is some small side area or fortress within or near the city known as an enclave that falls





fully under the local lord's rule. In these cases, the local lord often rivals or even surpasses the influence of the cathedral's Archdeacon, and there is usually a constant political tug-of-war occurring in these places.

Nains is the Cathedral City of Ste. Angeline, a matron saint of the Church of Mitra, and also serves as the capital of the County of E'stil. The Count of E'stil's enclave is actually a fortress called Seber Hall that lies within the boundaries of the city of Nains. Count Oristan the Pious is a devout follower of Mitra, so there is less of the usual politicking between the local lord and the Archdeacon, but many of the Count's own liegemen bear a grudge against the High Church for what they see as the usurpation of their natural feudal powers and noble rights.

<sup>QoD4</sup> See page 10 of *Quests of Doom 4: The Covered Bridge* by Frog God Games

## TANITH AND THE DUCHY OF THE NORTHMARCHES

Tanith (TAN-ith) is considered the northernmost civilized city of Akados west of the Stoneheart Mountains, with only Apothasalos on the Gulf of Akados<sup>LL3</sup> east of the Stonehearts lying farther north. Towns and thorps of the Northmarches, such as Teusowald and Hansonburg<sup>G1b</sup>, do exist along the North Duchy Road as it makes its way to its terminus at the Wizard's Wall and the fort known as Durgam's Folly<sup>G1a</sup>, but neither of these qualify as anything like a city and are little known even among folk of the March, much less those farther south.

Beyond its northern position, Tanith itself is of little note other than as the former abode of the banished wizard and crime lord Crithian Raine, who led his mercenary army called the Ghul Legion into the western Stoneheart Mountains in search of lost dwarven

treasures of the Great Mountain Clan Koth<sup>F2</sup> and has yet to be heard from since.

<sup>F2</sup> See page 3 of *F2: Fane of the Witch King* by Necromancer Games

<sup>G1a</sup> See page 2 of *G1: The Siege of Durgam's Folly* by Necromancer Games

<sup>G1b</sup> See page 7 *G1: The Siege of Durgam's Folly* by Necromancer Games

<sup>LL3</sup> See page 64 of *LL3: Sword of Air* by Frog God Games

## PANETOTH, DUKE'S CITY OF THE WAYMARCH

Panetoth (PAN-uh-tawth) serves as the regional capital and administrative center for the Grand Duchy of Reme's eastern marchlands, known as the Waymarch. The Waymarch stretches from just west of Panetoth, across the sere plains to the mouth of the Stoneheart Valley at the caravan city of Fareme, some 8 days march from the village of Fairhill<sup>LL1</sup>. Like all of the marches of the Grand Duchy, Waymarch is ruled by a duke who owes fealty to Grand Duke Iltobarus of Reme<sup>LL:TG</sup>. The Duchy of Waymarch has been ruled by House Qellinroque (Gasquen<sup>LL5</sup> for "Rock of Quell"<sup>RC:FBG</sup>, the house's patron deity) for as long as anyone can remember, and the current Duke's grandfather and great grandfather<sup>LL8a</sup> both bore the name of the original Grand Duke Borell I who famously defeated the hobgoblin demigod Kakobovia at the Battle of Ironhill in 1573 I.R.<sup>MoM</sup> In addition, the Dukes of Waymarch holds the ancient title of Harmost<sup>LL3</sup> of Panetoth (a term dating from the Hyperborean Empire as the military administrator of a city) as well as the grandiose title of Voice of the Grand Duke in the East. The current Duke of Waymarch is Lucius Qellinroque, a loyal subject of Grand Duke Iltobarus and staunch ally of the City of Bard's Gate<sup>LL8b</sup>.

The Duchy of Waymarch is an arid plain of rolling hills and dry grass prairies. The land boasts no major rivers and the water supply is limited to rain catch pools and the runoff from the annual snowmelt of the Stoneheart Mountains that fills a number of temporary lakes and washes in the eastern portions of the duchy. As a result the duchy is a sparsely populated land that always stands on the verge of famine during the dry season each summer and fall. Within Panetoth itself, each year's dwindling water supply is protected and overseen by the clergy of the Church of Mitra, who make liberal use of their magical abilities to create and purify water in order to stave off the dual specters of dysentery and cholera.

Vast herds of sheep, cattle, and horses roam the plains in a constant search for new pasture, and the famous Waymark cavalry patrols its vast stretches on their sure-footed, locally-bred mounts. A large perpetual cavalry

encampment lies just north of Panetoth and serves as the cavalry's mustering ground. The encampment is under the command of the venerable Lord-Knight Commander of the Waymarch, Count Kessiar Ulthol, but despite its constant influx of mounted troopers the camp is rarely full. The duchy's many contracts with foreign governments (primarily the Free City of Bard's Gate) to hire its cavalry forces out as mercenaries<sup>LL8c</sup> keep a goodly portion of these soldiers abroad at any time.

Of final note is the significant number of nomadic Plainsmen that call the Waymarch home and are found as frequent visitors to the city of Panetoth. These horse-riding tribes are all descended from the Shattered Folk of the Haunted Steppe who have been allowed to cross the Wizard's Wall, one tribe at a time selected through a lottery held every 50 years, and take up their migratory ways in the great open expanse of the northern and eastern marches of Reme. These groups range as far east as Bard's Gate and the Lyre Valley and as far north as the fringes of the Haunted Wood in the Northmarches of Reme. They exist peacefully among the folk of the Grand Duchy, most of them having lived south of the Wizard's Wall for several generations since their initial lottery selection, though there are rivalries among the tribes that predate their time in Waymarch and still erupt sometimes into bloodshed. Nevertheless, they generally keep the peace between their groups while in and around Panetoth. The tribes of the Plainsmen that can be encountered in the Waymarch are the Grass Sailors, Quick Knives, Stone Faces, Thunder Riders, Stone Walkers, and Beast Takers<sup>LL8d</sup>.

<sup>BM</sup> See *The Black Monastery* by Frog God Games

<sup>LL1</sup> See page 7 of *LL1: Stoneheart Valley* by Frog God Games

<sup>LL3</sup> See page 78 of *LL3: Sword of Air* by Frog God Games

<sup>LL5</sup> See page 14 of *LL5: Borderland Provinces* by Frog God Games

<sup>LL8a</sup> See page 328 of *LL8: Bard's Gate* by Frog God Games

<sup>LL8b</sup> See page 44 of *LL8: Bard's Gate* by Frog God Games

<sup>LL8c</sup> See page 38 of *LL8: Bard's Gate* by Frog God Games

<sup>LL8d</sup> See page 26 of *LL8: Bard's Gate* by Frog God Games (see also *K12: The Eamonvale Incursion* by Necromancer Games for further information)

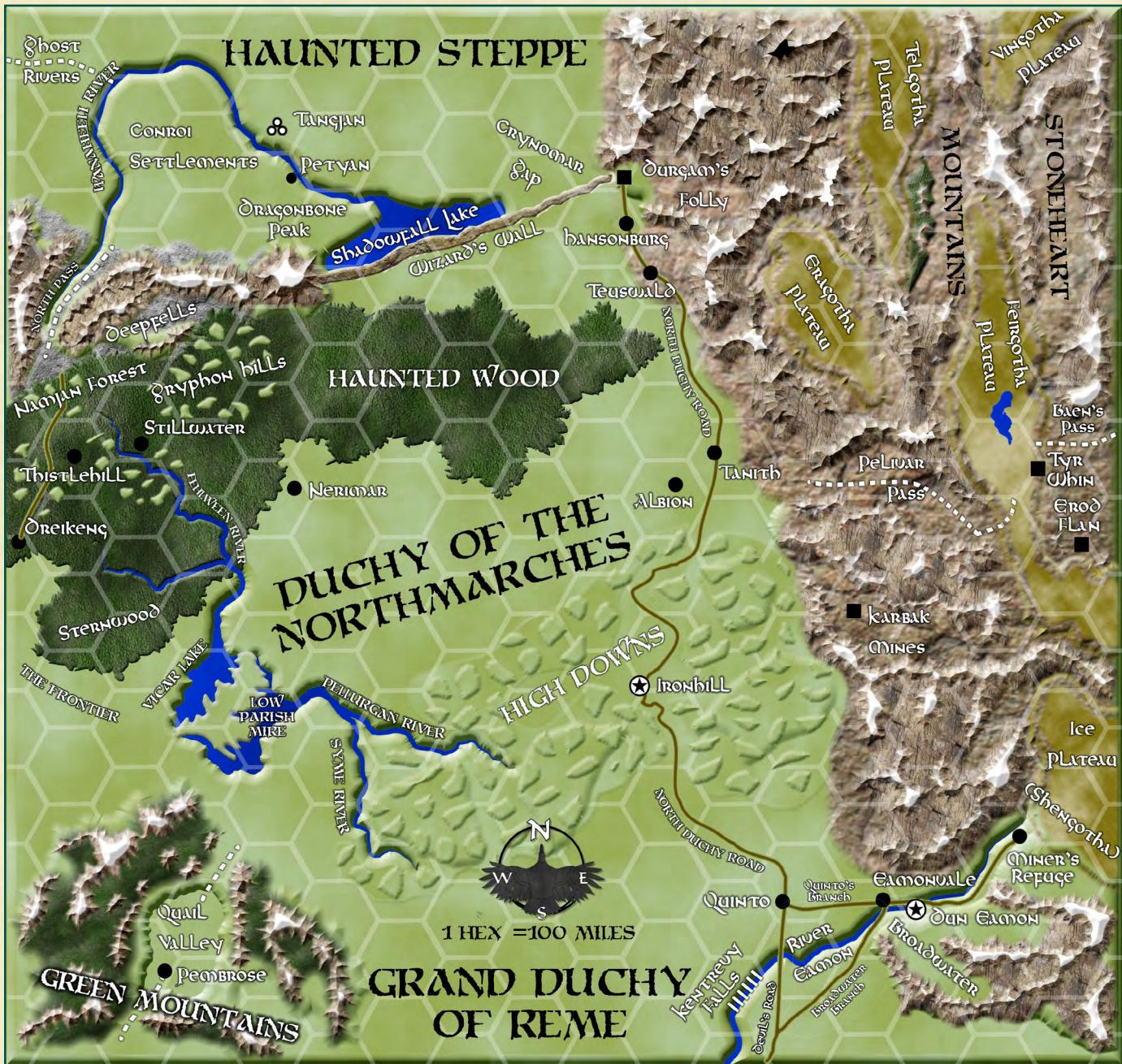
<sup>LL:TG</sup> See page 3 of *Lost Lore: Town of Glory* by Frog God Games

<sup>MoM</sup> See page 100 of *Mountains of Madness* by Frog God Games (see also page 255 of *LL3: Sword of Air* by Frog God Games for additional information)

<sup>RC:FBG</sup> See page 42 of *Razor Coast: Freebooter's Guide to the Razor Coast* by Frog God Games

## THE DUCHY OF YSSER

The Duchy of Ysser (EE-sur) has long been a part of the Kingdoms of Foere. During the Wars of Succession many of the kingdom's holdings broke away in rebellion or



claimed greater autonomy, often even palatinate status, but the Dukes of Ysser stayed true to the Court of Courghais and held their fealty to the Crown of the Overking. Nevertheless Ysser stands at the northernmost edge of Foere's dominion, and the dukes wield great power in their own right, ruling from the capital at Tourse.

Ysser is a vast realm that at its widest point stretches 600 miles from the ancient highlands of the Old Tors in the west to the mountains of Mons Terminus in the east. It borders the County of Coutaine to the south (another realm in the Kingdoms of Foere) and runs 300 miles north to an

indistinct border with the Duchy of Waymarch<sup>LL1</sup> (a part of the Grand Duchy of Reme) somewhere south of the great Tradeway<sup>LL1</sup> that runs all the way from the City of Reme on the Crescent Sea, through the Stoneheart Valley<sup>LL1</sup> and its legendary city of Bard's Gate<sup>LL8</sup> all the way to Freegate<sup>LL8</sup> on the Gulf of Akados<sup>LL3</sup> in the east. Though the duchy holds no claim to the Tradeway, long have the Dukes of Ysser coveted it and the riches of its trade caravans.

For the most part the Duchy of Ysser consists of rolling plains with scattered farms, copses, and woodlands. It is grassy and fertile until it starts to reach the more arid

and parched grasslands of Waymarch. It does not receive the abundant rainfall and gentle breezes of the weather systems migrating across central Akados that become stalled over the Star Sea and the central lands of Foere by the enclosing March of Mountains<sup>LL5</sup> to the east, but neither does it suffer from the harsher north winds coming from the Haunted Steppe<sup>FB</sup> and the Stoneheart Mountains<sup>LL1</sup> that sweep across Waymarch. It enjoys a mixture of the two, creating plentiful water for agriculture, grasslands for herds, and woodlands for game. It does not have the superb conditions for vineyards that its southern neighbor does, but otherwise does quite well from a climate standard.

Three great roads cross the whole of the duchy and converge at the walls of Tourse. The Bishop's Road winds south from that city, crosses into Coutaine, and passes through the Cathedral City of Cantelburgh before crossing the Great Amrin River<sup>LL5</sup> and entering Foere Proper. The aptly named North Road extends northward from Tourse in a more-or-less straight line to the Tradeway. At this intersection the Duke of Ysser seeks to divert as much trade as possible south into his lands and encourages a major caravan stop and trading site to be maintained there, but it can't compete with the success of Fareme<sup>LL1</sup> farther east where the Tradeway enters the Stoneheart Valley and so remains little more than a sporadic way station for the great year-long caravans that ply the Tradeway.

Heading west from Tourse is the Duke's Road. The House of Passur would like to pretend that it was named in their honor, but it in fact extends much further back into history when Cale, the son of Overking Paulus, abdicated the throne to his twin brother Kennet and was given the port city of Reme and its surrounding lands as his own in what was to become the Grand Duchy of Reme. The Duke's Road leads west past the Broken Mountains before turning north again. Not far from this turn the Hill Road continues on west to Torwatch Keep and the hill lands. The Duke's Road continues north where it too meets up with the Tradeway some 200 miles east of the Rheman regional capital of Panetoth and 200 miles west of the North Road's own intersection. Where the Duke's Road meets the Tradeway stands The Dagger & Rose, a renowned inn where a band of brigands known as the Highwaymen<sup>DM1</sup> have run rampant of late.

Ysser has no great woodland of its own, but the southwestern portion of its otherwise rolling plains is interrupted by the irregular heights of the Broken Mountains, from whose western and southern slopes the old growth forest of the Elderwood extends into the Old Tors and even to the boundaries of the Kingdom of Foere itself to the south. The Barony of Vroulet stands in the embrace of the base of those peaks, and some hill dwarves reside among them mining diamonds for the

Baron Craldan<sup>FGG2</sup>, but otherwise Ysser is a land of lowland farmers, herdsmen, and entrepreneurs, mostly human but with its fair share of halflings (rumored to descend from ancient halfling clans of the Old Tors) and half-elves. Few elves call the duchy home, and other than the Broken Mountain Senelast Clan<sup>FGG2</sup>, few dwarves.

The lands of the duchy have been at peace and ruled over by the dukes of House Passur for many years. The last great upheaval to directly affect the duchy was the rise and subsequent fall of the infamous Black Monastery on the Hill of Mornay<sup>BM</sup> in the Old Tors. Even then, the armies of the Overking bore the brunt of the campaign. The fortress at Torwatch Keep was built and garrisoned by duchy soldiers, but other than the haunted monastery's occasional reappearance on certain nights, things have remained relatively quiet since the turmoil.

<sup>BM</sup> See *The Black Monastery* by Frog God Games

<sup>DM1</sup> See *DM1: The Book of Taverns* by Necromancer Games

<sup>FB</sup> See *Fields of Blood* by Frog God Games

<sup>FGG2</sup> See *FGG2: Strange Bedfellows* by Frog God Games

<sup>LL1</sup> See *LL1: Stoneheart Valley* by Frog God Games

<sup>LL3</sup> See *LL3: Sword of Air* by Frog God Games

<sup>LL5</sup> See *LL5: Borderland Provinces* by Frog God Games

<sup>LL8</sup> See *LL8: Bard's Gate* by Frog God Games

## TOURSE (TUR-SAY)

The capital of the Duchy of Ysser is the centrally located city of Tourse. This is a large walled city at the intersection of the three main high roads that run through the Duchy of Ysser. The River Kambur meanders through the eastern portion of the city following the foot of a series of limestone bluffs capped by chert gravel, though the bluffs have been mostly built over or covered in gardens during the city's centuries of existence. The river serves to separate the high-born, noble, and affluent neighborhoods from the lower city below.

The city has been ruled in name by Margravine Cassandra Vanderhaven since the death of her husband the margrave, but in truth Duke Kanimar and his advisors hold the reins of power. While Vanderhaven Manor is a marvelous structure set upon Paldiur Hill and Kast Hall is a vast structure near the river where the City Assembly and Courts meet in session, the duke's castle of Esterby at the northern edge of the city is clearly where the seat of government lies. What the duke chooses not to dictate he passes on to the city officials to oversee at the margravine's behest. The margravine has little to do with the day-to-day running of the city, and as long as the high sheriff keeps lawlessness to an acceptable level on the streets and the city taxes continue to fill the duchy's coffers, the duke gives the city functionaries a fairly free hand.

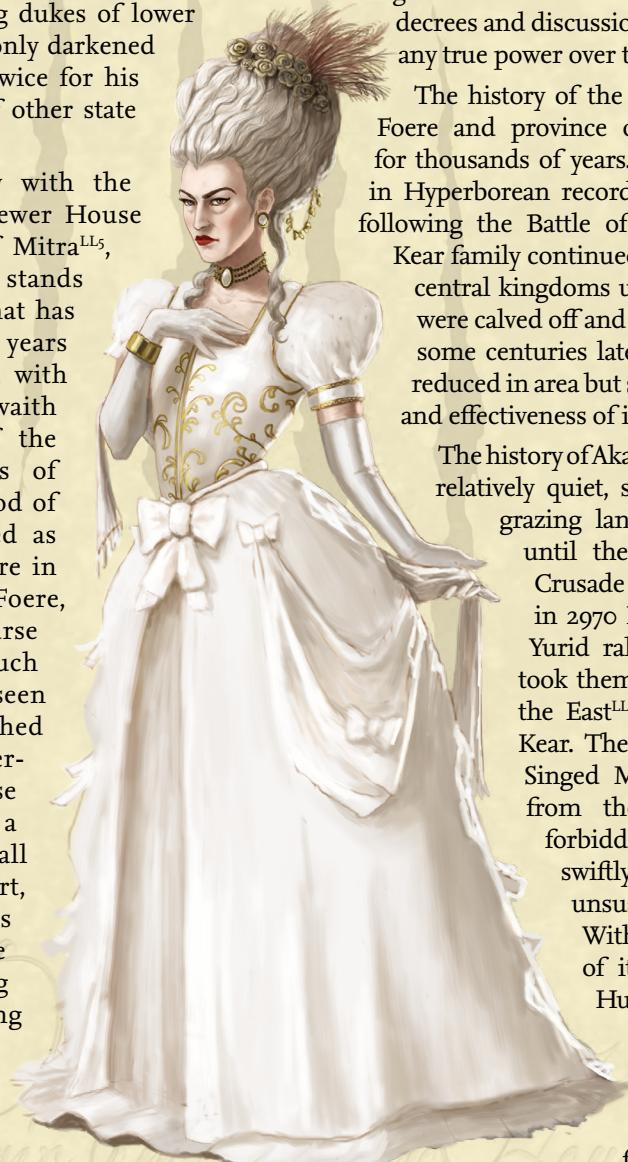
With a population of its size, Tourse has temples and churches of virtually every religion common to central Akados, and a great many of the less common. Its most distinguished temple is also its greatest local representative of the High Church of Foere in the Bastion of Righteous Decree, the Temple of Archeillus, the Foerdewaith god of noble rule. It is the oldest temple in the city and was established by the original duke and patronized by the dukes of House Passur for many generations. This patronage has steadily declined (as has the rectitude of the city in general), through succeeding dukes of lower moral fiber. The current duke has only darkened the door of the venerable edifice twice for his own weddings and on a handful of other state occasions.

The other church in the city with the greatest following is the much newer House of the Revealed Sun, a temple of Mitra<sup>LL5</sup>, god of law, justice, and the sun. It stands in the lower portion of the city that has grown substantially in the last 40 years and stands in direct competition with the older, more traditional Foerdewaith faiths of Solanus<sup>LL2</sup> (goddess of the sun and healing and patroness of neighboring Reme) and Thyr<sup>LL1</sup> (god of law and justice). Though accepted as a part of the High Church of Foere in other parts of the Kingdoms of Foere, the staunch traditionalists of Tourse have prevented its recognition as such in the Duchy of Ysser. As such, it is seen as an upstart faith of the unwashed masses, but has experienced ever-growing popularity among these same masses, who have found a true haven of goodness from the pall that touches their city. For his part, High Faithful Thesius Blathe prays continually for divine guidance in the face of the overwhelming shadow that he can sense creeping across his city but cannot put a name to.

<sup>LL1</sup> See page 169 of *LL1: Stoneheart Valley* by Frog God Games

<sup>LL2</sup> See page 16 of *LL2: The Lost City of Barakus* by Frog God Games

<sup>LL5</sup> See page 241 of *LL5: Borderland Provinces* by Frog God Games



## THE KINGDOM OF THE VAST

The Vast is relatively young as an independent kingdom, having only declared its independence from Foere in 3224 I.R., and having only achieved an armistice with Foere that informally recognized its independence in 3245 I.R. The Court of Courghais continues to refer to the kingdom by its ancient vassalage name of the Duchy of Kear<sup>QoD4:CB</sup> in formal decrees and discussion, even though it doesn't hold any true power over those lands.

The history of the Duchy of Kear as a vassal of Foere and province of Hyperborea extends back for thousands of years. Harmost Kear is mentioned in Hyperborean records as far back as the century following the Battle of Hummaemidon<sup>LL4</sup>, and the Kear family continued to rule the lands west of the central kingdoms until the Plains of Eaux<sup>QoD4:CB</sup> were calved off and reorganized into a marchland some centuries later, leaving a duchy somewhat reduced in area but strengthened in centralization and effectiveness of its authority.

The history of Akados's western plains remained relatively quiet, serving as a breadbasket and grazing lands for the greater kingdom until the time of the Second Great Crusade against the Huun of Libynos in 2970 I.R. At that time, as Overking Yurid rallied the lords of Foere and took them afield to the desert lands of the East<sup>LL4</sup>, a threat rose unbidden in Kear. The vampire lord known as the Singed Man, rumored to have come from the curse-haunted streets of forbidden Vilik Strad, appeared and swiftly conquered the depleted and unsuspecting forces of the duchy. With its duke and a large portion of its fighting men battling the Huun in Tircople, the duchy proved little challenge to the undead fiend and his minions of the night. So swift was the duchy's fall that King Prudus II of Castorhage was caught unawares as he traveled across the duchy. He was slain by the Singed Man's forces, raising his widow Constance as queen of that city-state<sup>LL7a</sup>. In less than a fortnight, the Singed Man controlled nearly the whole of the duchy and had crowned himself as the Infernal Tyrant.



With the return of the main force of the crusader armies by 2977, Overking Yurid tasked his Battle-Duke, Ormand of the Rampart, with breaking the Infernal Tyrant's hold on Kear and liberating its hostage populace. However, the proud warleader Ormand proved no match for the guile of the Singed Man, and the army of the Foerdewaith was resoundingly defeated on the Plains of Eaux at the Battle of Seilo Ford. Even Ormand was lost, though he was not slain. The Singed Man enslaved him as a vampire spawn and placed him as general over the infernal armies of Kear. Under the former Battle-Duke's leadership, the forces of Kear went on a new offensive and spread the reach of the Infernal Realm of Kear from Tarry in the west to Eber in the east. Where a united front might have proven decisive, Castorhage and Foere were stunned by the atrocities committed against their respective

nobility, and neither was willing to shoulder the burden of responsibility for curbing the vampire tyrant's ambitions. With a sea guarding the former and many miles of empty grassland separating the latter, both crowns turned inward and left the folk of Kear to their fate<sup>LL7a</sup>.

More than a century of internal unrest and plagues followed in Castorhage and Foere, and Kear continued its gradual consumption of surrounding lands. By 3102 the Infernal Tyrant's grasp had reached its largest extent, stretching from Tarry to Tourne and including most of the Plains of Eaux to the north. The situation would linger another century still until 3128 I.R., when the paladin-lord and hero Sir Varral the Blessed of Saymere Valley arose and challenged this tyranny. Sir Varral destroyed both the Singed Man and the Vampire Duke Ormand, freeing the remaining people of Kear from

the darkness they had known for more than 150 years<sup>QoD4:CB</sup>.

With the liberation of Kear, the duchy was reinstated. Rulership passed to the nephew of the Overking since its former ruling family had been wholly exterminated in the preceding century and a half. This new Duke of Kear ruled from Eber and retained Tourne as the second city of the depopulated realm. Castorhage used its naval presence to annex Tarry on the Fetid Sea as its own mainland port, and Foere and Kear found themselves in position to do little about this small encroachment on a distant town. As Kear was unable to sustain or effectively rule the desolate grasslands to the north, the Plains of Eauxe were once again apportioned from the duchy as a marchland of Foere and given to rule by marquises appointed by the Overking<sup>LL7</sup>.

Though it had little direct effect on the Duchy of Kear, an important and ultimately alarming development that arose from the long oppression of the population was the appearance of an order of black-robed, mendicant monks that began distributing alms and feeding the impoverished people of the war-torn land. Over time this order grew and gained the official recognition of the Overking of Foere as a benevolence society, becoming known as the Black Brotherhood. As the Brotherhood expanded its influence and holdings, it largely moved on from its work in Kear into the central lands of Foere, building impressive temples and chapterhouses in major cities across the kingdom. They became a major financial institution of Foere after loaning great sums to the Crown in order to offset the disastrous losses of the Third Great Crusade in 3173. Matters ultimately came to a head when the Brotherhood's allegiance to dark powers was uncovered and its fortified monastery on the Hill of Mornay in the Old Tors was besieged and subsequently destroyed nearly two centuries later<sup>BM</sup>.

The political turmoil of the Foerdewaith Wars of Succession following the disaster of the Battle of Tsar reached even to Eber until, in 3224 I.R., Duke Oden declared the lands of Kear as the Kingdom of the Vast, independent from the Crown of Foere. With Foere largely occupied by the uprisings of their former vassal states in the east, the Crown could do little to immediately suppress this rebellion. The Vast was soon joined in rebellion by the Margrave of Bret Harth, who declared his own Kingdom of the North Heath carved from the northern reaches of the Plains of Eauxe in the following year<sup>LL7</sup>.

Skirmishes occurred between Foere and the allied kingdoms of the Vast and the North Heath up and down the Meander River for the next few years, with neither side gaining a clear advantage, but resulting in the death of the last Marquis of Eauxe. Castorhage officially recognized the independence of the two kingdoms in 3228, placing additional pressure on the Kingdom of Foere and its sovereignty claims over those realms. After the Grand Duchy of Reme was finally able to secure its own independence from the Foerderwaith Crown,

it too lent its support to the independence of the fledgling kingdoms<sup>LL7</sup>.

Unable to sustain its fighting against Oceanus and other splinter states to the east while maintaining a belligerent stance in the west, Foere finally reached an armistice with Vast and North Heath in 3245 I.R., leading to the true independence of both nations<sup>LL7</sup>. Relations between North Heath and Vast remain cordial, along with those of Reme. Vast maintains peaceful-if-strained relations with Foere and the close-by Principality of Olduvor and keeps a wary eye on ever-incorrigible Castorhage even while maintaining friendly diplomatic ties. The Plains of Eauxe are administered directly by distant Foere, but its people are friendly to neighboring Vast for all practical purposes. The halfling realms of The Dale<sup>LL7</sup> and The Low Country<sup>LL7</sup> south of the Worn Tooth Peaks<sup>LL7</sup>, the elven Caer Myrddin<sup>FGG1</sup>, and human Kingdom of Myrridon<sup>FGG1</sup> even farther to the south likewise maintain amiable ambassadors in Eber, leaving few if any true threats to the young, battle-scarred kingdom's security.

The Vast is a roughly triangular land of rolling plains that stretches 700 miles at its widest point in the north from where the Worn Tooth Peaks meet the Crescent Sea in the west, to where the Meander River flows from the Blackrock Mountains, and 300 miles from Streeth Ferry on the Meander River in the north to the fortress of Cailin Lee the south where the Vast borders the Principality of Olduvor, a vassal state of the Kingdoms of Foere. Its principal cities are the capital, Eber, and its sister-city of Tourne (TORN) to the east. There are numerous other smaller cities, towns, and hamlets, but the Vast is much less densely populated than many of the other nations of the central Kingdoms of Foere due to the nation's recent history of war, oppression, and subjugation by an undead tyrant.

The Vast is a fertile land with good grazing and cropland but is extremely dry during peak summer months. At this time the prevailing winds from the west bring storm systems from the Crescent Sea that dump their precipitation on the intervening Worn Tooth Peaks and then come down out of those mountains as howling windstorms. Known locally as *derechos*, these dry windstorms are often accompanied by spectacular lightning displays resulting from the static discharge of the accumulated dust they carry. In the summer months of particularly dry years, these can result in dust storms that sweep across the plains and wind-blown wildfires are a constant threat to the Vastlanders.

<sup>BM</sup> See *The Black Monastery* by Frog God Games

<sup>FGG1</sup> See *FGG1: Fane of the Fallen* by Frog God Games

<sup>QoD4:CB</sup> See *Quests of Doom 4: The Covered Bridge* by Frog God Games

<sup>LL4</sup> See *LL4: Cults of the Sundered Kingdoms* by Frog God Games

<sup>LL7</sup> See *LL7: The Blight: Richard Pett's Crooked City* by Frog God Games

## EBER (EE-BUR)

The capital of the Kingdom of the Vast is the ancient city of Eber. Eber traces its days to an early Hyperborean military encampment in the days of Oerson, established during the consolidation of his kingdom following the Battle of Lake Crimmormere<sup>LL8</sup> and the beginning of the elven withdrawal from central Akados. It is a city that has outgrown its walls on several occasions over the millennia, only to shrink back within them following one of the sporadic catastrophes that have marred its existence. Currently its inner city remains within the protection of well-maintained walls and is actually one of the newer sections of the town, expanded and refurbished after the undead forces of the Infernal Tyrant were ousted by Sir Varral the Blessed<sup>QoD4:CB</sup>.

The oldest part of the city lies to the west and is ostensibly encompassed by some of the city's oldest extant walls, though these are in universally poor repair and in some places require no more than a high step from the ground outside in order to surmount them.

<sup>LL8</sup> See page 18 of *LL8: Bard's Gate* by Frog God Games

<sup>QoD4:CD</sup> See page 5 of *Quests of Doom 4: The Covered Bridge* by Frog God Games



- Gaeling<sup>LL5</sup> — Gaeleen river people<sup>LL5</sup>
- Gnome — gnomes
- Goblin — bugbears, goblins, hobgoblins, silids<sup>TOHC</sup>
- Halfling — halflings
- Helvaenic<sup>LL7</sup> — Heldring<sup>LL4</sup>
- Khemitian<sup>GGN</sup> — Khemitites<sup>GGN</sup>, tabaxis<sup>TOHC</sup>
- Kirkut<sup>LL7</sup> — Shattered Folk<sup>LL7</sup>
- Kra<sup>LL8</sup> — Arkaji riverfolk<sup>LL8</sup>
- Meeruwhan<sup>LL7</sup> — Jaata<sup>LL7</sup>, rakshasas, vishkanyas<sup>B3</sup>
- Mongrotic<sup>LL7</sup> — mongrelfolk<sup>TOHC</sup>, ratfolk<sup>B3</sup>
- Necronomus<sup>LL7</sup> — intelligent undead
- Ogham<sup>TB5</sup> — Daanites<sup>TB5</sup>
- Orc — half-orcs, orcs, orogs<sup>TOHC</sup>
- Planar Languages (Abyssal, Celestial, Daemonic<sup>TOHC</sup>, Ignan, Infernal, Shadowtongue<sup>LL3</sup>, Truespeech) — angels, daemons, demons, devils, efreet, salamanders, shae<sup>B3</sup>, wayangs<sup>B4</sup>, etc.
- Rama<sup>LL7</sup> — Viroeni<sup>LL7</sup>
- River Cant<sup>LL7</sup> — boatfolk<sup>LL7</sup>, Viroeni<sup>LL7</sup>
- Semuric<sup>LL7</sup> — Ashurians<sup>LL7</sup>, ghazaks<sup>TOH4</sup>, Mulstabhins<sup>LL6</sup>
- Thieves' Cant — thieves, mainly
- Xaon<sup>LL7</sup> — Gtsang<sup>LL7</sup>, kitsune<sup>B4</sup>, vishkanyas<sup>B3</sup>, Xi'en<sup>LL4/LL7</sup>

<sup>B3</sup> See *Pathfinder Roleplaying Game Bestiary 3*

<sup>B4</sup> See *Pathfinder Roleplaying Game Bestiary 4*

<sup>GGN</sup> See *Gary Gygax's Necropolis* by Necromancer Games

<sup>LL3</sup> See *LL3: Sword of Air* by Frog God Games

<sup>LL4</sup> See *LL4: Cults of the Sundered Kingdoms* by Frog God Games

<sup>LL6</sup> See *LL6: The Northlands Saga Complete* by Frog God Games

<sup>LL7</sup> See *LL7: The Blight: Richard Pett's Crooked City* by Frog God Games

<sup>TB5</sup> See *TB5: Children of the Harvest* by Frog God Games

<sup>TOHC</sup> See *The Tome of Horrors Complete* by Frog God Games

<sup>TOH4</sup> See *Tome of Horrors 4* by Frog God Games

## LANGUAGES OF THE LOST LANDS

The number of languages, dialects, and pidgins spoken in the Lost Lands is beyond counting. Beyond even the “civilized” tongues are those spoken by the countless humanoid tribes, marauders, and enclaves that lurk in the shadows or along remote borders. These are far beyond recounting in this Player’s Guide. Rather, below are listed the primary languages spoken in the Kingdoms of Foere, as well as their principal speakers.

- Westerling (Common) — the common tongue of Akados
- Dwarven — dwarves
- Elven — elves, half-elves
- Erskin<sup>LL4</sup> — Erskaelosi<sup>LL4</sup>

# ANCIENT LANGUAGES OF AKADOS

## ARTHEMIN

Arthemin is the lost language of the ancient Phoromyceen civilization that spread across Akados and Libynos in the Age of Kings. The civilization's magically powerful, but largely isolated, city-states included such known locations as Barakus<sup>LL2</sup>, Lyemmos<sup>LL7</sup>, and Tharistra<sup>LL1</sup>. The Phoromyceen civilization disappeared before the Age of Silence and us such their language is known by only the most esoteric of scholars and perhaps the oldest of elves.

## GASQUEN

Gasquen was the language of the original tribe of Foere from whom Macobert descended. Unique in its linguistic etymology, its scope of use was originally limited to central Akados around the Star Sea. With the spread of the Foerdewaith empire, Gasquen was picked up in many places to identify with the new overking. Ultimately replaced by the common vernacular of Westerling, Gasquen is now found only in isolated areas or noble courts that wish to strongly identify with Old Foere.

## HIGH BOROS

High Boros is the dead language of the ancient Hyperborean Empire, and its written form was the official language of the Crown, Courts, and Clergy. After the fall of the Hyperborean Empire, High Boros was supplanted by the common tongue known as Westerling that came to predominate among the Foerdewaith. However, in some ecclesiastical and legal settings, use of High Boros has been retained. Once the formal language of the Church of Thyr, most of the church's older manuscripts are written and continue to be copied in High Boros.

## OLD TONGUE

Old Tongue is virtually a lost language. It was spoken in many dialects by the Ancient Ones, the original inhabitants of Akados and Libynos long before the coming of the Hyperboreans. It was usually only a spoken language, though some pictographic forms of writing have been found by antiquarians. The closest living languages related to the Old Tongue include Druidic, Ogham among the Daanites of Ynys Cymragh, Old Suli among the wildmen tribes of the Moon Fog Hills, and Vanigothic spoken by the Vanigoth barbarians of the Wilderland Hills.

Gasquen and High Boros are first detailed for their roles within the primary languages of Akados on page 18 of *LL4: Cults of the Sundered Kingdoms* by Frog God Games.

Ogham and the Daanites are described on pages 48 and 56 of *LL7: The Blight: Richard Pett's Crooked City* by Frog God Games.

Old Suli and the wildmen of the Moon Fog Hills are described on pages 18 and 226 in *LL4: Cults of the Sundered Kingdoms* by Frog God Games.

The Vanigoths and the Vanigothic tongue appear on pages 13 and 14 in *LL5: Borderland Provinces* by Frog God Games.

<sup>LL1</sup> See *LL1: Stoneheart Valley* by Frog God Games

<sup>LL2</sup> See *LL2: The Lost City of Barakus* by Frog God Games

<sup>LL7</sup> See *LL7: The Blight: Richard Pett's Crooked City* by Frog God Games

# GODS OF THE LOST LANDS

There are a great many gods of the Lost Lands, far more than can be listed in this Player's Guide. However, there are only 61 commonly worshipped gods venerated among the majority of the peoples of Akados. The deities listed in this section include the relevant game information for clerics of their faith for DnD 5th Edition (5E), Pathfinder Roleplaying Game (PF1), and Pathfinder Second Edition (PF2).

## COMMON GODS OF AKADOS

Following are the most common gods worshipped in the Lost Lands. Most of the good and neutral faiths are included in the consolidated High Church of Foere, though it has no actual authority over these disparate religions. The evil faiths are generally not worshipped openly, but they are nonetheless found with great frequency among the folk of Akados. This table is by no means exhaustive of all the deities venerated on the continent of Akados, but rather represents those most frequently found among its peoples who represent the heirs of the Hyperborean and Foerdewaith empires.

### ADES/HADES<sup>LL4</sup>

King of the Underworld; The Darkness Visible

AL LE

**Favored Weapon** short sword

**PF1 Domains** Death, Earth, Evil, Law

**5e Domain(s)** Death

**PF2 Domains** death, earth, tyranny, undead

**Divine Font** *harm*

**Divine Skill** Intimidation

**Cleric Spells** 1st: *grim tendrils*, 2nd: *false life*, 5th: *crushing despair*

### ARCHEILLUS<sup>K3</sup>

God of Rightful Rule; Protector of the Nobility

AL LG

**Favored Weapon** longsword

**PF1 Domains** Diplomacy<sup>LL4</sup>, Healing, Law, Nobility, Protection

**5e Domain(s)** Life, Light

**PF2 Domains** ambition, confidence, protection, wealth

**Divine Font** *heal*

**Divine Skill** Society

**Cleric Spells** 1st: *unseen servant*, 2nd: *phantom steed*, 5th: *chromatic wall*



### ASMODEUS

The Devil; Prince of Darkness; Lord of Hell; Lord of the Ninth

AL LE

**Favored Weapon** heavy or light mace

**PF1 Domains** Charm, Evil, Fire, Law, Magic, Serpent<sup>LL7</sup>, Shadow<sup>LL7</sup>, Trickery

**5e Domain(s)** Knowledge, Trickery

**PF2 Domains** confidence, fire, trickery, tyranny

**Divine Font** *harm*

**Divine Skill** Deception

**Cleric Spells** 1st: *charm*, 2nd: *suggestion*, 6th: *mislead*

### BELON THE WISE<sup>LL5</sup>

God of Travel; Wanderer in White

AL NG

**Favored Weapon** quarterstaff

**PF1 Domains** Knowledge, Magic, Travel, Trickery

**5e Domain(s)** Knowledge, Trickery

**PF2 Domains** knowledge, magic, travel, trickery

**Divine Font** *heal*

**Divine Skill** Arcana

**Cleric Spells** 1st: *ant haul*, 2nd: *knock*, 3rd: *haste*, 4th: *dimension door*, 5th: *cloak of colors*, 6th: *teleport*, 7th: *magnificent mansion*, 8th: *mind blank*, 9th: *shapechange*

## BOWBE<sup>RC</sup>

God of War and Slaughter; Bowbe the Bloody; Bowbe the Baleful; Bowbe the Bearskin; Bowbe the Berserker

AL CN

**Favored Weapon** greatsword, warhammer

**PF1 Domains** Chaos, Strength, Vengeance<sup>LL7</sup>, War

**5e Domain(s)** War

**PF2 Domains** confidence, destruction, might, zeal

**Divine Font** *harm*

**Divine Skill** Athletics

**Cleric Spells** 1st: *true strike*, 2nd: *enlarge*, 4th: *stoneskin*

## BRINE<sup>LL7</sup>

Ocean's Anger; Fish-Brother; God of Sea and Unsea

AL N

**Favored Weapon** net

**PF1 Domains** Animal, Chaos, Destruction, Water, Weather

**5e Domain(s)** Nature, Tempest

**PF2 Domains** air, destruction, nature, water

**Divine Font** *heal*

**Divine Skill** Nature

**Cleric Spells** 1st: *hydraulic push*, 3rd: *feet to fins*, 5th: *mariner's curse*

## CERES<sup>LL5</sup>

The Revered Mother; Goddess of the Home and Midwives; Goddess of Healing, Mercy, and Patience; Goddess of the Millstone

AL LG

**Favored Weapon** flail

**PF1 Domains** Community, Good, Healing, Plant, Protection

**5e Domain(s)** Life, Light, Nature

**PF2 Domains** family, healing, nature, protection

**Divine Font** *heal*

**Divine Skill** Society

**Cleric Spells** 1st: *shillelagh*, 3rd: *wall of wind*, 5th: *plant form*

## DAME TORREN<sup>LL8</sup>

Goddess of the Four Winds

AL N

**Favored Weapon** scimitar, cutlass

**PF1 Domains** Air, Animal, Plant, Travel, Water

**5e Domain(s)** Nature

**PF2 Domains** ambition, air, travel, water

**Divine Font** *heal*

**Divine Skill** Survival

**Cleric Spells** 1st: *gust of wind*, 2nd: *obscuring mist*, 3rd: *feet to fins*

## DARACH-ALBITH<sup>LL8</sup>

High God of the Elves; Firstborn; Father of the Elves

AL CG

**Favored Weapon** longbow, longsword

**PF1 Domains** Air, Animal, Magic, Plant, War

**5e Domain(s)** Light, War

**PF2 Domains** confidence, magic, nature, zeal

**Divine Font** *heal*

**Divine Skill** Lore

**Cleric Spells** 1st: *charm*, 2nd: *barkskin*, 4th: *creation*

## DEMOGORGEON<sup>MOM</sup>

Primal God of the Earth; The Dark Creator; Demon Lord of Fate

AL CE

**Favored Weapon** temple sword<sup>UE</sup>

**PF1 Domains** Chaos, Creation, Darkness, Earth, Evil, Knowledge, Luck

**5e Domain(s)** Knowledge, Life

**PF2 Domains** creation, darkness, fate, knowledge

**Divine Font** *heal* or *harm*

**Divine Skill** Lore

**Cleric Spells** 1st: *mindlink*, 2nd: *paranoia*, 3rd: *hypercognition*

## DISPATER

Archduke of Hell; The Iron Lord; Rich Father; Lord of the Second

AL LE

**Favored Weapon** heavy mace

**PF1 Domains** Artifice, Bounty<sup>DD</sup>, Charm, Evil, Law, Nobility, Trickery

**5e Domain(s)** Knowledge, Trickery

**PF2 Domains** cities, wealth, trickery, tyranny

**Divine Font** *harm*

**Divine Skill** Society

**Cleric Spells** 1st: *burning hands*, 2nd: *flaming sphere*, 4th: *veil*

## DRE'UAIN THE LAME

## WAYLAND THE SMITH (ELVEN)

## WELAND THE SMITH (OLD WAY)<sup>MOM</sup>

God of Crafts and Smiths; God of Industry and Hard Work

AL LN

**Favored Weapon** warhammer

**PF1 Domains** Artifice, Earth, Creation<sup>LL4</sup>, Fire, Knowledge, Magic

**5e Domain(s)** Knowledge

**PF2 Domains** creation, earth, fire, knowledge

**Divine Font** *heal*

**Divine Skill** Crafting

**Cleric Spells** 1st: *floating disk*, 3rd: *shrink item*, 4th: *creation*

## DWERFATER/DWURFATER<sup>MOM</sup>

Father of Dwarves

AL LG

**Favored Weapon** warhammer

**PF1 Domains** Creation<sup>LL4</sup>, Earth, Good, Strength

**5e Domain(s)** Light

**PF2 Domains** ambition, creation, earth, might

**Divine Font** heal

**Divine Skill** Crafting

**Cleric Spells** 1st: *mindlink*, 3rd: *earthbind*, 4th: *creation*

## FATHER POGA<sup>MOM</sup>

God of Time; Lord of the Yule

AL LG

**Favored Weapon** greatclub

**PF1 Domains** Community, Darkness, Good, Time<sup>FB</sup>, Travel

**5e Domain(s)** Life

**PF2 Domains** confidence, darkness, family, travel

**Divine Font** heal

**Divine Skill** Society

**Cleric Spells** 1st: *ant haul*, 2nd: *spider climb*, 4th: *clairvoyance*

## FRAZ-URB'LUU<sup>LL4</sup>

Demon Prince of Deception

AL CE

**Favored Weapon** quarterstaff

**PF1 Domains** Chaos, Diplomacy<sup>LL4</sup>, Evil, Knowledge, Trickery

**5e Domain(s)** Knowledge, Trickery

**PF2 Domains** ambition, knowledge, secrecy, trickery

**Divine Font** harm

**Divine Skill** Deception

**Cleric Spells** 1st: *charm*, 2nd: *invisibility*, 5th: *false vision*

## FREYA<sup>LL6</sup>

Goddess of Love and Fertility

AL NG

**Favored Weapon** longsword, longbow, spear

**PF1 Domains** Animal, Charm, Darkness, Good, Healing, Plant

**5e Domain(s)** Life, Light, Nature

**PF2 Domains** darkness, healing, nature, passion

**Divine Font** heal

**Divine Skill** Society

**Cleric Spells** 1st: *charm*, 2nd: *animal form*, 4th: *tree stride*

## GERYON<sup>LL7</sup>

The Liar; The Great Serpent; Patron of Betrayal and Deceit; Lord of the Fifth

AL LE

**Favored Weapon** glaive-guisarme

**PF1 Domains** Charm, Evil, Law, Serpent<sup>LL7</sup>, Strength

**5e Domain(s)** Trickery, War

**PF2 Domains** ambition, might, trickery, tyranny

**Divine Font** harm

**Divine Skill** Deception

**Cleric Spells** 1st: *magic fang*, 2nd: *acid arrow*, 6th: *dragon form*

## GROMM THE THUNDERER<sup>LL8</sup>

God of the Storm

AL CG/CE

**Favored Weapon** heavy mace, maul, warhammer

**PF1 Domains** Air, Destruction, Strength, War, Water, Weather

**5e Domain(s)** Tempest, War

**PF2 Domains** air, destruction, might, zeal

**Divine Font** harm

**Divine Skill** Athletics

**Cleric Spells** 1st: *gust of wind*, 2nd: *shatter*, 6th: *chain lightning*

## GROTAAG<sup>MOM</sup>

God of Orcs

AL CE

**Favored Weapon** greataxe

**PF1 Domains** Beast<sup>MaM</sup>, Death, Destruction, Evil, War

**5e Domain(s)** Death, War

**PF2 Domains** death, destruction, might, tyranny

**Divine Font** harm

**Divine Skill** Intimidation

**Cleric Spells** 1st: *true strike*, 2nd: *animal form*, 4th: *stoneskin*

## HAMMER MITTELSCHMERZ<sup>MOM</sup>

God of Gnomes

AL CG

**Favored Weapon** gnome hooked hammer

**PF1 Domains** Animal, Artifice, Chaos, Earth, Protection, Trickery

**5e Domain(s)** Life, Trickery

**PF2 Domains** confidence, creation, protection, trickery

**Divine Font** heal

**Divine Skill** Deception

**Cleric Spells** 1st: *charm*, 3rd: *slow*, 6th: *fire seeds*

## HECATE<sup>MOM</sup>

The Arcane Mother; Goddess of Evil Magic

AL LE

**Favored Weapon** ray spells

**PF1 Domains** Evil, Knowledge, Law, Magic

**5e Domain(s)** Knowledge

**PF2 Domains** darkness, knowledge, magic, moon

**Divine Font** harm

**Divine Skill** Arcana

**Cleric Spells** 1st: *magic missile*, 2nd: *mirror image*, 3rd: *mind reading*, 4th: *private sanctum*, 5th: *moon frenzy*, 6th: *feeblemind*, 7th: *spell turning*, 8th: *dream council*, 9th: *weird*

### HEL<sup>LL6</sup>

Lady of Pestilence; Goddess of Death

AL NE

**Favored Weapon** poisoned dagger or sword

**PF1 Domains** Air, Animal, Darkness, Death, Earth, Evil, Plant

**5e Domain(s)** Death, Nature

**PF2 Domains** darkness, death, nature, undeath

Divine Font *harm*

Divine Skill Medicine

**Cleric Spells** 1st: *goblin pox*, 2nd: *false life*, 7th: *mask of terror*

### HESTER<sup>DM1</sup>

Hester Full of Blessings; Mother Hubbard; Goddess of the Hearthfire

AL NG

**Favored Weapon** burning torch

**PF1 Domains** Animal, Community, Earth, Fire, Healing, Protection

**5e Domain(s)** Life, Light

**PF2 Domains** earth, family, fire, protection

Divine Font *heal*

Divine Skill Medicine

**Cleric Spells** 1st: *pass without trace*, 2nd: *flaming sphere*, 4th: *shape stone*

### JAMBOOR<sup>LL5</sup>

He Who Hears the Secrets of the Dead; God of Knowledge, Magic, and Death

AL N

**Favored Weapon** quarterstaff, dart

**PF1 Domains** Esoteric<sup>LL7</sup>, Knowledge, Magic, Repose, Trickery

**5e Domain(s)** Death, Knowledge, Trickery

**PF2 Domains** death, knowledge, magic, trickery

Divine Font *heal* or *harm*

Divine Skill Occultism

**Cleric Spells** 1st: *magic missile*, 2nd: *magic mouth*, 3rd: *levitate*, 4th: *blink*, 5th: *prying eyes*, 6th: *wall of force*, 7th: *warp mind*, 8th: *maze*, 9th: *disjunction*

### KAMIEN<sup>LL5</sup>

The Sparkling Maiden; Old Widemouth; The Water Lady; Goddess of Rivers, Streams, and Springs

AL N

**Favored Weapon** javelin, shortspear

**PF1 Domains** Charm, Community, Travel, Water

**5e Domain(s)** Nature

**PF2 Domains** freedom, nature, travel, water

Divine Font *heal*

Divine Skill Nature

**Cleric Spells** 1st: *hydraulic push*, 2nd: *animal form* (aquatic only), 3rd: *feet to fins*

### KUDRAK<sup>LL4</sup>

Lesser God of Guardians

AL LG

**Favored Weapon** warhammer

**PF1 Domains** Community, Good, Protection, Strength

**5e Domain(s)** Life

**PF2 Domains** confidence, family, might, protection

Divine Font *heal*

Divine Skill Athletics

**Cleric Spells** 1st: *mage armor*, 2nd: *telekinetic maneuver*, 3rd: *nonetection*

### LORD SHINGLES<sup>LL7</sup>

The Shadow on the Rooftop; Sovereign of the Heights; God of Builders, Gables, Rooftops, and the Sky

AL LN

**Favored Weapon** light hammer

**PF1 Domains** Air, Artifice, Community, Knowledge

**5e Domain(s)** Knowledge

**PF2 Domains** air, cities, creation, knowledge

Divine Font *heal*

Divine Skill Acrobatics

**Cleric Spells** 1st: *feather fall*, 2nd: *spider climb*, 3rd: *levitate*

### LUCIFER<sup>LL7</sup>

Satan; The Adversary; The Falling Tower; The Prince of Light; Prince of Lies; Prince of Darkness; Lord of Infernus

AL LE

**Favored Weapon** trident

**PF1 Domains** Charm, Evil, Law, Strength, War

**5e Domain(s)** Trickery, War

**PF2 Domains** darkness, destruction, might, trickery

Divine Font *harm*

Divine Skill Deception

**Cleric Spells** 1st: *charm*, 2nd: *hideous laughter*, 4th: *glibness*

### MAMMON<sup>LL7</sup>

Archduke of Hell; Lord of Avarice; Lord of the Third

AL LE

**Favored Weapon** shortspear

**PF1 Domains** Artifice, Earth, Evil, Law, Trickery

**5e Domain(s)** Trickery

**PF2 Domains** ambition, cities, trickery, wealth

Divine Font *harm*

**Divine Skill** Deception

**Cleric Spells** 1st: *illusory object*, 2nd: *misdirection*, 4th: *suggestion*

## MEPHISTOPHELES

Archduke of Hell; The Crimson Son; Lord of the Eighth  
AL LE

**Favored Weapon** trident

**PF1 Domains** Esoteric<sup>LL7</sup>, Evil, Knowledge, Law, Rune, Shadow<sup>LL7</sup>  
**5e Domain(s)** Knowledge

**PF2 Domains** ambition, darkness, knowledge, tyranny

**Divine Font** *harm*

**Divine Skill** Lore

**Cleric Spells** 1st: *magic missile*, 2nd: *spectral hand*, 3rd: *hypnotic pattern*

## MICK O'DELVING<sup>LL5</sup>

The Little Miner; Mickey Two-Cups; God of Halflings

AL CG

**Favored Weapon** heavy pick

**PF1 Domains** Artifice, Earth, Good, Luck, Protection, Trickery

**5e Domain(s)** Trickery

**PF2 Domains** confidence, creation, luck, trickery

**Divine Font** *heal*

**Divine Skill** Stealth

**Cleric Spells** 1st: *item facade*, 2nd: *knock*, 4th: *rope trick*

## MIRKEER<sup>LL4</sup>

Goddess of Shadows and the Night

AL NE

**Favored Weapon** dagger

**PF1 Domains** Darkness, Evil, Magic, Shadow<sup>LL7</sup>

**5e Domain(s)** Trickery

**PF2 Domains** darkness, magic, secrecy, trickery

**Divine Font** *harm*

**Divine Skill** Thievery

**Cleric Spells** 1st: *phantom pain*, 3rd: *wall of thorns*, 5th: *shadow walk*

## MITHRAS<sup>LL3</sup>

Lord Storm; The Battle; The Soldier-God; Mithrae Invicto; God of War, Battles, and Soldiers

AL LN

**Favored Weapon** short sword, spear

**PF1 Domains** Animal, Glory, Law, Repose, Strength, War

**5e Domain(s)** War

**PF2 Domains** confidence, might, perfection, zeal

**Divine Font** *heal or harm*

**Divine Skill** Athletics

**Cleric Spells** 1st: *true strike*, 3rd: *haste*, 4th: *weapon storm*

## MITRA<sup>RA</sup>

Sun Father; The Truth-Speaker; God of Law, Justice, and the Sun

AL LG

**Favored Weapon** longsword

**PF1 Domains** Good, Healing, Law, Protection, War

**5e Domain(s)** Life, Light

**PF2 Domains** healing, protection, sun, zeal

**Divine Font** *heal*

**Divine Skill** Medicine

**Cleric Spells** 1st: *sleep*, 2nd: *flaming sphere*, 5th: *cloak of colors*

## MOCCAVALLO<sup>LL8</sup>

God of Disguise and Treachery; Trickster God of Chaos and Disorder

AL CN

**Favored Weapon** short sword

**PF1 Domains** Chaos, Diplomacy<sup>LL4</sup>, Luck, Trickery

**5e Domain(s)** Trickery

**PF2 Domains** ambition, luck, secrecy, trickery

**Divine Font** *harm*

**Divine Skill** Deception

**Cleric Spells** 1st: *ventriloquism*, 2nd: *invisibility*, 3rd: *nonetection*

## MOTHER GRACE<sup>LL7</sup>

The Holy Mother; Mother of All; Goddess of Family, Order, and Tradition

AL LN

**Favored Weapon** light mace

**PF1 Domains** Community, Law, Nobility, Repose

**5e Domain(s)** Light

**PF2 Domains** cities, family, truth, wealth

**Divine Font** *heal or harm*

**Divine Skill** Society

**Cleric Spells** 1st: *unseen servant*, 3rd: *slow*, 4th: *private sanctum*

## MUIR<sup>LL5</sup>

Goddess of Virtue and Paladins

AL LG

**Favored Weapon** longsword, bastard sword

**PF1 Domains** Good, Law, Protection, War

**5e Domain(s)** Light, War

**PF2 Domains** confidence, protection, truth, zeal

**Divine Font** *heal*

**Divine Skill** Intimidation

**Cleric Spells** 1st: *true strike*, 2nd: *see invisibility*, 4th: *fire shield*

## NARRAH<sup>LL1</sup>

The Pale Sister; Luna; The Lady of the Moon

AL N

**Favored Weapon** sickle, falchion

**PF1 Domains** Air, Darkness, Knowledge, Luck, Magic, Protection, Travel, Void

**5e Domain(s)** Knowledge, Nature

**PF2 Domains** darkness, moon, nature, travel

**Divine Font** heal or harm

**Divine Skill** Nature

**Cleric Spells** 1st: *gust of wind*, 2nd: *faerie fire*, 5th: *moon frenzy*

## NOTE<sup>LL8</sup>

God of the Harp

AL NG

**Favored Weapon** dart

**PF1 Domains** Good, Luck, Protection, Travel

**5e Domain(s)** Knowledge

**PF2 Domains** ambition, creation, luck, travel

**Divine Font** heal

**Divine Skill** Performance

**Cleric Spells** 1st: *soothe*, 2nd: *magic mouth*, 3rd: *enthral*

## OGHMA/OGMIOS<sup>LL8</sup>

The First Song; God of Song and Bards

AL NG

**Favored Weapon** longsword, sling

**PF1 Domains** Creation<sup>LL4</sup>, Glory, Good, Knowledge, Rune, Travel

**5e Domain(s)** Knowledge

**PF2 Domains** creation, knowledge, passion, travel

**Divine Font** heal

**Divine Skill** Lore

**Cleric Spells** 1st: *ventriloquism*, 3rd: *enthral*, 4th: *confusion*

## ORCUS

### OLD MAN DEATH (BLACK ORC)<sup>TOHC</sup>

### THANATOS THE FALLEN (HYPERBOREAN)<sup>QOD</sup>

### ARVONLIET (PHORMYCEAEN)<sup>LL1</sup>

King of the Dead; Deliverer of the Dead; Lord of Light (archaic); Demon Prince of the Undead

AL CE

**Favored Weapon** heavy mace (spiked)

**PF1 Domains** Chaos, Death, Destruction, Evil, War

**5e Domain(s)** Death, War

**PF2 Domains** darkness, death, destruction, undead

**Divine Font** harm

**Divine Skill** Intimidation

**Cleric Spells** 1st: *grim tendrils*, 2nd: *false life*, 3rd: *stinking cloud*

## PAN<sup>MAM</sup>

Lord of the Flocks and the Hunt; Patron of Music and Fertility; God of the Wild

AL CN

**Favored Weapon** shortspear

**PF1 Domains** Animal, Charm, Earth, Liberation, Plant, Trickery

**5e Domain(s)** Nature, Trickery

**PF2 Domains** earth, freedom, nature, trickery

**Divine Font** heal or harm

**Divine Skill** Nature

**Cleric Spells** 1st: *longstrider*, 2nd: *barkskin*, 3rd: *wall of thorns*

## PEKKO<sup>MOM</sup>

Lord of the Abundant Harvest; God of Ale and Spirits

AL CG

**Favored Weapon** quarterstaff

**PF1 Domains** Chaos, Community, Good, Plant, Travel

**5e Domain(s)** Light, Nature

**PF2 Domains** creation, freedom, indulgence, travel

**Divine Font** heal

**Divine Skill** Society

**Cleric Spells** 1st: *fleet step*, 2nd: *touch of idiocy*; 5th: *hallucination*

## QUELL<sup>RC</sup>

The Sea King; Lord of the Blue

AL CG

**Favored Weapon** harpoon, trident

**PF1 Domains** Community, Healing, Travel, Water, Weather

**5e Domain(s)** Life, Nature, Tempest

**PF2 Domains** air, nature, water, travel

**Divine Font** heal

**Divine Skill** Survival

**Cleric Spells** 1st: *gust of wind*, 3rd: *lightning bolt*, 5th: *control water*

## SEFAGRETH<sup>LL8</sup>

God of Commerce, Trade, and Cities

AL N

**Favored Weapon** rapier

**PF1 Domains** Diplomacy<sup>LL4</sup>, Luck, Travel, Trickery

**5e Domain(s)** Trickery

**PF2 Domains** cities, luck, trickery, wealth

**Divine Font** heal

**Divine Skill** Diplomacy

**Cleric Spells** 1st: *illusory object*, 4th: *creation*, 7th: *magnificent mansion*

## SNUURGE<sup>MOM</sup>

Father of Goblins; God of Fecundity (archaic)

AL NE

**Favored Weapon** heavy or light pick

**PF1 Domains** Earth, Evil, Magic, Trickery, Vengeance<sup>LL7</sup>

**5e Domain(s)** Trickery, War

**PF2 Domains** earth, magic, pain, trickery

**Divine Font** *harm*

**Divine Skill** Stealth

**Cleric Spells** 1st: *goblin pox*, 2nd: *obscuring mist*, 3rd: *earthbind*

## SOLANUS<sup>LL5</sup>

The Light of Civilization; Goddess of the Sun and Healing

AL NG

**Favored Weapon** heavy or light mace, quarterstaff

**PF1 Domains** Good, Healing, Strength, Sun

**5e Domain(s)** Life, Light

**PF2 Domains** fire, healing, might, sun

**Divine Font** *heal*

**Divine Skill** Medicine

**Cleric Spells** 1st: *burning hands*, 3rd: *fireball*, 4th: *wall of fire*

## SPIRITUALISM<sup>LL7</sup> (RELIGIOUS PHILOSOPHY)

The dead have wisdom to pass on to the living

AL N

**Favored Weapon** none

**PF1 Domains** Darkness, Death, Magic, Repose

**5e Domain(s)** Death, Knowledge

**PF2 Domains** darkness, death, knowledge, undeath

**Divine Font** *heal or harm*

**Divine Skill** Occultism

**Cleric Spells** 1st: *unseen servant*, 2nd: *spectral hand*, 3rd: *ghostly weapon*

## STRYME/STRYRM (DWARVEN)<sup>LL4</sup>

Stryme the Mighty; God of Strength

AL NG

**Favored Weapon** warhammer

**PF1 Domains** Good, Liberation, Protection, Strength, War

**5e Domain(s)** Light, War

**PF2 Domains** freedom, might, protection, zeal

**Divine Font** *heal*

**Divine Skill** Athletics

**Cleric Spells** 1st: *ant haul*, 2nd: *enlarge*, 4th: *stoneskin*

## TAMRA<sup>FGG2</sup>

Goddess of Art and Magic

AL NG

**Favored Weapon** rapier

**PF1 Domains** Artifice, Charm, Good, Magic, Protection

**5e Domain(s)** Knowledge, Light

**PF2 Domains** ambition, creation, magic, passion

**Divine Font** *heal*

**Divine Skill** Arcana or Performance

**Cleric Spells** 1st: 1st: *ventriloquism*, 2nd: *mirror image*, 3rd: *hypnotic pattern*, 4th: *stone shape*, 5th: *chromatic wall*, 6th: *vibrant pattern*, 7th: *project image*, 8th: *uncontrollable dance*, 9th: *prismatic sphere*

## TELOPHUS<sup>ST</sup>

Lord of Crops and the Seasons

AL LN

**Favored Weapon** sickle, scythe

**PF1 Domains** Air, Animal, Earth, Fire, Plant, Water, Weather

**5e Domain(s)** Nature

**PF2 Domains** air, earth, nature, water

**Divine Font** *heal*

**Divine Skill** Nature

**Cleric Spells** 1st: *gust of wind*, 2nd: *entangle*, 3rd: *earthbind*

## THE FATES<sup>MOM</sup>

The Matres and Matronae; Clotho, Lachesis, and Atropos

AL N

**Favored Weapon** spear (distaff), quarterstaff (measuring rod), sickle (shears)

**PF1 Domains** Death, Knowledge, Law, Luck

**5e Domain(s)** Death, Knowledge

**PF2 Domains** death, fate, knowledge, truth

**Divine Font** *heal or harm*

**Divine Skill** Lore

**Cleric Spells** 1st: *mindlink*, 2nd: *misdirection*, 3rd: *mind reading*

## THE GREEN FATHER (HYPERBOREAN)

## HERNE THE HUNTER (FOERDEWAITH)

## THE HORNED GOD (ERSKAELOSI)

## CERUNNOS (OLD WAY)<sup>LL4</sup>

The Huntsman; God of the Wilds

AL N

**Favored Weapon** spear

**PF1 Domains** Animal, Chaos, Liberation, Plant, Weather

**5e Domain(s)** Nature, Tempest

**PF2 Domains** air, freedom, nature, water

**Divine Font** *heal or harm*

**Divine Skill** Survival

**Cleric Spells** 1st: *true strike*, 3rd: *wall of thorns*, 5th: *tree stride*

## THE OINODAEMON<sup>LL7</sup>

The Horseman; End of Days; Lord of Disease; Supreme among Daemons

AL NE

**Favored Weapon** scythe

**PF1 Domains** Death, Destruction, Evil, Madness, War

**5e Domain(s)** Death, War

**PF2 Domains** death, destruction, nightmares, tyranny

**Divine Font** *harm*

**Divine Skill** Intimidation

**Cleric Spells** 1st: *burning hands*, 4th: *weapon storm*,

6th: *disintegrate*

## THE WINDS<sup>LL:10D</sup> (RELIGIOUS PHILOSOPHY)

Sailors' superstition of the Four Winds (does not grant access to divine magic)

AL any

**Favored Weapon** cutlass

**PF1 Domains** none

**5e Domain(s)** none

**PF2 Domains** none

**Divine Font** none

**Divine Skill** none

**Cleric Spells** none

## THURSIS<sup>LL:8</sup>

God of Battle

AL NE

**Favored Weapon** composite longbow, battleaxe

**PF1 Domains** Death, Destruction, Evil, Magic, Strength, War

**5e Domain(s)** War

**PF2 Domains** death, destruction, might, zeal

**Divine Font** *harm*

**Divine Skill** Intimidation

**Cleric Spells** 1st: *true strike*, 2nd: *enlarge*, 4th: *weapon storm*

## THYR<sup>LL:1</sup>

The Lawgiver; God of Law and Justice

AL LG

**Favored Weapon** light or heavy mace

**PF1 Domains** Community, Good, Healing, Law, Knowledge, Nobility, Protection

**5e Domain(s)** Life, Light, Knowledge

**PF2 Domains** healing, knowledge, protection, truth

**Divine Font** *heal*

**Divine Skill** Society

**Cleric Spells** 1st: *summon construct*, 3rd: *mind reading*, 4th: *detect scrying*

## VANITTHU<sup>RC</sup>

The Gatekeeper; God of the Steadfast Guard

AL LN

**Favored Weapon** spear

**PF1 Domains** Healing, Law, Protection, War

**5e Domain(s)** Life, Light, War

**PF2 Domains** healing, might, protection, zeal

**Divine Font** *heal*

**Divine Skill** Intimidation

**Cleric Spells** 1st: *mage armor*, 2nd: *knock*, 5th: *wall of stone*

## YENOMESH<sup>LL:8</sup>

The Runemaker; God of Glyphs and Writing

AL N

**Favored Weapon** quarterstaff

**PF1 Domains** Knowledge, Magic, Monastic<sup>FB</sup>, Protection, Rune

**5e Domain(s)** Knowledge

**PF2 Domains** knowledge, magic, protection, secrecy

**Divine Font** *heal* or *harm*

**Divine Skill** Lore

**Cleric Spells** 1st: *mindlink*, 2nd: *invisibility*, 3rd: *hypercognition*

## ZADASTHA<sup>LL:8</sup>

Goddess of Love

AL NG

**Favored Weapon** longbow

**PF1 Domains** Charm, Good, Diplomacy<sup>LL:4</sup>, Healing, Trickery

**5e Domain(s)** Life, Trickery

**PF2 Domains** healing, passion, perfection, trickery

**Divine Font** *heal*

**Divine Skill** Deception

**Cleric Spells** 1st: *charm*, 3rd: *enthral*, 4th: *suggestion*

<sup>DD</sup> See *Dunes of Desolation* by Frog God Games

<sup>DM1</sup> See *DM1: The Book of Taverns* by Necromancer Games

<sup>FB</sup> See *Fields of Blood* by Frog God Games

<sup>FGG2</sup> See *FGG2: Strange Bedfellows* by Frog God Games

<sup>K3</sup> See *K3: The Doom of Listonshire* by Necromancer Games

<sup>LL:10D</sup> See *Lost Lore: Isle of Dagon* by Frog God Games

<sup>LL:3</sup> See *LL:3: Sword of Air* by Frog God Games

<sup>LL:4</sup> See *LL:4: Cults of the Sundered Kingdoms* by Frog God Games

<sup>LL:5</sup> See *LL:5: Borderland Provinces* by Frog God Games

<sup>LL:6</sup> See *LL:6: The Northlands Saga Complete* by Frog God Games

<sup>LL:7</sup> See *LL:7: The Blight: Richard Pett's Crooked City* by Frog God Games

<sup>LL:8</sup> See *LL:8: Bard's Gate* by Frog God Games

<sup>MoM</sup> See *Marsches of Malice* by Frog God Games

<sup>MoM</sup> See *Mountains of Madness* by Frog God Games

<sup>RA</sup> See *Rappan Athuk* by Frog God Games

<sup>RC</sup> See *Razor Coast: Freebooter's Guide to the Razor Coast* by Frog God Games

<sup>ST</sup> See *The Slumbering Tsar Saga* by Frog God Games

<sup>UE</sup> See *Pathfinder Roleplaying Game Ultimate Equipment*

# THE FOERDEWAITH PANTHEON

While the common gods of Akados are a mishmash of many different pantheons and traditions that have come to the fore since the end of the empire of the Foerdewaith's sway over most of the continent, there is nonetheless an actual Foerdewaith pantheon. It overlaps greatly with the common gods, considering the Foerdewaith held sway over Akados for approximately 400 years. It is provided here in its individual grouping to give an idea of society's religious evolution since the empire's fall. Gods that are not included on the table above are described below.

- Archeillus
- Asmodeus
- Cult of the Unspeakable (religious philosophy)
- Father Poga
- Fraz-Urb'luu
- Freya
- Grox
- Hastur
- Herne the Hunter
- Kudrak
- Mammon
- Mephistopheles
- Mitra
- Orcus
- Path of the Shattered Sword (religious philosophy)
- Pekko
- Quell
- St. Abysthor
- Stryme
- The Winds (religious philosophy)

## CULT OF THE UNSPEAKABLE<sup>TD</sup> (RELIGIOUS PHILOSOPHY)

Pseudo-intellectual alien hedonism

AL CE

**Favored Weapon** blowgun

**PF1 Domains** Chaos, Charm, Evil, Liberation, Madness

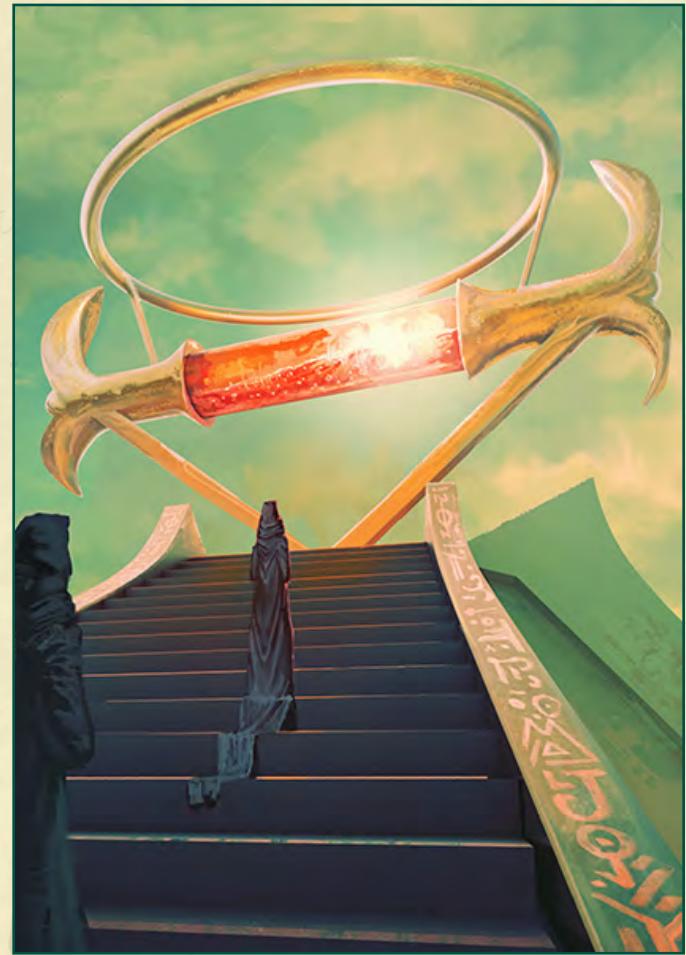
**5e Domain(s)** Knowledge, Trickery

**PF2 Domains** freedom, knowledge, pain, trickery

**Divine Font** *harm*

**Divine Skill** Deception

**Cleric Spells** 1st: *charm*, 2nd: *paranoia*, 3rd: *hypnotic pattern*



## GROX<sup>MOM</sup>

The Deep Father; God of Artifice and Darkness

AL LE

**Favored Weapon** light hammer

**PF1 Domains** Artifice, Darkness, Evil, Knowledge, Law

**5e Domain(s)** Knowledge

**PF2 Domains** creation, darkness, knowledge, trickery

**Divine Font** *harm*

**Divine Skill** Deception

**Cleric Spells** 1st: *soothe*, 3rd: *nondetection*, 4th: *veil*

## HASTUR<sup>LL4</sup>

The King in Yellow; The Unspeakable One

AL CE

**Favored Weapon** rapier

**PF1 Domains** Chaos, Evil, Rune, Void

**5e Domain(s)** Death

**PF2 Domains** death, destruction, freedom, knowledge

**Divine Font** *harm*

**Divine Skill** Society

**Cleric Spells** 1st: *charm*, 2nd: *blur*, 4th: *phantasmal killer*

## PATH OF THE SHATTERED SWORD<sup>TD</sup> (RELIGIOUS PHILOSOPHY)

Dedication to peace and accord

AL LG

**Favored Weapon** sap

**PF1 Domains** Good, Healing, Law, Protection, Water

**5e Domain(s)** Life

**PF2 Domains** family, healing, protection, water

Divine Font *heal*

Divine Skill Medicine

Cleric Spells 1st: *soothe*, 3rd: *slow*, 4th: *blink*

## ST. ABYSTHOR<sup>LL1</sup>

The Warden

AL LG

**Favored Weapon** heavy mace

**PF1 Domains** Law, Good, Nobility, Protection

**5e Domain(s)** Life, Light

**PF2 Domains** confidence, protection, truth, zeal

Divine Font *heal*

Divine Skill Society

Cleric Spells 1st: *mage armor*, 2nd: *mirror image*, 4th: *resilient sphere*

<sup>LL1</sup> See *LL1: Stoneheart Valley* by Frog God Games

<sup>LL4</sup> See *LL4: Cults of the Sundered Kingdoms* by Frog God Games

<sup>MoM</sup> See *Mountains of Madness* by Frog God Games

<sup>TD</sup> See *Trouble at Durbenford* by Necromancer Games

# THE HYPERBOREAN PANTHEON

The Hyperborean peoples dominated the continent of Akados and much of Libynos for more than 3,000 years. Their pantheon reigned supreme with the gods Thyr, Muir, and Arden at their head for most of this era. Over the centuries however, some were lost (e.g. Arden and Horgrim), some began a slow decline (e.g. Thyr and Muir), and new gods were added (e.g. Yenomesh and Mithras). The Hyperborean pantheon is not venerated in that form anywhere in the present day except perhaps Freegate<sup>LL8</sup>, but it's worthwhile to look at the gathered pantheon that shaped so much of the history of the Lost Lands. As with the Foerdewaith pantheon, there remains much overlap with the list above. New entries will be described below.

- Ades
- Anumon (Lost/Dead)
- Arden (Dead)
- Arn

- Asmodeus
- Bacchus-Dionysus
- Boros/The Father (Lost)
- Ceres
- Church of the Blessed Tesseract (religious philosophy)
- Cybele
- Da-Jin
- Dame Torren
- Demogorgon
- Diana
- Dispater
- Dre'uain the Lame
- Gaia/The Goddess (Dead)
- Hastur
- Hecate
- Hel
- Hester
- Horgrim (Dead)
- Jamboor
- Kamien
- Kel (Lost/Dead)
- Mirkeer
- Mithras
- Moccavallo
- Muir
- Neriad (Imprisoned)
- Note
- Oghma
- Pan
- Sefagreth
- Solanus
- Talana
- Telophus
- Thanatos/Orcus
- The Fates
- The Oinodaemon
- Thursis
- Thyr
- Tykee
- Vanithu
- Vionir
- Yenomesh

## ANUMON<sup>LL8</sup> (LOST/DEAD)

Lord on the Mountain

AL LN

**Favored Weapon** greathammer<sup>ST</sup>

**PF1 Domains** Air, Earth, Knowledge, Law, Weather

**5e Domain(s)** Knowledge, Tempest

**PF2 Domains** air, earth, knowledge, truth

Divine Font *heal*

Divine Skill Lore

Cleric Spells 1st: *gust of wind*, 3rd: *earthbind*, 4th: *fly*

## ARDEN<sup>LL3</sup> (DEAD)

God of the Sun

AL NG

**Favored Weapon** sun staff, short sword

**PF1 Domains** Air, Good, Sun, War

**5e Domain(s)** Light, War

**PF2 Domains** air, fire, sun, might

**Divine Font** heal

**Divine Skill** Intimidation

**Cleric Spells** 1st: *burning hands*, 2nd: *flaming sphere*, 4th: *fire shield*

## ARN<sup>LL8</sup>

The Sunlord; Lesser God of the Sun

AL NG

**Favored Weapon** bronze-tipped quarterstaff

**PF1 Domains** Good, Healing, Strength, Sun

**5e Domain(s)** Life, Light

**PF2 Domains** fire, healing, sun, zeal

**Divine Font** heal

**Divine Skill** Medicine

**Cleric Spells** 1st: *burning hands*, 2nd: *flaming sphere*, 4th: *fire shield*

## BACCHUS-DIONYSUS<sup>LL8</sup>

God of Wine and Madness

AL CN

**Favored Weapon** greatclub

**PF1 Domains** Animal, Chaos, Luck, Plant

**5e Domain(s)** Trickery

**PF2 Domains** freedom, indulgence, luck, trickery

**Divine Font** harm

**Divine Skill** Crafting

**Cleric Spells** 1st: *sleep*, 2nd: *animal form*, 3rd: *paralyze*

## BOROS/THE FATHER<sup>LL5</sup> (LOST)

Father of the Sky; Primal Creator; Originator of Dominance and Rule by Strength

AL NE

**Favored Weapon** stone greateaxe

**PF1 Domains** Animal, Destruction, Strength, War

**5e Domain(s)** War

**PF2 Domains** ambition, destruction, might, zeal

**Divine Font** harm

**Divine Skill** Intimidation

**Cleric Spells** 1st: *true strike*, 2nd: *barkskin*, 4th: *dinosaur form*

## CHURCH OF THE BLESSED TESSERACT (RELIGIOUS PHILOSOPHY)

Philosophical search for spiritual guidance and Truth of reality

AL LN

**Favored Weapon** spear

**PF1 Domains** Esoteric<sup>LL7</sup>, Knowledge, Liberation, Perspective<sup>FB</sup>, Time<sup>FB</sup>

**5e Domain(s)** Knowledge, Light

**PF2 Domains** fate, freedom, knowledge, truth

**Divine Font** heal

**Divine Skill** Society

**Cleric Spells** 1st: *mage armor*, 3rd: *nondetection*, 4th: *private sanctum*

## CYBELE<sup>LL4</sup>

Magna Mater; Black Goat of the Woods; The Dark Sister; Sybil; Goddess of the Dark Moon; Goddess of Fertility and Witchcraft

AL NE

**Favored Weapon** athame<sup>LL4</sup>

**PF1 Domains** Creation<sup>LL4</sup>, Evil, Knowledge, Magic

**5e Domain(s)** Knowledge, Life

**PF2 Domains** creation, knowledge, magic, moon

**Divine Font** harm

**Divine Skill** Nature

**Cleric Spells** 1st: *magic fang*, 5th: *moon frenzy*; 6th: *tangling creepers*

## DA-JIN<sup>LL2</sup>

God of Death

AL N/NE

**Favored Weapon** dagger

**PF1 Domains** Darkness, Death, Evil, Knowledge, Repose

**5e Domain(s)** Death, Knowledge

**PF2 Domains** darkness, death, knowledge, undead

**Divine Font** heal or harm

**Divine Skill** Occultism

**Cleric Spells** 1st: *grim tendrils*, 3rd: *ghostly weapon*, 4th: *phantasmal killer*

## DIANA<sup>LL3</sup>

Goddess of Fertility and the Hunt; Lady of the Wilds; Protectress of the Moons

AL NG

**Favored Weapon** shortbow

**PF1 Domains** Animal, Good, Plant, Protection, Sun

**5e Domain(s)** Life, Light, Nature

**PF2 Domains** confidence, nature, protection, sun

**Divine Font** heal

**Divine Skill** Survival

**Cleric Spells** 1st: *longstrider*, 2nd: *faerie fire*, 5th: *tree stride*

## KEL<sup>ST</sup> (LOST/DEAD)

The Lady of Protection; Goddess of Self-Sacrifice  
AL LG

**Favored Weapon** shields of all types (shield bash)

**PF1 Domains** Good, Healing, Law, Protection

**5e Domain(s)** Life, Light

**PF2 Domains** family, healing, protection, truth

Divine Font heal

Divine Skill Society

**Cleric Spells** 1st: *mage armor*, 2nd: *mirror image*, 4th: *resilient sphere*

## NERIAD<sup>LL3</sup> (IMPRISONED)

Mother of Niereds

AL CN

**Favored Weapon** net

**PF1 Domains** Chaos, Charm, Magic, Water

**5e Domain(s)** Nature, Trickery

**PF2 Domains** magic, passion, trickery, water

Divine Font heal or harm

Divine Skill Deception

**Cleric Spells** 1st: *hydraulic push*, 3rd: *feet to fins*, 5th: *control water*

## TALANA<sup>K6</sup>

The Veiled Mistress; Goddess of Hidden Secrets

AL CN

**Favored Weapon** dagger

**PF1 Domains** Knowledge, Luck, Magic, Trickery

**5e Domain(s)** Knowledge, Trickery

**PF2 Domains** luck, passion, secrecy, trickery

Divine Font harm

Divine Skill Deception

**Cleric Spells** 1st: *charm*, 3rd: *enthall*, 6th: *mislead*

## TYKEE<sup>LL8</sup>

Goddess of Luck and Good Fortune

AL CG

**Favored Weapon** whip

**PF1 Domains** Chaos, Good, Liberation, Luck

**5e Domain(s)** Life

**PF2 Domains** dreams, fate, freedom, luck

Divine Font heal or harm

Divine Skill Survival

**Cleric Spells** 1st: *sleep*, 3rd: *dream message*, 5th: *dreaming*

## VIONIR<sup>LL8</sup>

Herald of Light; Goddess of Light

AL LG

**Favored Weapon** spear

**PF1 Domains** Good, Healing, Law, Sun

**5e Domain(s)** Life, Light

**PF2 Domains** healing, sun, truth, zeal

Divine Font heal

Divine Skill Lore

**Cleric Spells** 1st: *magic missile*, 2nd: *flaming sphere*, 3rd: *hypnotic pattern*

<sup>FB</sup> See *Fields of Blood* by Frog God Games

<sup>K6</sup> See *K6: Shades of Gray* by Necromancer Games

<sup>LL2</sup> See *LL2: The Lost City of Barakus* by Frog God Games

<sup>LL3</sup> See *LL3: Sword of Air* by Frog God Games

<sup>LL4</sup> See *LL4: Cults of the Sundered Kingdoms* by Frog God Games

<sup>LL5</sup> See *LL5: Borderland Provinces* by Frog God Games

<sup>LL7</sup> See *LL7: The Blight: Richard Pett's Crooked City* by Frog God Games

<sup>LL8</sup> See *LL8: Bard's Gate* by Frog God Games

<sup>ST</sup> See *The Slumbering Tsar Saga* by Frog God Games

# LOST LANDS TIMELINE

The Timeline of the Lost Lands made its first formal appearance in LL4: Cults of the Sundered Kingdoms, though its first published incarnation was in a slightly different, more detailed format as the “History of Aka Bakar — GM Reference” in LL3: Sword of Air. Even earlier, the genesis of it began as a “Chronology of the Development of Bard’s Gate” in the original 2006 **Necromancer Games** publication of **Bard’s Gate**. Since LL4, however, the Lost Lands timeline has appeared in its current format in each of the Lost Lands titles to follow: LL5: Borderland Provinces, LL6: The Northlands Saga Complete, LL7: The Blight: Richard Pett’s Crooked City, and LL8: Bard’s Gate. Only LL9: Adventures in the Borderlands, as an adventure book rather than a campaign setting book, did not introduce a new formal timeline.

During all that time, a timeline was compiled as a master document behind the scenes, taking into account all of the old **Necromancer Games** publications, all of the **Frog God Games** publications, and in anticipation of the **Frog God Games** campaign setting development in the future. Though several of the books — LL4, LL5, LL7, LL8 — touched upon the peripheral areas around the Kingdoms of Foere of central Akados, none of them ever specifically addressed that region itself and, therefore, did not have a timeline specifically about that area. However, that does not mean that a timeline for the events pertaining to the Kingdoms of Foere themselves was not being developed; there had just not been a vehicle to specifically address the events of that region.

The following timeline is compiled in pieces from several of those books as well as from portions of the master document that were never published. Some or all of it is to be published in future **Frog God Games** books as their topics of direct focus. However, as the first adventure path set specifically in and around the Kingdoms of Foere,

# THE RECKONINGS OF YEARS

The history of the Lost Lands is generally recognized as falling into varying periods of time called ages. The ages commonly agreed upon by Lost Lands scholars are as follows:

**Age of the Gods (The Hidden Age):**

c. 10 billion years ago – c. 20 million years ago

**Age of Dragons:**

c. 20 million years ago – c. 120,000 years ago

**Age of Man:**

c. 120,000 years ago – c. 20,000 years ago

**Age of Strife:**

c. 20,000 years ago – c. 12,000 years ago

**Age of Kings:**

c. 12,000 years ago – c. 10,000 years ago

**Age of Silence:**

c. 10,000 years ago – 3,626 years ago

**Hyperborean Age:**

3,625 years ago – 308 years ago

Rise of Hyperborea:

3,625 years ago – 2,829 years ago

Pax Hyperborea:

2,828 years ago – 2,027 years ago

Decline of Hyperborea:

2,026 years ago – 772 years ago

Hyperborean Monarchy of the

Foerdewaith:

771 years ago – 308 years ago

**Age of Breaking (the present age):**

307 years – current year

Simply categorizing by ages is of little use in pinning down actual points in history; a reckoning of the years is required. Most dates of the Lost Lands are determined according to the **Imperial Record (I.R.)** which was established at the beginning of the ancient Hyperborean Empire, when it won its independence from its homeland of Boros more than 35 centuries ago. However, other systems of reckoning exist as well and are included in this timeline.

The **Erylle Cycle (E.C.)** is the ancient repeating calendar of the elves. It began (perhaps) 10,000 years ago and is destined to repeat its calculation every 10,101 years. With only barely a century left in its current cycle, no one knows for sure what happens when it begins its numbering anew: Will the events of the last 10,000 years be repeated? Will it mark the beginning of a new world order where the old is brushed aside and replaced with something different? Will it be the end of the old gods, displaced by the coming of new deities? Is it even on its first cycle, or is this something that has happened repeatedly over the millions of years of the planet's history? No one can say for sure, but in 101 years the answers will arrive whether the world is ready for them or not.

The **Huun Chronicle (H.C.)** is the most recent of the year numbering systems and the least widespread, used only by the people and the nations it has conquered. From the secret-shrouded lands of the Huun Imperium of distant northern Libynos, it began barely a thousand years ago in a year of woe born of the death-throes of the Hyperborean Empire, when the nation of Huun's first foundations were laid. None but perhaps the immortal King of Kings of the black-eyed Huun can say what the connection is between the formation of that nation and the destruction of the Tower of Oerson, the ravaging of Akados by wildfire, and the advent of the first Moonless Night and its subsequent horrors. Whatever the connection may be, it certainly bodes no weal for the folk of Akados.

the Aegis of Empires timeline pulls together all those disparate pieces as well as the unpublished secrets of a living breathing, history that has inhabited the Lost Lands from their inception. It has grown and evolved certainly, but its core structure has remained true and consistent. The timeline is presented here for the first time to specifically address all things Foerdewaith.

As with previous Lost Lands timelines found in Frog God Games books, there are spoilers. The timeline is a God's Eye narrative of the objective history of the Lost Lands (inasmuch as "objective history" exists beyond the chosen perspective from which it is presented). Some of the secrets of the world are revealed; the motivations for ancient grudges or modern turns of events are laid bare, but at an adventure level the spoilers are largely too general or irrelevant. Who cares if one king poisoned another when your fighter is up to his greaves in orc blood fighting through dank caverns or a haunted forest? Those are subjects of debate for politicians and philosophers, not the meat and drink of adventurers risking their skins for treasure and glory. So the timeline is compiled for this Player's Guide, and the players are encouraged to read it and familiarize themselves with its materials. It will not spoil any of the adventures of this adventure path, but it will breathe life into a campaign as it introduces those players to the history and events that the lives of their player characters are built upon.

So, sharpen your quills and pull out a fresh sheet of parchment as you prepare to find the truths of the Lost Lands. But be ready, there just may be a quiz at the end...



Imperial Record (I.R.)	Erylle Cycle (E.C.)	Huun Chronicle (H.C.)	Event(s)
c. 12,000 years ago			Rise of Phoromycean <sup>LL3</sup> civilization.

## BEGINNING OF THE AGE OF KINGS

-7031	Subterranean city of Barakus constructed by Phoromycean peoples under Duskmoon Hills <sup>LL2</sup>
-6671	Arvonliet <sup>ST</sup> walks among mankind and elder races
-6650	Construction secretly begins on Arvonliet's Abyssal gate <sup>ST</sup>
-6632	Devron the necromancer swears himself to Arvonliet's true nature, transforms into lich and is imprisoned below Barakus <sup>LL2</sup> ; Kel provides means to destroy him
-6627	Devron summons stone of madness, city of Barakus falls <sup>LL2</sup>
-6484	Arvonliet killed by the Three Gods, cast into Ginnungagap as Orcus; Stoneheart Mountains raised over Keltine Barrier <sup>ST</sup> ; Elves retreat in First Exodus; Obsidian Vault crashes into Deepfells Range creating Devil's Finger, some local dwarves begin worship of the Faceless Lord <sup>G5</sup> ; Phoromycean city of Lyemmos disappears in vast sinkhole <sup>LL7</sup> ; End of the Age of Kings.

## AGE OF SILENCE BEGINS

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-6470	15	Phoromycean Sorcerer-King of Tharistra, Gremag, obtains lichdom and inters himself in hidden caverns beneath Stoneheart Mountains <sup>LL1</sup>
-5683	802	Dwerfater imprisons Faceless Lord in Obsidian Vault and sets Flammaste Mountain Clan as guards over it <sup>G5</sup>
-4483	2002	Harul of Estresia founds shrine in Stoneheart Mountains above Keltine Barrier <sup>ST</sup>
-4482	2003	Harul of Estresia petrifies the paragon troll, Three-Fang <sup>ST</sup>
-4481	2004	Harul of Estresia martyred, sainted by Thyr and Muir <sup>ST</sup>
-4232	2253	Beginning of War of King-Chieftain Aracor in Plains of Sull <sup>L4</sup>
-4227	2258	Arrival of Obelisks of Chaos in Sull; Destruction of Broch Marfal; End of King-Chieftain's War <sup>LL4</sup>
-1025	5460	Harul's Shrine discovered in vision by Beward of the Three Gods <sup>ST</sup>
-1013	5472	Beward establishes St. Harul's Hold on site of shrine <sup>ST</sup>
-573	5912	St. Harul's Hold becomes High Altar of Thyr and Muir <sup>ST</sup>
-488	5997	<i>Hammer of the Three Gods</i> crafted at St. Harul's Hold <sup>ST</sup>
-182	6303	Tsathogga unleashes horde of demons in Irkaina, Arden sacrifices himself to entrap horde and stop the invasion; Tropic of Arden created <sup>LL3</sup>
-109	6376	Arrival of Hyperborean Legion; Polemarch Oerson leads Hyperborean Legion out of Boros and into Akados

## BEGINNING OF HYPERBOREAN AGE

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-107	6378	Oerson discovers St. Harul's Hold and bestows gifts upon its Patriarch <sup>ST</sup>
-102	6383	Wild elves drive Hyperboreans from forest; Legion advances along forest's edge passing through region that will become the Sundered Kingdoms <sup>LL4</sup>
-92	6393	Elven high lords gather elven host; Oerson's Perilous March begins
-91	6394	Elves defeated by human and mountain dwarf alliance at Lake Crimmormere <sup>LL1</sup>
-88	6397	Oerson's advance checked at Helcynngae Peninsula; Legion withdraws into hills between March of Mountains and Forlorn Mountains; Stronghold Hjerrin erected in Lorremach Highhills <sup>F1</sup>
-87	6398	Remenos founded
-83	6402	Construction of Helwall begun, Legion breeds horses on plains east of Lorremach Highhills <sup>LL4</sup>
-73	6412	Helwall completed, Heldring contained on peninsula; Exeter Province established, foundations laid for forts at Albor Broce and Sylvos <sup>LL5</sup>
-69	6416	Town of Sessilbridge established <sup>LL4</sup>
-28	6457	Death of Oerson
-27	6458	Rise of Valenthlis; Outbreak of elven civil war, last queen of Akadian wild elves slain
-26	6459	Wild elves withdraw to west in Second Exodus; Queen Vaissilune <sup>LL5/RA</sup> buried in caverns deep beneath eastern Akadonian Coast to protect her crypt from Hyperborean despoilers
-17	6468	Monarchs of Boros send episopi to Akados
-11	6474	Hyperborean Rebellion; Construction begins on Tower of Oerson
-3	6482	Polemarchs Crassin and Odontius march south from Boros
-2	6483	Tower of Oerson completed
1	6485	Battle of Hummaemidon; Birth of Imperial Record
3	6487	First citadel of Castorhage constructed on Insula Lymossus <sup>LL7</sup>
4	6488	Libynos expedition; Khemitites defeated at Battle of Phillistia; Khemit made vassal kingdom, effectively bringing northern Libynos into Hyperborean Empire <sup>GGN</sup>

5	6489	Oeric receives vision of Sacred Table, begins construction of Tircople <sup>ST</sup>
7	6491	Great Khan Jaganga arises among Hundaei and unites them into Invincible Horde
11	6495	Vengeful mountain dwarves show Hundaei secret passes through Stoneheart range; Tircople completed; Oeric abdicates claim on throne and appointed Pontifex; High Altar of Muir moved from St. Harul's Hold to Tircople <sup>ST</sup>
12	6496	Oesson crowned as imperator; First Huns appear in empire
14	6498	Huns besiege Apothasalos <sup>LL3</sup> , defeated by Gnassus; Beginning of Hun Wars
128	6612	Hyperboreans colonize Insula Extremis, battle Heldring on Helcynngae Peninsula
212	6696	Hill dwarves of Irkaina teach ironworking to Hyperboreans
288	6772	Strategos Verin and his Legion destroyed by Heldring in Peninsular Campaign; Militias raised from Helwall to Apothasalos <sup>LL3</sup> fearing Heldring attack; Coastal forts erected south of Matagost Range to guard against sea invasion, forts of Albor Broce and Sylvos expanded <sup>LL4/LL5</sup>
542	7026	Mordecai, last patriarch of both Thyr and Muir, slain by curse at St. Harul's Hold <sup>ST</sup> ; Demons launch unsuccessful attack on citadel of Dwurschmiede <sup>G5</sup>
678	7162	Hyperborean Legions push into Great Steppes
680	7164	Hundaei settle in Nam-i-Budhani due to Hyperborean pressure
681	7165	Civil war erupts among Hundaei clans
683	7167	Hundaei cease to exist as a people; Survivors flee to Libynos or become the Shattered Folk of the Great Steppes
687	7171	Beginning of Pax Hyperborea
689	7173	City of Tsen founded <sup>LL3</sup>
712	7196	Elven defense of Crynomar Gap
717	7201	Remenos extends marchlands north, clear cuts forest
722	7206	Imperator Thrassuzius grants cadet house of Dragomar lordship over "The North"
725	7209	Wild elves withdraw to the west in Third Exodus; Green Warders established
909	7393	Unknown monks of Thyr dig crypts in Stoneheart Valley and construct Font of the Ancients <sup>LL1/LL8</sup>
1020	7504	Thyrian clerics open ferry across Stoneheart River and build chapel on central island <sup>LL8</sup>

## PAX HYPERBOREA ENDS

1491	7975	The Great Darkness covers waters of Gulf of Akados region for three years; Sea trade to the north ceases; Aka Bakar's tower disappears from city of Pharos in Khemit along with a third of the Pharos Legion; Aka Bakar's tower appears on Feirgotha Plateau, his magic and loyal soldiers carve out the Kingdom of Arcady in the midst of the Stoneheart Mountains, make war on dwarves of Clan Craenog <sup>LL3/MoM</sup> ; Thyrian Stoneheart River ferry and chapel abandoned, construction begun on shrines to Thyr and Muir in upper Lyre Valley <sup>LL1/LL8</sup>
1492	7976	Small port of Endhome becomes hub of trade on eastern coast, grows to be known as "Trading Capital of the Continent" <sup>LL2</sup> ; Deepharbor established by Aka Bakar on bottomless lake of Toh Kristael <sup>LL3</sup> ; Lost Thyrish catacombs discovered in Stoneheart Mountains, its builders vanished without a trace <sup>LL1</sup>
1494	7978	Land route to Irkanian Peninsula reopened; Apothasalos reestablished but never regains former size and status; Occibolos reoccupied as little more than a town, now known as Oxibbul; Baen Halffhammer slain by Aka Bakar, Arcady gains control of Baen's Pass, establish trade with gulf region <sup>LL3</sup>
1495	7979	Zodmer Adatres sacks city of Tal Zun (modern-day Eastwych) and extends control of Frog-God's Cloister to Great Amrin River <sup>RA</sup>
1503	7987	Wizards that escaped Tsen establish Gray Tower in Oxibbul as academy and guildhall <sup>LL3</sup>

1548	8032	Hobgoblin raids from Deepfells Mountains descend into northern fringes of Reme <sup>LL1/LL8</sup> ; Survivors report a new hobgoblin kingdom arisen among the clans of Dragonbone Peak led by a seemingly unbeatable warlord; The armies of Northmarches fall back before the onslaught <sup>LL3/MoM</sup>
1557	8041	Northmarches fall to hobgoblins, everything north of the High Downs becomes part of Hobgoblin Kingdom of the Deepfells, a defensive line is created between the High Downs and the Green Mountains <sup>LL3/MoM</sup>
1564	8048	Adventurers infiltrate Dragonbone Peak and discover warlord to be hobgoblin demigod Kakobovia <sup>LL3/MoM</sup>
1569	8053	Aka Bakar in his madness enters into alliance with Kakobovia to destroy Arcady <sup>LL3/MoM</sup>
1570	8054	Kakobovia sends warlord Oragun across Stoneheart Mountains to citadels in the Starcrag Range and assume control of their garrisons; Oragun begins rallying orc tribes of Black Forest <sup>LL3</sup>
1571	8055	Hobgoblins and orcs invade Arcady <sup>LL3</sup>
1572	8056	Deepharbor falls, Aka Bakar regains sanity and defeats invasion with <i>Sword of Air</i> but he and his family slain and laid to rest in hidden tomb; Hobgoblins and orcs armies decimated by magical devastation of Aka Bakar <sup>LL3/MoM</sup>
1573	8057	Adventurers infiltrate Dragonbone Peak while forces depleted from war in Arcady and strike at Kakobovia, half are killed the rest flee magically to High DownsMoM; Kakobovia gathers remaining forces of Dragonbone and launches all-out attack on High Downs; Adventurers' ploy works and Kakobovia leads his army into trap at Battle of Ironhill, Grand Duke Borell I of Reme defeats hobgoblins of Dragonbone and personally banishes incarnation of Kakobovia from Material Plane; Reme begins to reclaim Northmarches <sup>LL1/LL8</sup>
1740	8224	Harmost Demos Castorhage declares himself King of Castorhage in defiance of Imperator Ivint III; Lymossus Legion burned alive inside Castorhage barracks <sup>LL7</sup>
1822	8306	Humanoid raids from Black Forest begin on city of Oxibbul; Wizards of the Gray Tower turn them back <sup>LL3</sup>
1898	8382	Frequency of Black Forest raids on Oxibbul increase; Reduced number of wizards now at Gray Tower have harder time turning them back <sup>LL3</sup>
1915	8399	Oxibbul abandoned in face of ever-greater number of incursions; Remaining inhabitants retreat across The Fingers and establish towns of Elise and Glaiv; Oxibbul becomes a humanoid-occupied ruin <sup>LL3</sup>
1918	8402	Wizards of the Gray Tower largely depart region, the few remaining establish the Library of Elise <sup>LL3</sup>
1930	8414	Port city of Penmorome established on Southvale coast <sup>LL4</sup>
1932	8416	Evil treants from Fae Copse plague Penmorome and surrounding Settlements <sup>LL4</sup>
1943	8427	The Great Conflagration; Citizens of Penmorome with soldiers of Parthos raze forests of Southvale with iron axes and fire; Treants retreat into Black Wood and Fae Copse <sup>LL4</sup>
1944	8428	Towns of Southreach, Guildford, Marwood, and Whitehaven founded; Treants disappear from Fae Copse <sup>LL4</sup>
2143	8627	Earthquake strikes Insula Lymossus leaving much of Castorhage in Ruins <sup>LL7</sup>
2193	8677	Queen Coal of Castorhage comes to power; beginning of Years of Terror <sup>LL7</sup>
2214	8698	Scouts report groups of humanoids crossing The Fingers and traveling at night to disappear into the Dragon Hills; River Watch established along Binjerin River <sup>LL3/LL8</sup>
2241	8825	Undead legion of the necromancer Giltz attacks citadel of Dwurschmiede, Clan Flammakte defenders fall to treachery from within <sup>G5</sup>
2251	8835	Queen Coal of Castorhage burned at the stake; Years of Terror end <sup>LL7</sup>
2284	8868	Castorhage colonises Tandril Island, port of Trinidar established <sup>LL7</sup>

2321	8805	Forest Coast work camps established as penal colonies <sup>LL7</sup>
2348	8832	King Lertis Tevoy of Castorhage decrees construction of Great Road and supporting fortresses "to pierce the secrets of the Green Realm" <sup>LL7</sup>
2360	8844	Stonebridge built over Blackflow River <sup>LL4</sup>
2373	8857	Great Road abandoned; Ilber Nole left as only fortification on Forest Coast <sup>LL7</sup>
2390	8874	Scouts report ruins of Oxibbul once again abandoned; Dragon Hills rumored to be teeming with humanoid tribes <sup>LL3/ST</sup>
2411	8895	Disciples of Orcus infiltrate St. Harul's and begin its corruption from within <sup>ST</sup>
2462	8946	Tam Xaverik, secret Disciple of Orcus, named Protector of the Hold at St. Harul's <sup>ST</sup>
2469	8953	Accord of Tolerance enacted by Protector of the Hold removes last vestiges of political power from clergy of Thyr and Muir at St. Harul's <sup>ST</sup>
2471	8955	Last clergy of Thyr and Muir depart St. Harul's; High Altar of Thyr moved to Tircople <sup>ST</sup>
2472	8956	Protector Xaverik renames the Hold as Tsarul and appoints himself Warlord; Tribes of humanoids, long massing in Dragon Hills, relocate into Tsarul as army conscripts <sup>ST</sup> ; Last of evil treants hunted in Black Wood <sup>LL4</sup>
2473	8957	Crooked Tower appears in Tsarul <sup>ST</sup>
2476	8960	Warlord Xaverik swears fealty to him and rescinds Accord of Tolerance <sup>ST</sup>
2490	8974	Blessed Well of St. Harul drained to reach the caverns of Keltine Barrier; Breeding of the Black Orog begins <sup>ST</sup>

## PLANETARY POLES SHIFT

2491	8975	Poles of Boros shift; Goitre emerges forming Tempest Meridians <sup>LL1</sup> ; Ice sheet begins forming over continent of Boros and World Roof; Coming of Fimbulwinter to Castorhage, the Fetch hunt with impunity in the long darkness <sup>LL7</sup>
2496	8980	1 Tower of Oerson destroyed; Wild fires ravage Curgantium and spread across Akados burning Plains of Suilley and Matagost Forest; Refugees flee across Dardanal Strait to Ramthion Island <sup>LL4</sup> ; Endhome spared devastation; St. Harul's Well sealed, hiding the Caverns of the Barrier <sup>ST</sup> ; Nation of Huun founded; Vanishing Moon marks first Moonless Night and nocturnals raids in Hawkmoon <sup>K9</sup>
2499	8983	4 Imperial Court relocated to Tircople; Western empire abandoned by Hyperboreans; Chaos descends among survivors of Suilley Plain and Matagost Peninsula; Penmorome seals gates against all travelers; Endhome elects Senate to govern in absence of Imperial Court; Ramithi pirates give aid to refugees of Ramthion Island <sup>LL4</sup>
2505	8989	10 Ziggurat of Nergal completed on shore of Lake Ibnath; Shrines to Thyr and Muir in Lyre Valley greatly expanded <sup>LL1</sup>
2506	8990	11 Fimbulwinter in Castorhage ends <sup>LL7</sup>
2507	8991	12 Junk out of Quy Tai makes landfall at Castorhage opening Xi'en Trade <sup>LL4/LL7</sup>
2509	8993	14 Twelve Bloody Nights; Imperator and Pontifex roles combined; Trystecce the Ageless becomes imperatrix; High Altars of Thyr and Muir quietly moved to Lyre Valley <sup>LL1</sup>

## END OF HYPERBOREAN AGE IN THE WEST

2516	9000	21 Hyperboreans withdraw from Akados; Heldring cross the Helwall, forts of Sylvos and Albor Broce destroyed <sup>LL4/LL5</sup>
2517	9001	22 Heldring longships land on Ramthion Island and subjugate the populace; Heldring land in Southvale but cannot breach walls of Penmorome; Heldring advance checked at Stronghold Hjerrin in the south and withdraw to Exeter Province <sup>LL4/LL5</sup>
2521	9005	26 Unnamed local chieftain brings Heldring mercenaries to Insula Extremis; Heldring conquer all of Southvale but Penmorome; Found settlements of Wellesley, Weatherell, Freeport, North Bay, Penn, and Pike Point but eventually assimilate with local Population <sup>LL4</sup>

2523	9007	28	Heldring invasion of Insula Extremis begins; Fortress of Farketh Knowe constructed for Heldring to rule Ramthion Island <sup>LL4</sup>
2527	9011	32	Most Heldring in Exeter Province withdraw to Helcynngae Peninsula to take part in invasion of Insula Extremis <sup>LL5</sup>
2560	9044	65	Daan forms his Cataphracts in service to Hyperborea
2566	9050	71	Daan acclaimed as Polemarch of Insula Extremis
2576	9060	81	Daan defeats Heldring at Battle of Agedium
2581	9065	86	Daan's Legion marches on Tircople, passing through Plains of Suliley <sup>LL5</sup>
2584	9068	89	Daan falls as he destroys the lich-queen Trystecce; Few warriors return home to Plains of Suliley and Insula Extremis
2585	9069	90	Daanites withdraw to Ynys Cyrmagh; Daanites name the rest of the world as Lloegyr—the Lost Lands
2586	9070	91	The Twin Regents, King Alar and Queen Elspeth, normalize Castorhage trade relations with Xi'en Hegemony <sup>LL7</sup>
2617	9101	122	Jhedophar and Tork defeat witches of Stench-Hollow Downs and recover <i>Mandrake Staff</i> <sup>KK7</sup>
2623	9107	128	Archmage Jhedophar builds tower in Green Mountains and creates school of advanced arcane arts <sup>K7</sup>
2632	9116	137	Last Hyperboreans quietly disappear from Tircople
2654	9138	159	Birth of Macobert of House Foere
2690	9174	195	Knights of Macobert formed, mounted upon destriers bred in eastern Suliley <sup>LL5</sup>

## RISE OF THE FOERDEWAITH

2698	9182	203	King Macobert begins uniting Akados as Kingdom of Foere
2704	9188	209	Priests of Unholy Three driven from Foere by Macobert's consolidation establish Tower of Saecaroth south of Forest of Parna <sup>LL8/ONS4</sup>
2717	9201	222	Bandit King Rinos builds King's Bridge over Stoneheart River <sup>LL8</sup>
2720	9204	225	Province of Aachen established extending to the Great Bridge <sup>LL5</sup>
2738	9222	243	Archmage Jhedophar's school of magic disappears and the location of his tower is lost <sup>K7</sup>
2744	9228	249	Macobert crowned Overking of the Hyperborean Monarchy of the Foerdewaith
2745	9229	250	Foerdewaith provinces of Suliley and Matagost established; Old Hyperborean forts at Salyos and Parthos rebuilt <sup>LL4/LL5</sup>
2746	9230	251	King Prudus I gives fealty to Overking Macobert, Castorhage granted status of protectorate rather than vassal state <sup>LL7</sup>
2747	9231	252	King Prudus I and three Foerdewaith inspectors-general found consumed in their beds by swarms of rats; Foere declines to send further inspectors-general to Castorhage <sup>LL7</sup>
2748	9232	253	Bandit King defeated at King's Bridge by troupe of bards and peasant army led by Turlin; Construction begun on Lyre Bridge over Stoneheart River; Trademoot established at King's Bridge <sup>LL8</sup>
2751	9235	256	Province of Burgundia established to maintain garrison forts at Salyos and Parthos; Construction begins on city of Trevi <sup>LL4</sup>
2762	9246	267	Overking Macobert and his Knights march on sealed city of Penmorome, Primus of Penmorome opens gates with welcoming celebration; City renamed Penmorgh, Primus Ostephion appointed Magnate of Penmorgh; Province of Southvale created <sup>LL4</sup>
2765	9249	270	Death of Macobert; Son Magnusson succeeds to the throne; Issuance of Eastreach Decree; Provinces of Eastreach and Pontus Tinigal established <sup>LL5</sup>
2768	9252	273	Overking Magnusson completes imperial capital at Courghais
2776	9260	281	Death of Magnusson I; Grandson Magnusson II succeeds to the Throne

2781	9265	286	Red Plague strikes Kingdoms of Foere; One quarter of the population of the central lands dies including Magnusson II; Son Osbert I succeeds to the throne
2797	9281	302	Red Plague returns and strikes central Kingdoms of Foere again; Much of the kingdom's central territories are depopulated due to the high death toll; Plague claims Overking Osbert I who is succeeded by his son Osbert II
2799	9283	304	Orcus learns of residue of primordial power in caverns and tasks Grand Cornu of Tsar to establish a grand temple beneath the Forest of Horrors in secret <sup>RA/ST</sup>
2801	9285	306	Heldring armies cross Helwall again and roam along the March of Mountains, burning settlements and slaughtering their inhabitants; Overking Osbert II gathers a small army and marches south from Courghais to meet the Heldring in battle <sup>LL5</sup>
2802	9286	307	Mitra appears to Overking Osbert II in the Hearthglen and predicts victory over the Heldring; Osbert builds a shrine to the Sun Father; Osbert II defeats Heldring at Oescreheit Downs, Helcynngae Peninsula pacified; Exeter Province split into Exeter and Cereduin provinces; Trebes constructed on ruins of Sylvos; War hero and nephew of Osbert II, Claud Oberhammer, given rulership of Troye and named Duke of the Rampart, Battle-Duke, and Sword of the Foerdewaith; Tradition of Dukes of the Rampart as Battle-Duke Begins <sup>LL5</sup>
2803	9287	308	Ramithi islanders overthrow Heldring warlords on Ramthion; Fortress of Farketh Knowe thrown down <sup>LL4</sup> ; Construction begun on garrison town of Kingston; Keston Province established <sup>LL5</sup>
2805	9289	310	Ramthion Island petitions for entry into Kingdom of Foere; Province of Ramthion created <sup>LL4</sup>
2822	9306	327	County of Vourdon created <sup>LL5</sup>
2840	9324	345	Foerdewaith settlers push through Crynomar Gap
2843	9327	348	Twin royal heirs Kennet and Cale born to Overking Paulus
2854	9338	359	King-Crescent Company dissolves, Trinidar and Forest Coast Work Colonies slip from Castorhagi control <sup>LL7</sup>
2856	9340	361	County of Toullen established <sup>LL5</sup>
2858	9342	363	Cale abdicates claim to throne and given port of Reme
2859	9343	364	Prince Cale of Reme blocks Castorhage's attempts to resume control of Trinidar and Forest Coast <sup>LL7</sup>
2861	9345	366	Cale leads Colonization of Great Steppes
2906	9390	411	Enterprising merchants of King's Bridge trademoot begin construction on canals to avoid Turlin's Tax on goods passing over or under the river bridges <sup>LL8</sup>
2931	9415	436	Caleen colonies reach shore of Lake Hali; Humanoid attacks begin
2947	9431	452	Shadow walkers lead humanoid hordes from Lost Mountains; Caleen colonies destroyed, Prince Cale is lost; Wizard's Wall raised at Crynomar Gap
2958	9442	463	Huun invade Tircople; Pontifex and First High Lord slain <sup>LL1</sup>
2960	9444	465	First Great Crusade gathers at ports all along Sinnar Coast and Crescent Sea; Tircople recaptured; Crusader States established; Castorhage granted colonial rights in southeast Libynos <sup>LL7</sup>
2967	9451	472	Keep constructed at King's Bridge for protection of burgeoning market town <sup>LL8</sup>
2970	9454	475	Huun besiege Tircople, overrun part of Crusader States; Overking Yurid <sup>LL4</sup> gathers Crusader army at Pontus Tinigal and Tros Zoas to sail for Khemit, march overland to Tircople; In absence of forces on Crusade in the East, the vampire lord known as the Singed Man rises in the Duchy of Kear and conquers it, ruling as its Infernal Tyrant <sup>QoD4:CB</sup> ; King Prudus II of Castorhage caught traveling in Kear at time of rising and slain; Wife of Prudus, Constance, crowned queen <sup>LL7</sup>
2971	9455	476	Second Great Crusade breaks Siege of Tircople and drives Huun from Sacred Table

2977	9461	482	Count Wynston Mathen given land grant in Moon Fog Hills; Mistwood silver lode discovered near Malthlyn <sup>LL4</sup> ; Battle-Duke Ormand of the Rampart charged with freeing Kear from the Singed Man, Foerdewaith army crushed by the Infernal Tyrant of Kear at Seilo Ford, Battle-Duke Ormand slain and rises as vampire spawn in the Singed Man's service
2983	9467	488	The vampire Ormand expands enslaved Realm of Kear from Eber to Tarry; Foere and Castorhage dispute political responsibility and neither raises further forces to try and dislodge the Infernal Tyrant <sup>LL7</sup>
2997	9481	502	Marauding plainsmen threaten King's Bridge trademoot; Western canals expanded for protection around growing market city <sup>LL8</sup>
3030	9514	535	Founding of trade city of Bard's Gate at King's Bridge; First meeting of town council formed of leading merchants and election of first Burgher to oversee defense of the city and its trade interests <sup>LL8</sup>
3032	9516	537	River divers discover ancient shrine to the goddess Rhiaan at base of Rogue's Island, construction begun on temple to The Bird Goddess ending Pigeon Plague in Bard's Gate <sup>LL8</sup>
3035	9519	540	Shengotha Plateau covered in unnatural glacier, decimating dwarven Clan Krazzadak; The Winter Lich drives remaining dwarves from plateau, city of Bryn Tuk Thull sealed; Year of the Hard Cold afflicts Stoneheart Valley, ruining the harvest, killing winter crops, and delaying spring planting <sup>LL8/MoM</sup>
3036	9520	541	Famine strikes Stoneheart Valley and surrounding areas hard, starvation sets in across the region; Bard's Gate's expanding trade connections are able to import sufficient grain from the south to support the city's population; Bard's Gate council votes to provide their excess grain to the mountain dwarf clan of Silverhelm <sup>LL8</sup>
3037	9521	542	Dwarven craftsman arrive in Bard's Gate from Halls of the Silverhelm and begin construction on retractable canal bridges <sup>LL8</sup>
3039	9523	544	Silverhelm dwarves construct massive basilica temples to Thyr and Muir in Bard's Gate; High Altars moved from Valley of the Shrines into city <sup>LL1/LL8</sup>
3048	9531	553	Turin the Pretender imprisons Overking Oestemor and declares himself Overking Turin I
3050	9533	555	Turin I defeats Battle-Duke Orferro at the First Battle of Aixe, cementing his hold on the Crown
3058	9541	563	Leothrand of Mitra rescues Overking Oestemor and hides him in Yolbiac Vale to rally his loyalists <sup>QoD</sup>
3060	9544	565	Overking Oestemor brings Turin I to battle in Second Battle of Aixe, Oestemor prevails when Leothrand Cold-wielder raises the <i>Eye of the Othroäta</i> battle standard and the Crown is returned to House of Macobert; The dead of the battle are said to stretch from Aixe to Vermis <sup>QoD</sup>
3061	9545	566	First Shabbisian Plague outbreak in Bard's Gate <sup>LL8</sup>
3077	9561	582	Freight haulers and drovers in Bard's Gate form collective Teamsters' Accord to bargain for higher wages and come to prominence in local politics <sup>LL8</sup>
3095	9579	600	Second outbreak of Shabbisian Plague in Bard's Gate <sup>LL8</sup>
3098	9582	603	Duquaene the Bard defeats the summoner Eech and his horde of demons in the Stoneheart Forest, uses treasures found there to found Bard's College on North Island <sup>LL8</sup>
3102	9586	607	Infernal Realm of Kear reaches largest extent, stretching from Tarry to Tourne
3119	9603	624	Guilds of Bard's Gate are formalized, city council becomes Council of Burghers to oversee trade and revenue for the city; Burgher Hest of Teamsters' Accord elected first Mayor of the Council; Duquaene the Bard elected first High Burgher of Bard's Gate <sup>LL8</sup>
3120	9604	625	Cult of Zailhhess constructs temple on Frontier <sup>K5</sup>
3123	9607	628	Third Shabbisian Plague outbreak in Bard's Gate, priests of Bast summon cats to destroy plague rats <sup>LL8</sup>

3128	9612	633	Sir Varral the Blessed destroys the Singed Man and Duke Ormand, freeing Realm of Kear <sup>QoD4:CB</sup> ; Duchy of Kear reconstituted under Foerdewaith Crown with nephew of overking given title in Eber; Castorhage annexes port of Tarry <sup>LL7</sup>
3129	9613	634	Black-robed monks of The Brotherhood arise from ashes of Kear and begining distributing alms and feeding the poor and displaced <sup>BM</sup>
3133	9617	638	High Church of Foere officially sanctions Black Brotherhood as a benevolent society, first Brotherhood temple constructed in Nains <sup>BM</sup>
3137	9621	642	Talamarian Dispute, Council of Burghers erects wall around docks of Bard's Gate in rebellion against high burgher; Beginning of Tense Concord <sup>LL8</sup>
3139	9623	644	High Burgher Duquaene allies with temples of Bard's Gate to have their high priests made members of Council of Burghers <sup>LL8</sup> ; Disappearance and presumed death of Great Cleric Anthony Mackus; End of crusade against Fetch in Castorhage <sup>LL7</sup>
3147	9631	652	Night of Rough Noise; High Burgher Duquaene turns merchants of Bard's Gate against Council of Burghers; Mayor Hest lynched in Guildhall Court; Duquaene assumes position of mayor in addition to that of high burgher with support of the city clergy <sup>LL8</sup>
3160	9644	665	After years of declining population Hazad-Burgh falls to giant invaders <sup>LL4</sup>
3164	9648	669	Duke of Northmarches leads army to throw down temple of Zailhhess on Frontier, Zailhhess imprisoned in Carceri <sup>Ks</sup>
3169	9653	674	Crusader Coast overrun by Huun; Tircope sacked
3172	9654	675	Fleet gathers in Reme to transport Third Great Crusade to Crusader Coast
3173	9657	678	Third Great Crusade army lost at sea
3176	6960	681	Black Brotherhood extends loans to Crown to offset financial hardships of loss of crusader fleet <sup>BM</sup>
3181	6965	686	Black Brotherhood becomes major banking organization throughout Foere with chapterhouse banks in every major city <sup>BM</sup>
3190	9674	695	Dwarf lord Durand Strong-Arm discovers gold and silver west of Blackflow River; Durandel mines established under Fae Copse in Southvale <sup>LL4</sup>
3199	9683	704	Overking Oessum VIII calls for Fourth Great Crusade; Armies and fleet gather at Endhome to sail for Crusader Coast; Crown borrows extensively from Black Brotherhood bankers
3207	9691	712	Huun defeated at Battle of The Sickles; Overking Oessum slain; Graelton crowned overking
3208	9692	713	Army of Light marches on temple-city of Tsar; Desolation of Tsar Created <sup>ST</sup>
3209	9693	714	Tircope falls to Mguru tribes; Last Justicar of Muir slain <sup>ST</sup> ; <b>End of the Hyperborean Age</b>
3210	9694	715	Army of Light defeats Tsar and pursues Disciples of Orcus into Forest of Hope where both disappear <sup>RA/ST</sup> ; Citadel of Orcus vanishes from Tsar <sup>ST</sup> ; King Worrn II of Castorhage orders exploration for colonisation of Bream Isles and Nether Sea <sup>LL7</sup>

## BEGINNING OF THE AGE OF BREAKING (CURRENT AGE)

3213	9697	718	Foerdewaith Wars of Succession begin; Ramthion Island breaks from empire <sup>LL4</sup>
3214	9698	719	Displaced wizards from throughout Foere gather in Bard's Gate and form Dominion Arcane, found Wizards' Guild <sup>LL8</sup>
3215	9699	720	Grand Admiral of Pontus Tinigal withdraws from Foere, declares himself Emperor of the Oceans Blue; Kingdom of Oceanus established on Pontos Island <sup>LL4</sup>
3216	9700	721	Earl of Swordport mockingly declares himself Monarch of the Moonsilver Sea, assassinated by agents of Oceanus <sup>LL4</sup>
3217	9701	722	Imperial fleet gathers at Highreach to attack Kingdom of Oceanus; Foerdewaith fleet defeated at Battle of Kapichi Point; City-state of Endhome declares neutrality, Foerdewaith garrison expelled <sup>LL4</sup>

3218	9702	723	Foerdewaith army marches on Endhome; Army of Burgundia paid off by Oceanus and Endhome, surprises imperial army with flanking maneuver; Imperial army withdraws to Troye without bloodshed; Oceander army occupies Endhome <sup>LL4</sup>
3219	9703	724	Reconstruction begins on King's Bridge, expanding it to its modern dimensions <sup>LL8</sup>
3221	9705	726	Imperial garrisons withdrawn from Salyos and Parthos; Kingdom of Burgundia declares its independence; Armies of Matagost besiege Trevi; Burgundia sues for peace with Oceander; Oceander army withdraws from Endhome <sup>LL4</sup>
3222	9706	727	Kingdom of Sulley declares independence; Eastern region of Sulley erupts in civil war; Foere attacks western Sulley <sup>LL4/LL5</sup>
3223	9707	728	Foerdewaith army defeated by Sulley at Battle of Bullocks Bale <sup>LL4/LL5</sup>
3224	9708	729	Magnate of Penmorgh assassinated; Penmorgh appoints duke and allies with Burgundia; Southvale named a duchy of Burgundia <sup>LL4</sup> ; Duke Oden of Kear declares Kingdom of Vast as independent realm from Foere
3225	9709	730	Matagost attacks Southvale; Dwarves of Durandel aid army of Penmorgh and rout Matagost army <sup>LL4</sup> ; Margrave of Bret Harth declares Kingdom of the North Heath across Meander River from Vast
3226	9710	731	Siege of Trevi lifted by human and dwarven army from Southvale; Matagost erupts into civil war; Sulley armies withdraw from Gundlock Hills drawing new eastern border at Trader's Way <sup>LL4</sup> ; Foerdewaith armies skirmish with Vast and North Heath along Meander River, last Marquis of Eauxe slain in battle, fighting continues with neither side able to gain advantage
3227	9711	732	Burgundia garrisons coastal forts of Salyos and Parthos <sup>LL4</sup>
3228	9712	733	Castorhage recognizes independence of Vast and North Heath and sends ambassadors to Eber and Bret Harth <sup>LL7</sup>
3233	9717	738	Grand Duchy of Reme gains independence from Foere <sup>LL1/LL8</sup>
3240	9724	745	Reme recognizes independence of Vast and North Heath, sending ambassadors to Eber and Bret Harth
3241	9725	746	Free States founded across Crescent Sea <sup>LL7</sup> ; The Camp first established on border of the Desolation of Tsar <sup>ST</sup>
3245	9729	750	Armistice signed between Foere and Vast and North Heath kingdoms; Former March of Eauxe depopulated and left abandoned as buffer zone; Wandering companies of mercenaries and deserters increase in number as wars of the Sundered Kingdoms begin to wind down; Council of Burghers votes to have bridges of Bard's Gate fortified against incursions <sup>LL8</sup>
3260	9744	765	Orphans of War Society of Bard's Gate established by famed orator Hegany Durgas on 50th anniversary of Army of Light debacle <sup>LL8</sup>
3261	9745	766	Orphans of War Society rises to prominence, Durgas styles himself as "Gods Watcher"; Old temples of Bard's Gate begin to lose influence as Society's rhetoric turns on them over costs and failure of Tsar campaign <sup>LL8</sup>
3268	9752	773	Orphans of War Society forces vote through Council of Burghers to become an official guild of the city, Watcher Durgas becomes a burgher and is able to wrest position of Mayor of the Council from High Burgher Meriwot the Marred <sup>LL8</sup>
3271	9755	776	Mayor Durgas manages to pass <i>Guildmasters' Act</i> , permanently removing Bard's Gate clergy from Council of Burghers, public outcry is stifled by club-wielding men wearing grain-sack hoods on every street corner; Temples of Thyr and Muir begin to divert their resources and High Altars in the Valley of the Shrine as church influence continues decline in the city <sup>LL8</sup>
3272	9756	777	Shadow Masks founded in Bard's Gate <sup>LL8</sup> ; Black Brotherhood begins construction of monastery on Hill of Mornay <sup>BM</sup>

3282	9766	787	Domain of Hawkmoon becomes semi-autonomous under Bosworth the Great <sup>G2</sup>
3299	9783	804	Mayor Hegany Durgas disappears, many church leaders in Bard's Gate implicated though none are ever formally charged with a crime after newly elected Mayor Feldrim of Teamsters Accord proposes amnesty for all city priests <sup>LL8</sup>
3306	9790	811	Giants from Giantlands invade Southvale as far as Guildford, Duke Artimus Traverthal slain in battle; Burgundia refuses to give aid; Men of the vale and dwarves of Durandel drive giants back; Duchy of Southvale secedes from Kingdom of Burgundia; Burgundia threatens war but does not invade; Mayor of Penmorgh becomes de facto ruler of Southvale <sup>LL4</sup>
3309	9793	814	Border Keep constructed in Southvale to guard against further Giantlands incursions <sup>LL4</sup>
3312	9796	817	Kingdom of Oceanus demands fealty from Burgundia, Southvale, and Ramthion Island; Invades Matagost Peninsula quickly ending civil war and bringing its factions to heel; Southvale surrenders; Ramthion refuses; Burgundia agrees to pay tribute to Pontus Tinigal to avoid invasion, calls to Foere for aid with promise of fealty; Sulley attacks troops sent by Foere to assist Burgundia; Foere withdraws beyond The Rampart and names region east of Sulley the District of Sunderland <sup>LL4</sup> ; Assassins sent by Black Brotherhood attempt to murder Overking Osment, Osment closes all Black Brotherhood banks and orders interrogation of all captured Brotherhood officials <sup>BM</sup>
3313	9797	818	Three more assassination attempts on Overking Osment; High Church inquisitors confirm Black Brotherhood's involvement with Infernal powers <sup>BM</sup>
3314	9798	819	Overking Osment leads army of Foere to besiege Black Monastery on Hill of Mornay, the monastery disappears in a massive conflagration <sup>BM</sup>
3317	9801	822	Torwatch Keep constructed to keep watch over ruins on Hill of Mornay <sup>BM</sup>
3329	9813	834	Duke of Listonshire's bastard son allies with Cult of the Oinodaemon and attempts to overthrow duchy, is defeated and slain by uprising of peasants <sup>K3</sup>
3330	9814	835	Church of Mitra constructs Morninghaven Sanitorium in Hearthglen at Osbert's shrine <sup>SNS4</sup> ; Ardanicus the Younger of Freegate raises army to destroy Tower of Saecaroth <sup>ONS4</sup>
3333	9817	838	Burgundia and Oceanus reach peace agreement; Oceanus firmly controls Matagost, Southvale, and much of Sunderland <sup>LL4</sup>
3336	9820	841	Keston Province and County of Toullen change their allegiance to Kingdom of Sulley <sup>LL5</sup>
3337	9821	842	Oceander army marches from Matagost for Troye <sup>LL4</sup>
3338	9822	843	Foerdewaith army defeats Oceanders soundly at Battle of the King's Road; Oceander forces withdraw back across Sunderland <sup>LL4</sup>
3339	9823	844	Oceanus and Foere sign non-aggression treaty <sup>LL4/LL5</sup>
3350	934	855	Partisans of Southvale attempt to assassinate visiting King Phillip of Burgundia in Penmorgh; Plot is discovered and king escapes <sup>LL4</sup>
3351	935	856	Burgundia attacks Southvale; Oceander fleet lands at Parthos to aid Southvale; Oceanus also marches from Matagost; Trevi besieged by combined armies; King Phillip slain in battle, succeeded by King Marteir <sup>LL4</sup>
3352	936	857	Caravan encampment of Turlin's Well expanded into a true district of Bard's Gate <sup>LL8</sup>
3354	938	859	Trevi destroyed; King Mareir taken captive to Tros Zoas; Burgundia falls and Oceander armies lay waste to the lands; Leave garrison at Parthos <sup>LL4</sup>
3377	9861	882	Hetherington Quarrus Mabe of Castorhage first breaches between <sup>LL7</sup>
3380	9864	885	Nightly Order of Macobert largely destroyed in Courghais, the few survivors go into hiding

3387	9871	892	Bard's Gate Temple District in decay, religious center of city moves to King's Bridge <sup>LL8</sup>
3392	9876	897	Tower of Bone appears in Fae Copse; Dwarven city of Durandel Falls <sup>LL4</sup>
3393	9877	898	Personal papers of deceased Mayor Feldrim implicate him and leaders of Teamsters Accord in murder of Mayor Durgas; High Burgess Laressa Underwood with support of Council of Burghers abolishes Teamsters Accord from city and has Mayor Lamar Hydenquel of the Teamsters stripped of office, with support of church leaders she manages to have office of Mayor of the Council again attached to office of the High Burgher/Burgess <sup>LL8</sup>
3400	9884	905	Rappan Athuk: The Dungeon of Graves discovered in Forest of Hope <sup>RA</sup> ; Booth Axlecaster forms Wheelwrights Guild in Bard's Gate <sup>LL8</sup>
3412	9896	917	East canal of Bard's Gate constructed to protect Turlin's Well from roving gnoll bands <sup>LL8</sup> ; Baron Atredi of Martyn's Nest raises fleet to destroy pirates of God's Tear Island <sup>K1</sup>
3414	9898	919	The Lyre Valley grows wilder and more dangerous, High Altars of Thyr and Muir relocated back into city after too many parishioners and priests in the Valley of the Shrine go missing <sup>LL8</sup>
3418	9902	923	The adventurer Tecrad Avorill discovers a clutch of abandoned griffon eggs in the Stoneheart Mountains, returns with them to his native Bard's Gate <sup>LL8</sup>
3419	9903	924	Tecrad forms the Lyreguard as a free company of soldiers to serve as defenders of Bard's Gate, begins raising baby griffons and training recruits to be griffon riders, foundations of Citadel of Griffons laid <sup>LL8</sup>
3420	9904	925	Crane the Sorcerer disappears while warring against Tsathogga's Violet Brotherhood <sup>QoD/RA</sup> ; Baron Atredi of Martyn's Nest <sup>K1</sup> overthrown in Reme civil wars and replaced by council of ministers loyal to Grand Duke
3422	9906	927	Doom of Greenpool on Ramthion Island <sup>LL4</sup>
3423	9907	928	Merchants of Endhome establish Grollek's Grove as trading post between four nation-states: Endhome, Sunderland, Suilley, and Duchy of the Rampart <sup>LL4</sup>
3425	9909	930	Shandril of Freya founds village of Fairhill in Stoneheart Valley <sup>LL1</sup>
3436	9920	941	Captain Aldrin Shaw of Eastwych deserts from the navy of Foere, relocates to Swordport, begins to gather small fleet of freebooters; Shaw's estate at Stormshield seized by city of Eastwych <sup>RC</sup>
3437	9921	942	Disappearance of the explorer Aroldus Gravenfar after a short stopover in Castorhage; Building project begun to roof eastern end of Lyre Bridge in Bard's Gate <sup>LL7</sup>
3439	9923	944	Conroi Expedition crosses Wizard's Wall to begin exploration of Haunted Steppe; Unseasonal torrential rains begin to fall on the eastern slopes of the March of Mountains, the rains continue virtually nonstop causing extensive flooding, washout of roads, and undermining of city walls and building foundations; Duchy of the Rampart, Kingdom of Suilley, County of Vourdon, Keston Province, and Count of Toullen are hardest hit <sup>LL5</sup>
3442	9926	947	Captain Shaw's fleet driven from Swordport by earl's dragoons, flees to Razor Sea <sup>RC</sup>
3443	9930	951	The rains have continued for four years; Casualties from flooding and mudslides have reached the tens of thousands, the destruction of property is on a massive scale, and trade on the South Road has virtually been brought to a halt causing economic recession in the lands east of the mountains; The noted scholar and philosopher Oscobar of Vermis declares the rains to be the work of the forces of Darkness and calls them the Fiend Rains, he predicts they will continue for another 13 years; The strange blind mystic Lun of the Mountain calls the rain Rynas' Tears, but she gives no explanation why; Lun says the rains will end in 6 more years <sup>LL5</sup>

3445	9929	950	Bard's Gate west wall strengthened and expanded to current dimensions <sup>LL8</sup>
3446	9930	951	Captain Shaw destroys small Foerdewaith colony on Razor Coast and founds Port Shaw <sup>RC</sup>
3449	9933	954	After 10 years the Fiend Rains come to an end; The Borderland Provinces begin to dry out and dig themselves out of the mud; Drainage to the lowlands of the Hearthglen have become a spreading marsh that is eventually known as the Creeping Mire <sup>LL5</sup>
3451	9935	956	Last King of Castorhage, Worrn IV, dies in riding accident; Alice crowned queen <sup>LL7</sup>
3455	9939	960	The Creeping Mire continues to grow and attracts dangerous inhabitants, making the road to Morninghaven Sanatorium perilous; Mitran pilgrims begin to disappear from the Swamp Road en route to Morninghaven <sup>SNS4</sup>
3457	9941	962	Ice Floe of Zemeth appears and engulfs tower of the Salka <sup>SNS3</sup>
3461	9945	966	Dwarven hero Dargeleth Silverhelm disappears in Under Realms <sup>LL8</sup>
3466	9950	971	Unable to guarantee the safety of its pilgrims, the Church of Mitra sells Morninghaven Sanatorium to Baronet Wilbane Osterkrieg who turns it into a prison for the criminally insane <sup>SNS4</sup>
3469	9953	974	East wall of Bard's Gate erected to encompass the Outer Quarter <sup>LL8</sup>
3474	9958	979	Clyuria of Arendia graduates from Bard's College and joins Lyreguard <sup>LL8</sup>
3478	9962	983	Oceanus invades Ramthion and conquers lowlands; Construction begins on The Damerhold <sup>LL4</sup>
3483	9967	989	Ramithi resistance gathers in mountains at ruins of Farketh Knowe, appoints <i>dux bellorum</i> to drive Oceanders into the sea <sup>LL4</sup>
3484	9968	990	Ramithi resistance successfully repels Oceander army in Caterwaul Mountains; Oceanus turns responsibility to garrison Parthos over to Southvale; Construction begins on Fort Kellstyn <sup>LL4</sup>
3485	9969	991	Gathos the Cruel executes garrison of Parthos, renames city, and declares himself first Tyrant of Lowport <sup>LL4</sup>
3486	9970	991	Keston Province assumes control of Mourninghaven Sanatorium after arrest of Baronet Osterkrieg <sup>SNS4</sup>
3493	9977	998	Jumble Uprising of Castorhage ends with Duke Malice creating Road of Impalements <sup>LL7</sup> ; Koraashag the Craven sent forth into tunnels beneath Rappan Athuk by Orcus to find the "pit of the abyss" <sup>LL1</sup>
3494	9978	999	Koraashag discovers the bottomless pit beneath the Stoneheart Mountain Dungeon and builds a secret temple of Orcus in its Depths <sup>LL1</sup>
3497	9981	1002	Abysthor, High Priest of Thyr, disappears in the Valley of the Shrines <sup>LL1</sup>
3499	9983	1004	Bofred the Just raised as the High Priest of Thyr in Bard's Gate <sup>LL8</sup>
3500	9984	1005	Gnoll hordes attack Bard's Gate; Commander Avorill slain, Imril given command of Lyreguard; City's standing army instituted <sup>LL8</sup>
3501	9985	1006	Clyuria leaves Lyreguard and takes a positon as provost of Bard's College; "Merinath" forms Fellowship of the Note <sup>LL8</sup>
3503	9987	1008	Construction of Karling's Contraption completed <sup>LL8</sup>
3504	9988	1009	Labor strike stops overland trade into Bard's Gate, declaration of Wheelmen's Holiday and minting of the silver wheel currency end strike <sup>LL8</sup>
3505	9989	1010	Duloth Armitage becomes burgher of Wheelwrights Guild <sup>LL8</sup>
3506	9990	1011	Humanoid and barbaric human raiders descend from Wilderland Hills and burn village of Byrnum; Beginning of Wilderlands Clan War; County of Toullen sends small contingent of troops to assist Keston <sup>LL5</sup>

3507	9991	1012	Kingdom of Suilley commits troops to assist beleaguered army of Keston Province against the Wilderlands clans; Exeter fortifies Albor Broce against incursions by the clans <sup>LL5</sup> ; Bard's Gate East Docks flourish; Gray Deacons disappear overnight, Slip-Gallows Abbey becomes a haunted place in the middle of Bard's Gate; Shrines of Thyr and Muir lost to hordes of Orcus out of Stoneheart Mountain Dungeon; Clan Silverhelm seals its halls to outside World <sup>LL1/LL8</sup>
3508	9992	1013	Bofred the Just and Barahil the Faithful found the Order of the Sword of Retribution in Bard's Gate; Shadowguild rises as thieves' guild of Bard's Gate to replace Gray Deacons <sup>LL8</sup>
3509	9993	1014	Clyria elected High Burgess of Bard's Gate <sup>LL8</sup> ; County of Vourdon and Exeter Province send assistance to Keston and Suilley troops; General Cormien wins Battle of Broch Tarna breaking the strength of the hill clans and sending their margoyle masters fleeing back into the Forlorn Mountains <sup>LL5</sup>
3510	9994	1015	Passage of the <i>Corpse</i> [Laying to Rest] Act of 1770 in Castorhage requires payment of a Death Duty to ensure that mortal remains are not subject to later reanimation for labor <sup>LL7</sup>
3511	9995	1016	Balcoth the Wraith-mage breaks through the Wall of Sleep and travels from Leng to Stoneheart Mountain Dungeon in search of a source of immeasurable power <sup>LL1</sup>
3513	9997	1018	Calthraxus the Black attacks Bard's Gate mines and makes them his lair <sup>LL1/LL8</sup>
3514	9998	1019	Armies of Huun lay siege to Bard's Gate <sup>LL8</sup>
3515	9999	1020	King Ovar defeats Huun in Gulf of Akados and at Bard's Gate and pursues them into Irkainian Desert <sup>LL8</sup>
3517	10,001	1022	Current year; Rumors of Ovar's return from Irkaina

<sup>BM</sup> See *The Black Monastery* by Frog God Games

<sup>F1</sup> See *F1: Vindication* by Necromancer Games

<sup>G2</sup> See *G2: What Evil Lurks* by Necromancer Games

<sup>G5</sup> See *G5: Chaos Rising* by Necromancer Games

<sup>GG:N</sup> See *Gary Gygax's Necropolis* by Necromancer Games

<sup>K1</sup> See *K1: A Family Matter* by Necromancer Games

<sup>K3</sup> See *K3: The Doom of Listonshire* by Necromancer Games

<sup>K5</sup> See *K5: The Six Spheres of Zailhess* by Necromancer Games

<sup>K7</sup> See *K7: The Tower of Jhedophar* by Necromancer Games

<sup>K9</sup> See *K9: Elemental Moon* by Necromancer Games

<sup>LL1</sup> See *LL1: Stoneheart Valley* by Frog God Games

<sup>LL2</sup> See *LL2: The Lost City of Barakus* by Frog God Games

<sup>LL3</sup> See *LL3: Sword of Air* by Frog God Games

<sup>LL4</sup> See *LL4: Cults of the Sundered Kingdoms* by Frog God Games

<sup>LL5</sup> See *LL5: Borderland Provinces* by Frog God Games

<sup>LL7</sup> See *LL7: The Blight: Richard Pett's Crooked City* by Frog God Games

<sup>MoM</sup> See *Mountains of Madness* by Frog God Games

<sup>ONS4</sup> See *ONS4: Dread Saecaroth* by Frog God Games

<sup>QoD</sup> See *Quests of Doom* by Frog God Games

<sup>QoD4:CB</sup> See *Quests of Doom 4: The Covered Bridge* by Frog God Games

<sup>RC</sup> See *Razor Coast* by Frog God Games

<sup>SNS3</sup> See *SNS3: Ice Tower of the Salka* by Frog God Games

<sup>SNS4</sup> See *SNS4: The Mires of Mourning* by Frog God Games

<sup>ST</sup> See *The Slumbering Tsar Saga* by Frog God Games



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# AEGIS OF EMPIRES PLAYER'S GUIDE

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Check out the richly detailed history and culture of the **Lost Lands Campaign Setting** as it plays out on the epic canvas of the *Aegis of Empires Adventure Path*! You'll find evocative lore, history, and background to the peoples and lands of the Kingdom of Foere, the Grand Duchy of Reme, and the Kingdom of the Vast, connecting the lands of Akados from the Crescent Sea and the brooding and blighted city-state of Castorhage in the West to the March of Mountains in the East. See it all from a player's-eye view in vivid detail, bringing together two decades of legends and lore from the adventures and campaign settings of **Frog God Games** and **Necromancer Games**, (and created in cooperation with the creators of those adventure epics). This book is perfect for long-time fans of the **Lost Lands** and ideal to bring new players and GMs into this intricately crafted campaign world, system-neutral and perfect for use with your favorite fantasy RPG!

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